

= Wipeout 3 =

Wipeout 3 ( stylised as wip3out in Europe and Japan , and as wipEout 3 in North America ) is a futuristic racing video game developed by Psygnosis and published by Sony Computer Entertainment exclusively for the PlayStation . The title is the fourth game in the Wipeout series , and was released in Europe and North America in September 1999 . Players control extremely fast anti @-@ gravity ships and use weapons to force other contenders out of the race . The game was re @-@ released in Europe as Wipeout 3 : Special Edition in August 2000 , which contained additional tracks and content .

Psygnosis hired design studio The Designers Republic to create a simple colour scheme and design for in @-@ game menus and race courses , to create what a Psygnosis staff member called " a believable future " . The game is one of the few PlayStation titles to run in high @-@ resolution mode , offering crisper graphics and visuals . Wipeout 3 's soundtrack is composed of electronica tracks selected by DJ Sasha and features contributions by Orbital and The Chemical Brothers .

The game was positively received on release ; critics lauded the graphics , music , and minimalist design elements . The high level of Class , perceived lack of new content and courses , and lack of new game features were seen as the game 's primary faults . Despite generally good press , the game was a financial disappointment . Wipeout 3 was the last title in the series to appear on the PlayStation ; the next entry , Wipeout Fusion , was released exclusively for the PlayStation 2 platform in 2002 .

= = Gameplay = =

Wipeout 3 is a racing game that retains the same basic elements of its predecessors , and introduces players to the F7200 Anti @-@ Gravity Race League . Set in 2116 , Players control futuristic anti @-@ gravity ships owned by racing corporations and pilot them on eight circuits ( plus four hidden prototype tracks ) . Each craft is equipped with an energy shield that absorbs damage sustained on the track ; if the shield is disabled , the player 's craft can be knocked out of the race . Shields are regenerated in a pit lane that is set apart from the main course . The less time spent in the pit lane , the less the shield will regenerate .

In addition to shields , each racing craft contains air brakes for navigating tight corners , as well as " Hyperthrust " option . Players can activate Hyperthrust to increase their speed , but Using Hyperthrust drains energy from the shields , making the craft more vulnerable .

Scattered across each raceway are weapon grids that bestow random power @-@ ups or items . Wipeout 3 adds new weapons in addition to the five retained from previous games . Several weapons are defensive ; for example , the gravity shield protects the craft from attacks and collisions for a time period . Offensive weapons are also available ; craft can use rockets , Multi @-@ Missiles and mines to disable competitors . Players can use an auto @-@ pilot power @-@ up to safely coast through difficult turns .

The default game mode awards medals to the top three finishing hovercraft . Each contestant must reach checkpoints on the course within a certain amount of time , or be ejected from the race . Winning consecutive gold medals unlocks New Tracks and Team . Wipeout 3 features several other game modes , including challenges to complete courses in a set time . In the " Eliminator " mode , players gain points for destroying competitors and finishing laps . The " Tournament " mode has players compete on several tracks , with points being awarded on race placement . Players can engage in two @-@ player racing via a split @-@ screen option .

= = Development = =

In developing the next entry in the Wipeout series , developer Psygnosis retained many of the developers of the original game to preserve the distinctive racing experience of earlier games . At the same time , Psygnosis sought to make the game more accessible to new players of the fast @-@ paced racer , and kept early courses easier for these players ; the difficulty was adjusted for

later courses so that experts still experienced a challenge . Wipeout 3 was the first Wipeout game to take advantage of PlayStation controllers with analogue sticks , used to offer smoother control of the player 's craft .

Psygnosis turned to the graphic design studio The Designers Republic to assist in development . The Designers Republic , known for its underground techno album covers , provided " visual candy " to Wipeout 3 's graphics , designing the game 's icons , billboards , color schemes , and custom typefaces . The look and feel of the futuristic courses was bounded by a desire to retain a believable sensibility ; Wipeout 3 lead artist Nicky Westcott said that " [ Psygnosis ] tried to make it look like a believable future , instead of making the sky toxic orange with 10 moons flying around and the world gone mad . It 's very low @-@ key [ and ] a lot more refined . "

= = = Music = = =

Wipeout 3 , continuing the tradition set by the first game , contains electronica offerings from various artists , including The Chemical Brothers , Orbital , and the Propellerheads . Psygnosis ' development manager , Enda Carey , focused on bringing together music early in the game 's development cycle , instead of as an afterthought or last @-@ minute addition to the game . Unlike previous soundtracks , Psygnosis selected a single music director , DJ Sasha , who worked with artists to create a cohesive soundtrack . Sasha included several of his own tracks made specifically for the game . The game disc is a Mixed Mode CD that allows Wipeout 3 's soundtrack to be played in a standard compact disc player . To promote Wipeout 3 and its game music , Psygnosis sponsored a Global Underground tour for Sasha . Game pods featuring Wipeout 3 were placed at parties and venues , accompanied by a tie @-@ in marketing campaign .

= = Reception = =

Overall , critical reception of Wipeout 3 was positive ; the game has an aggregate average of 87 % based on 29 reviews at Game Rankings , and a metascore of 89 at Metacritic . IGN named Wipeout 3 the most accessible game of the series , and in 2007 the title was named the 92nd best game by the site . Despite generally positive reviews of the game , Wipeout 3 was not a commercial success .

The fast @-@ paced gameplay and graphics were singled out as strong features of the game . Jack Schofield of The Guardian was surprised by the level of detail , stating that the " graphics are better than you 'd expect the [ PlayStation ] to deliver " . Both GamePro and Game Revolution reviewers praised the new game features , specifically the new weapons and ability to challenge friends via splitscreen . The Designer Republic 's style was consistently praised as helping to make the racing locales seem real , though David Goldfarb of the magazine International Design stated that the " techno @-@ meets @-@ Nihonpop @-@ art visuals " had been executed better in previous entries of the series . Wipeout 3 's soundtrack and sound effects were also lauded .

A major fault reviewers found with Wipeout 3 was the steep learning curve of the game . David Canter of The San Diego Union @-@ Tribune described the difficulty progression as " ludicrous " , with the tournament game mode going from " easy as pie to tough as nails " . Though the use of the analogue stick was positively noted as helping to increase control over the onscreen craft , GamePro found that proper handling required large amounts of patience and practice .

Reviewers who gave Wipeout 3 lower marks noted a sense of disappointment that the series broke little new ground . Stuart Miles of The Times admitted Wipeout 3 was a good game , but felt that he had been expecting much more from the sequel : " It 's as if the programmers have concerned themselves more with the overall look and feel , rather than further developing the existing gameplay . " Alistair Wallace of Gamasutra , in a retrospective on Wipeout 2097 , remembered that " I enjoyed [ Wipeout 3 ] because it was more of the same and I loved it , but I think the series ran out of its innovation . Doing loop the loops isn 't a big deal really . " GameSpot summed up its review of the game by judging Wipeout 3 an excellent racer , but not able to beat Wipeout 2097 as the best futuristic racing game of all time .

= = Re @-@ release and sequel = =

A special edition of Wipeout 3 was released exclusively in Europe on 14 July 2000 . Wipeout 3 Special Edition featured many minor changes to gameplay , such as different craft physics , auto @-@ loading of saves and AI bugfixes . In addition , eight courses from previous Wipeout titles ( three from Wipeout and five from Wipeout 2097 ) plus two hidden prototype circuits previously only available in the Japanese version of Wipeout 3 , were added giving total of 22 tracks . Special Edition also allowed for four @-@ person multiplayer , using two televisions and two PlayStation consoles . Wipeout 3 was the last game in the series made for the PlayStation . The next entry in the Wipeout series , entitled Wipeout Fusion , was released in 2002 exclusively for the PlayStation 2 . The game introduced new tracks , ships , and weaponry , as well as enhanced artificial intelligence .