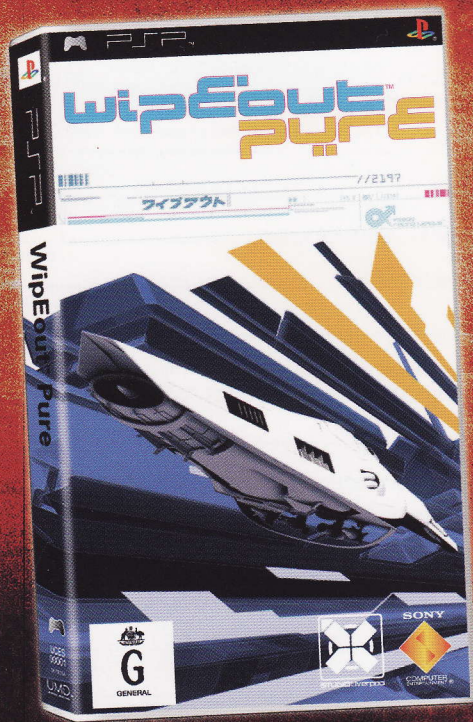


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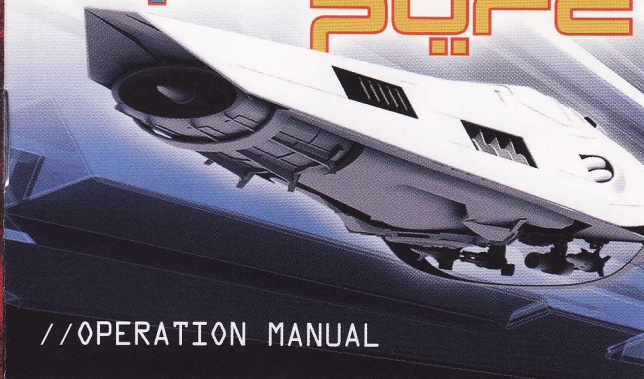
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PlayStation Portable

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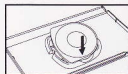
Wipeout Pure



// OPERATION MANUAL

## PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

## HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

## PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

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## PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

PARENTAL CONTROL LEVEL	AGE GROUP
9	Restricted to 18 and over
7	Not suitable for under 15 unless accompanied by an adult
5	Recommended for mature players
3	Parental guidance recommended
2	General



### UCES-00001

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

## SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

### To access **STEALTH**:

Select the  icon from the Home Menu and press the  button to commence loading.

### To access **WIPEOUT™ PURE**:

Select the  icon from the Home Menu and then select the  icon. A thumbnail image of the software will be displayed. Select the image and press the  button to commence loading.

**NOTE:** when WIPEOUT™ PURE is accessed for the first time, the PSP™ system software 2.0 update will be automatically launched.

## WIPEOUT™ PURE - GETTING STARTED

The Language Selection screen will be displayed. Choose either English, Spanish, French, German or Italian. Following a short cinematic sequence, the Title Screen will be displayed. Press the START button to access the Profile Menu.



ファイブアウト



PORTABLE 4-G RACING



## PROFILE MENU

WIPEOUT™ PURE uses player profiles to record and save progress and settings. Each profile requires at least 550KB of free space on a Memory Stick Duo™. A maximum of five profiles can be saved to Memory Stick Duo™. All changes will be autosaved upon returning to the Main Menu from the Profile Menu.

### LOAD

Load a previously saved profile from Memory Stick Duo™.

### NEW

Create a new profile to store progress and save it to Memory Stick Duo™. A Memory Stick Duo™ must be inserted into the Memory Stick Duo™ slot of the PSP™ system.

### SAVE

Save a profile to Memory Stick Duo™.

## MAIN MENU

### SINGLE PLAYER

#### SINGLE RACE

Compete in a one-off race against tough opposition using the ship, track and speed class of your choice.

#### TIME TRIAL

Race alone on any track, and aim to achieve the fastest time. All weapons are neutralised in Time Trial Mode, but a free Turbo pick-up is awarded at the start of every lap.

#### ZONE

Race at ever-increasing speeds on specially constructed tracks and survive for as long as possible to reach the highest zone. As the ship continuously accelerates and the danger level rises, tactical airbrake use will aid navigation and stabilisation. Weapons are disabled in Zone Mode.

## MULTIPLAYER

**NOTE:** the player that creates a Multiplayer Game session is known as the “host”.

### WIRELESS (WLAN) FEATURES

WIPEOUT™ PURE supports Wireless (WLAN) functionality that allows the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



### AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.

### CREATING A MULTIPLAYER GAME

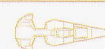
The two types of Multiplayer Game that can be created are Single Race or Time Trial. The host is responsible for class selection, league selection, track selection, team selection and options selection. Finally, the host must press the **X** button to access the session lobby. The list of players who have joined the session will be displayed in the lobby. When ready, the host must press the **X** button to commence the session.

### JOINING A MULTIPLAYER GAME

Select “Join Game” and press the **X** button to continue. The Team Selection screen will be displayed. Press the **X** button to select a ship and access the “Join Network Game” Screen. The following on-screen message will be displayed “Searching for Multiplayer Games”. At this point, a list of any Wireless (WLAN) Multiplayer Games being hosted in the vicinity will be displayed on-screen. Select a game to participate in and press the **X** button to access the session lobby. When the host of the session is ready to begin, a message will be displayed on-screen. It is not possible to join races that have already commenced, and once the host leaves a session it will be “Game Over” for all of the competitors.



ライブアウト





**NOTE:** upon returning to the Main Menu, any new records set in Time Trial Mode or Single Race Mode in Multiplayer Mode will be autosaved to your profile.

## PROFILE

Manage your profile, track your progress, access your records and more.

## GAME SHARE

**NOTE:** in order to use the Game Share facility, please ensure the WLAN switch on the PSP™ system is turned on.

The Game Share facility allows one user (known as the “host”) to share a demo version of WIPEOUT™ PURE with another user (known as the “receiver”). The receiver is not required to have a PSP™ Game inserted into their PSP™ system in order to receive WIPEOUT™ PURE content via the Game Share facility. The host must select “Game Share” and follow the on-screen instructions to experience the demo. A host can only share data with one receiver at a time, within a range of 10 metres. In order to share data with more than one receiver, the Game Share facility process should be repeated accordingly.

## INSTRUCTIONS FOR RECEIVING PSP SYSTEMS

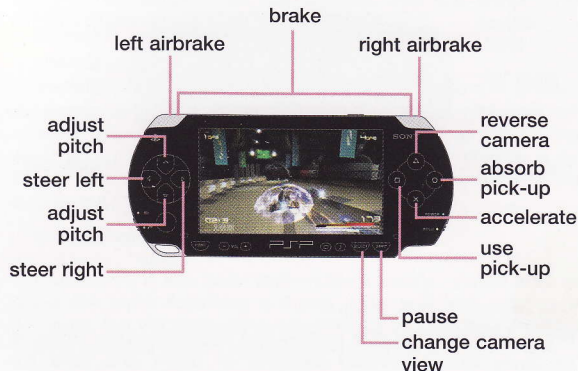
Select “Game Sharing” from the Home Menu. Your PSP™ system will attempt to locate other PSP™ systems that are currently capable of sending Game Sharing data, within a range of 10 metres.

Once a suitable PSP™ system has been located, follow the on-screen instructions to send a request to the host PSP™ system. The Game Sharing transfer will commence once the request has been accepted by the host. To terminate data that has been received via the Game Sharing facility, either switch off your PSP™ system, or return to the Home Menu. Any Game Sharing data received will subsequently be deleted.

# OVERVIEW OF RACING

## DEFAULT CONTROLS

### DUAL AIRBRAKE CONTROLS



### ADDITIONAL CONTROLS

Quickly double tap the **L** button to side-shift to the left or quickly double tap the **R** button to side-shift to the right.

Following a jump, and while still airborne, press **←**, **→**, **↶** in quick succession to perform a Barrel Roll to the left, or press **→**, **←**, **↷** to perform a Barrel Roll to the right. A successful Barrel Roll supplies a significant speed boost upon landing but also drains a small amount of energy. Barrel Rolls can not be performed without enough energy.

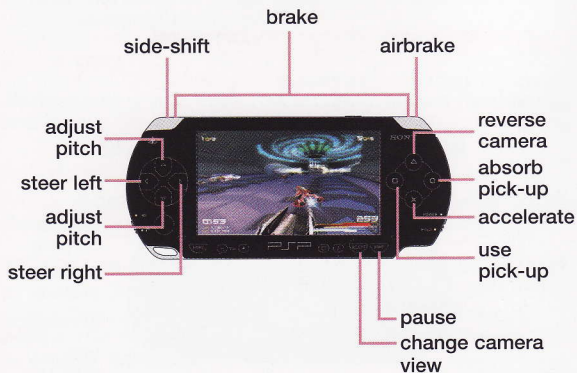


ファイブアウト





## SINGLE AIRBRAKE CONTROLS



## ADDITIONAL CONTROLS

Press and hold the **R** button and simultaneously press **→** to apply the right-hand airbrake or press and hold the **R** button and simultaneously press **←** to apply the left-hand airbrake.

Press and hold the **L** button and simultaneously press **→** to apply the right-hand side-shift, or press and hold the **L** button and simultaneously press **←** to apply the left-hand side-shift.

Following a jump, and while still airborne, press **←**, **→**, **←** in quick succession to perform a Barrel Roll to the left, or press **→**, **←**, **→** to perform a Barrel Roll to the right. A successful Barrel Roll supplies a small speed boost upon landing but also drains a small amount of energy. Barrel Rolls can not be performed without enough energy.

## WEAPONS AND PICK-UPS

A range of weapons and pick-ups can be obtained at random by flying over coloured weapon pads embedded into the circuits. Press the **○** button to activate pick-ups or fire weapons. Look out for chevron-shaped speed pads which are also embedded into the circuits, and will temporarily boost acceleration.

## ABSORBING WEAPONS

When the energy level runs low, press the **○** button to absorb the currently held pick-up or weapon. Different pick-ups will recover different amounts of energy. Strategically choosing whether to unleash a weapon or pick-up or absorb it to replenish energy can make all the difference between winning and losing.

## SHIP RECOVERY

On occasion, it has been known for a poorly-piloted ship to leave the track following a steep jump and lose vital race seconds, but the recovery service run by AG Salvage Shuttles always ensures a swift return to the race for stricken ships.

## ENERGY

In most modes, a pale blue bar representing the ship's current energy level will be displayed in the bottom right of the screen. The ship's energy diminishes through weapons fire or collisions with other ships or trackside boundaries. When the ship's energy completely runs out, it will be "Game Over".



ワイプアウト





## MUSIC CREDITS

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