

# Wipeout 2097 / XL D3D demo

Wipeout 2097 / XL is a fast futuristic racing game. Twelve of the world's best anti-gravity pilots come together on a series of deviously designed circuits in a bid for the coveted F5000 anti-gravity racing championship.

CD space:	17Mb	Direct X redistribution files
	28Mb	Music track - Tenation by Cold Storage
	11Mb	Intro movie
	5Mb	Game files
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	61Mb	

## 1. Installation

To run the installation, run the LAUNCHER.EXE program on the CD. The LAUNCHER program will check the registry for a previously installed version of the game. If it doesn't find one, it will run the INSTALL.EXE program which asks you if you want to install Direct X (which the game needs). After this procedure, the SETUP.EXE program is called - this is the main installation of the game.

Using the demo for magazine cover disks: If you want to offer the user Wipeout's Direct X installer, set up your front end to call the LAUNCHER.EXE program. If you wish to offer Direct X separately to the user and want to just install the game, call the SETUP.EXE program.

## 2. Start up selections

When starting up, Wipeout offers a pre-game selection menu where you can choose the screen resolution that you want to run the game in and whether you want to use 3D hardware or not. The default settings will be the optimum settings for your hardware. If you have a 3D card installed on the machine, Wipeout will detect this and will display "Direct 3D HAL" under the device section.

The resolutions that the game runs in are 320x240, 512x384, 640x480 and 800x600. The resolutions offered to you on the start up box will depend on both your VGA card and 3D card.

If you have a good 3D card, we recommend you run the game in 640x480. If you don't have a 3D card, we recommend you run the game in 320x240 in "RAMP EMULATION" mode.

When these options are set to your requirements, click 'Play Game' to continue.

## 3. Menu Options

To use the menu system, use the cursor keys to move the highlighted option and the ENTER key to select.

### Team Menu

Pick your craft from the **TEAM** menu. There are four teams available: FEISAR, AG Systems, Auricom and Qirex. Each has their own handling and speed characteristics. It is recommended that beginners take out the more controllable FEISAR ship for their first few races. Use the Up and Down cursor keys to highlight your chosen racing class and ENTER to select.

### Class & Track Menu

This demo contains one circuit, Gare D'Europa. You can race at Vector class (slow) or Rapier class (fast). Each race lasts 2 laps. In the **CLASS AND TRACK MENU**, use the Up and Down cursor keys to highlight your chosen racing class and ENTER to select.

To start the game return to the main menu screen and select "Start".

## 4. Playing the Game

Gare D'Europa is a complex, twisty track set in a disused Paris subway system. You start at the back of a grid of 12 craft. Your challenge: to speed past the other racers (blasting them out of the way if necessary) to win a medal. Gold, silver and bronze medals are awarded to the respective first three finishing positions.

### Default Controls

Controlling your anti-gravity craft is simple, but may take a little getting used to.

Cursor keys	Steer / nose up & down
S	accelerate

A	air brake left
D	air brake right
SPACE	fire
Left Alt	drop weapon

Wipeout fully supports the GravisPad Pro (similar the Playstation pad). This pad is strongly recommended.

Joysticks, joypads and the mouse are also fully supported.

All controls are redefinable in this demo. To do this, go into the OPTIONS menu from the main menu. Then select CONTROLLER SETUP. In this screen, use the left and right cursor keys, to select the required controller device. Select the REDEFINE CONTROLLER to alter controls.

#### Function keys

F1	View: external / internal
F2	Mouse sensitivity: 8 settings
F3	Draw distance: 8 settings
F4	Engine trails: 3 settings
F5	Sky: on / off
F7	Bi-linear filtering: on / off

#### Shield Energy

Each time you collide with the side of the track or are hit by an enemy weapon, your shield energy will be depleted. When shield energy levels reach zero, your ship will explode. The on-screen Shield Energy bar shows your current level at a glance.

#### Speed-Ups

Fly over the blue arrows on the track to receive an additional burst of speed - ideal when going up hill and overtaking.

#### Checkpoints

As soon as you begin a race, a countdown showing your allotted time will be activated. If the counter reaches zero before you pass the next Checkpoint, the game will be over.

#### Pit Lanes

Recharge shield energy by flying into the pit lane. This is a clearly marked red striped area next to the long starting straight on the circuit.

#### Pausing the action

Press **ESCAPE** at any time during the game to pause it.

## **5. Weapons and PowerUps**

Racing is not all there is to Wipeout 2097 / XL. There's destruction too! Flying over the coloured crosses on the track will cause you to pick up a weapon or power-up. (Note: after a craft has flown over a weapon grid the grid takes a second to reactivate). Only one weapon can be held. The full game contain 11 weapons and powerups. This demo contains 4.

#### Rockets

Fire in bursts of 3 from the front of the craft. Rockets have terrain hugging capability but fire only in a straight line.

#### Missiles

Similar to rockets, but only one fires at a time. Missiles have heat seeking capability. The missile target can lock on to enemies both in front and behind your craft. If you have a rear lock, the text 'Rear Lock' will flash below the weapon icon. To fire the missile forwards, press the **SPACE BAR**. To fire the missile backwards, press the **SPACE BAR** and the **DOWN** cursor key together.

#### Plasma Bolt

When activated, a Plasma Bolt has to charge up before it fires. This weapons is a little tricky to hit another ship with but if you do, he'll be kissing the dirt.

#### E-Pak

When activated, an E-Pak will boost your shield energy.