

= Wipeout ( video game ) =

Wipeout ( stylised as wipE 'out " ) is a 1995 futuristic racing game developed and published by Psygnosis . It is the first game in the Wipeout series and is set in the year 2052 . It was originally released in 1995 for PlayStation and PCs running MS @-@ DOS , and in 1996 for Sega Saturn , being a launch title for the PlayStation in Europe and North America . It has since been re @-@ released as a downloadable game for the PlayStation 3 and PlayStation Portable via the PlayStation Network in 2007 .

Set in the year 2052 , players compete in the F3600 anti @-@ gravity racing league , piloting one of a selection of craft in races on several different tracks around the world . Unique at the time , Wipeout was noted for its futuristic setting , weapons designed to both stall and destroy enemy opponents and its marketing campaign which was designed by Keith Hopwood and The Designers Republic . The game featured music from CoLD SToRAGE , Leftfield , The Chemical Brothers and Orbital . The game was critically acclaimed upon release ; critics praised the game for its originality and its vast " unique techno soundtrack " . However , it was criticised for its in @-@ game physics . Wipeout managed to spawn several sequels to critical acclaim .

= = Gameplay = =

Wipeout is a racing game that is set in the year 2052 , where players compete in the F3600 anti @-@ gravity racing league . The game allows the player to pilot one of a selection of craft in races on several different tracks . There are four different racing teams to choose from , and two ships for each team . Each ship with its own distinct characteristics of acceleration , top speed , mass , and turning radius . By piloting their craft over power @-@ up pads found on the tracks , the player can pick up various weapons and power @-@ ups such as shields , turbo boosts , mines , shock waves , rockets , or missiles . The power @-@ ups allow the player to either protect their own craft or disrupt the competitors ' craft .

There are seven race tracks in the game total , six of them located in futuristic versions of countries including Canada , Germany , Greenland , United States , China and Japan . After all tracks have been completed on the highest difficulty , a hidden track set on Mars is unlocked . Multiplayer mode is only available in the PlayStation version of the game , and features the option of having a competitive two player mode throughout the seven tracks , with the usual six remaining AI competitors .

= = Development and release = =

Wipeout was developed and published by Liverpoolian developer Psygnosis ( later known as SCE Studio Liverpool ) , with production starting in the second half of 1994 . The marketing and artwork of the game was designed by Keith Hopwood and The Designers Republic in Sheffield . Aimed at a fashionable , club @-@ going , music @-@ buying audience , Keith Hopwood and The Designers Republic created art for the game 's packaging , in @-@ game branding , and other promotional materials . An early beta version of Wipeout appeared in the teen cult film Hackers ( 1995 ) , in which both protagonists were playing the game in a nightclub . Shortly after the film 's release , Sony expressed some interest Psygnosis on the basis of their " impressive work it had done with 3D graphics " . In September 1995 Sony Computer Entertainment purchased Psygnosis and later renamed SCE Studio Liverpool in 2000 .

The game 's vehicle designs were based on Matrix Marauders , a 3D grid @-@ based strategy game whose concept was developed by Psygnosis employee Jim Bowers and released for the Amiga in 1994 . Nick Burcombe , the game 's future designer , was inspired to create a racing game using the same types of ' anti @-@ gravity ' vehicles from his experience with Powerdrome and F @-@ Zero . The name " Wipeout " was given to the game during a pub conversation , and was inspired by the instrumental song Wipe Out by The Surfaris . Designing the game 's tracks proved to be difficult due to the lack of draw distance possible on the system . Players received completely

random weapons , resembling Super Mario Kart in their capability to stall rather than destroy opponents .

Wipeout gained a significant amount of controversy upon its initial release . A marketing campaign created and launched by Keith Hopwood and The Designers Republic included an infamous promotional poster , featuring a bloodstained Radio 1 DJ Sara Cox , which was accused by some of depicting a drug @-@ overdose . The poster branded Wipeout " a dangerous game " , with Wipeout 's designer Nick Burcome suggesting that the " E " in Wipeout stood for ecstasy .

Wipeout was first released alongside the PlayStation in Europe in September 1995 . It was the PlayStation 's best @-@ selling launch title in Europe . Two months later in November 1995 , it was released in the United States . The game went to number one in the all format charts , with over 1 @.@ 5 million units of the franchise having been sold to date throughout Europe and North America . Wipeout was ported to the Sega Saturn in 1996 , however because the company behind the PlayStation , Sony , owned the applicable rights to most of the PlayStation version 's soundtrack , new music was recorded for the Saturn version by Psygnosis 's in @-@ house music team , CoLD SToRAGE .

= = = Music = = =

The game 's electronica soundtrack was mostly composed by Welsh video game music composer Tim Wright under the alias CoLD SToRAGE . Music tracks were licensed from non @-@ mainstream electronica acts to create an original soundtrack album titled Wipeout that was released to promote the game in 1996 . This music album featured a selection which contrasted against the music included within the game , with CoLD SToRAGE being the most notable omission given his prevalence within both Wipeout and numerous successors . Additional songs featured in Wipeout are from Leftfield , The Chemical Brothers , and Orbital and were included in the PAL version of the PlayStation game , while the Saturn version included three songs by Rob Lord and Mark Bandola .

= = Reception = =

Upon release , the game was critically acclaimed . IGN staff praised the game for its originality and unique techno soundtrack , but criticised the difficulty with manoeuvring the vehicles and also the difficulty of the game itself , stating that " there aren 't nearly enough competitors " and that the player would have " [ pulled ] ahead of the other racers with no problem " . Edge cited that it was hard to criticise " such a beautifully realised and well @-@ produced game which [ exploited ] the PlayStation ? s power so well " , but did show similar concerns over the game 's longevity regarding its " reliance on track @-@ based power @-@ ups " that would " limit Wipeout ? s lifespan " in comparison to Super Mario Kart . GamePro gave the PlayStation version a rave review , predicting that " Wipeout 's taut action and grueling courses will lure many diehard racing fans to this new system . " They particularly praised the challenging gameplay and precision controls . They said the fact that multiplayer is only through the PlayStation Link Cable is the game 's one major flaw , since the PlayStation still had a low installed base at this point and thus this would not be an option for most players . Maximum opined that of all the games in the PlayStation 's European launch lineup , " not one title can match up to the awesome nature of Psygnosis ' WipeOut . It 's an amazing spectacle to behold , it sounds absolutely fantastic and it 's the best playing racing game yet beheld on a next generation super console . " Making particular note of the lack of pop @-@ up , the coherent style and concept , the soundtrack , the unlockable Rapier mode , and the PAL optimization , they gave it their " Maximum Game of the Month " award .

The later Saturn version also received generally positive reviews , though most critics agreed that it was not as good as the PlayStation version . In Sega Saturn Magazine , Rad Automatic praised the large number of tracks and the distinctive flavour of each one , and remarked that the gameplay is very easy to get into but provides more than enough challenge . He criticised it as not being as good as the PlayStation version , though he noted that none of the shortcomings impact the gameplay . The four reviewers from Electronic Gaming Monthly similarly praised the number and variety of

tracks along with the strong challenge the game presented , and were much more approving of the graphics than Sega Saturn Magazine , describing them as " vibrant " and " gorgeous " . Both Air Hendrix of GamePro and a reviewer for Maximum argued that the Saturn version is noticeably not as polished as the PlayStation version but still excellent in absolute terms , making it a pointless purchase for PlayStation owners but recommended for Saturn @-@ only players .

= = = Legacy = = =

The game 's initial success led to Psygnosis developing several sequels which would later become part of the Wipeout franchise . A direct sequel , Wipeout 2097 , was released for the PlayStation and Sega Saturn in 1996 , which was met with positive reviews , especially aimed towards the vastly improved game engine and new physics the game offered . A Nintendo 64 spin @-@ off , Wipeout 64 , was released in 1998 and was met with considerable praise from critics , but was noted to be too similar to the original Wipeout . After the release of Wipeout in 1995 , the awareness of the underground techno community in England was significantly boosted , with critics praising the vast " unique techno soundtrack " the game offered .

Wipeout has been described as being synonymous with Sony 's debut gaming hardware and as an early showcase for 3D graphics in console gaming . It has since been re @-@ released as a downloadable game for the PlayStation 3 and PlayStation Portable via the PlayStation Network in 2007 .