= Warhawk (2007 video game) =

Warhawk is a multiplayer third @-@ person vehicle and flight combat video game developed by Incognito Entertainment exclusively for the PlayStation 3 . It is a remake of an aerial warfare game of the same name , which was a launch title on the original PlayStation . Apart from the similarity of controlling aircraft , the remake bears little other resemblance . It was the first PlayStation 3 game to be available both for download on the PlayStation Network and for retail on Blu @-@ ray Disc . For the United States , Blu @-@ ray Disc and PlayStation Network versions were released on August 28 , 2007 . The PlayStation Network version was released in Europe , Australia and Japan on August 30 , August 31 and October 4 respectively . The Blu @-@ ray Disc version was released in Australia and Europe on September 20 and September 21 , respectively , but was not released in Japan .

Warhawk was initially intended to have both single @-@ player and multiplayer modes , however the single @-@ player element was canceled during development due to concerns that it was inferior to the game 's multiplayer component . The game was released with five maps (each with five possible configurations) and four game types , Deathmatch , Team Deathmatch , Zones and Capture the Flag . After the 1 @.@ 4 update , the number of game types increased to six with the addition of the Hero and Collection modes . Three optional expansion packs for the game containing new maps and equipment increase the number of available maps to eight .

Warhawk was met with a generally positive reception by reviewers . However , for a few months after its initial launch it was plagued by connection and server issues , including ranking issues with players , which were subsequently corrected in updates . The player is able to rank @-@ up though 20 ranks ranging from Recruit to General , unlocking new personnel and aircraft customization options at each rank . A spiritual successor , Starhawk , was released in May 2012 .

== Gameplay ==

Warhawk is a third @-@ person shooter set in a science fictional , perpetual war between the Eucadian Republic and Chernovan Empire (blue and red team , respectively) .

There are two ground vehicles , a jeep and a tank , and an armored personnel carrier is added by the Operation : Broken Mirror expansion . There are two air vehicles , the Warhawk and Nemesis (which are only cosmetically different) , both of which can use nine weapons , an example is the AS @-@ 3 Tow Missile system . That weapon is the only weapon in the game where the player guides the weapon , the players screen is devoted to guiding the missile and leaving the player open to getting hit . But the upside is that it does massive damage and is the largest explosion in the game . The Omega Dawn expansion adds a dropship , and the Fallen Star expansion adds a jetpack . There are three turrets available to the player (anti @-@ air missile turret , anti @-@ air flak turret , and the .50 caliber anti @-@ infantry machine gun) . The game uses the PlayStation 3 Sixaxis and DualShock 3 controllers . The game can be set to make use of these controllers ' motion sensing function to allow the players to control aircraft and ground vehicles by tilting the controller in different directions rather than the more conventional methods of using the D @-@ pad or analog sticks . However , a traditional control scheme is the default option . Warhawk offers online and offline multiplayer play . Offline allows for 1 @-@ 4 players splitscreen (without bots) . Online features up to 32 @-@ player battles , with the ability to have up to 4 players use one PlayStation 3 in split screen mode (on non @-@ ranked servers that permit it) . Players 2 @-@ 4 can enter or exit the game while a match is in progress .

The game uses medals and rewards , which are awarded for certain tasks . As of v1.50 , the game supports trophies , which will be used in the online service PlayStation Home . Players are also able to customize their characters with armor squad markings , Warhawk paint schemes , and other accessories . More customization options are unlocked as the player increases in rank . Warhawk also allows the creation of clans , which may participate in online events and competitions . The game also makes use of arbiters , paid anonymous players who are tasked to find cheaters within the game . They are able to punish offending players in several ways , such as an email warning , a

forum post , a kick , or a temporary / permanent ban . Arbiters can also request that the player 's stats be erased .

= = = PlayStation Home = = =

Warhawk is one of many games that supports game launching in PlayStation Home . This feature allows players to host a game in Home and then launch it once other players have joined . The player may even invite friends to the game launch . Once the game has been launched from Home the players may return to Home at any time via the " Return to PlayStation Home " option that appears instead of the " Quit Game " option . On February 26 , 2009 , Incognito Entertainment and SCE Studios Santa Monica launched the Warhawk space for PlayStation Home . Beyond its unique aesthetics , the space is functionally similar to those for Uncharted : Drake 's Fortune and Far Cry 2 , with one notable exception : the " Warhawk Sand Table " . It 's a place to plan in @-@ game strategies using " VR " set @-@ pieces ? vehicles , maneuver icons , etc . - which can be moved around on 2D versions of any of the game 's maps (and their variants) .
 The first person to access the table is in control . Here 's where one of the problems arises : anyone can walk up and watch as a user plans their " secret " strategy . Furthermore , there 's no way to share or use the finished battle plan within the game . It 's all up to each player 's memory (or notepad) .
 There is also a " Learning Terminal " (eight in all) that tells the users about General Hints , Weapons , and Flying .
 Outso developed the Warhawk game space for Incognito Entertainment and SCE Studios Santa Monica as well as the " Warhawk Sand Table " in the space .
 On February 11 , 2010 , a Warhawk personal space was released in Home . It includes the Sand Table featured in the Game Space as well as a mutliplayer turret mini @-@ game .
 As of July 2010 , the Warhawk game space has been removed from PlayStation Home , due to lack of players actually using the space .

= = = Game modes = = =

Warhawk supports 6 separate game modes compatible with all variations of all of the maps .
 Deathmatch . Every man for himself . The game ends when a player reaches the score limit , or when time expires .
 Team Deathmatch . Same rules as a deathmatch except the player is automatically assigned to either the Chernovan (red) or Eucadian (blue) teams . Game ends when the combined score limit is met or when time expires .
 Dogfight . A variation on Deathmatch / Team Deathmatch where you play only in the Warhawk / Nemisis planes .
 Hero . A version of the team deathmatch where a hero is randomly selected on both sides for one minute , or until the hero dies . The hero gets a health boost , damage boost , and every weapon in the game (which the hero can keep if he survives the one minute) . The key difference between Hero and TDM is that in TDM all enemy kills are counted to the team total whereas in Hero , only when killing the Hero or when the Hero kills an enemy are they counted towards the total .
 Capture the Flag . This mode of game play is by far the most popular among Warhawk players . In this mode each team has a flag at their base which they must defend while attempting to capture the second flag in their opponent 's base . You can only capture the flag if your flag remains at the base .
 Collection . This mode features 4 " cores " scattered along the map . The object is to collect as many cores as possible . Once a core has been collected , a new one will respawn in the same spot as where the player got it . If a player dies , all cores are lost , and an enemy , or nearby team mate can collect them .
 Zones . The object of this mode is to capture various control points on the map . Each control point has 3 levels for each team , and a neutral level . A player can do this in other game modes (except

deathmatch) to earn points for yourself , but in Zones , their team gains points for the number of zones the player has , and how many levels each one has . The player will only be able to capture levels if the area around it is clear , or captured by their team . The game ends when the time runs out , score limit is reached , or if the player is able to capture all control points .

= = Development = =

 Warhawk was first announced to the public in May 2005 , with a working build shown at E3 in 2006 . This version was the first PlayStation 3 title to be shown with the newly announced Sixaxis motion sensing technology . In February 2007 , it was announced that the single player element of the game was to be pulled . This was due to concerns Incognito had over the quality of the single @-@ player campaign , particularly when compared to the multi @-@ player modes . Dylan Jobe , the game 's director , stated , " If we were to continue down our single @-@ player / multiplayer approach , it would have resulted in not as good single player or not as good multiplayer " . The extra development of the multiplayer mode was used to improve existing elements such as in @-@ game communication , and to implement new features such as On Demand Split Screen , whereby players can easily enter split screen mid @-@ game . Split screen can only be used in battles that allow it . Only unranked servers have the ability to have it and even then , it is an option whether or not the host wants it on or off . It was also revealed at the same time that Warhawk would be made available for download over the PlayStation Network .
 In August 2007 , Sony Computer Entertainment America released news that PlayStation 3 consoles would be used as the dedicated servers for Warhawk . A photograph was released which showed a server room with several PlayStation 3 consoles in racks . Each server is able to support 32 players . The games developers have commented that the engine used in the game features technology which could not be easily implemented on any other platform , such as procedurally generated water and waves , as well as volumetric clouds .
 Following the games release , many issues with networking and player statistics were reported , such as delays in receiving points and awards , failure to receive the points or awards , and " connection failed " and " connection lost " errors . To address these issues , Incognito released several server @-@ side patches before releasing the games first update , Version 1 @.@ 1 . This update addressed the majority of issues users experienced with the game , with others being addressed in the Version 1 @.@ 2 update . A demo was released on the PlayStation Store on October 9 , 2008 .

= = = Release = = =

 There was initial confusion as to how this game would be distributed to consumers , after the announcement that it would be a multiplayer @-@ only title . Sony announced on May 16 , 2007 , that there would be two iterations of the game . The game alone is downloadable from the PlayStation Store for US $ 29 @.@ 99 (£ 19 @.@ 99 , ? 29 @.@ 99) , with an initial download size of 798MB . This version is restricted to the PlayStation Network account that buys it . The second is a retail Blu @-@ ray Disc version that sells for $ 59 @.@ 99 (the standard retail price of most PlayStation 3 games upon release) , bundled with a Jabra BT125 Bluetooth headset in America and the Jabra BT135 in Europe , allowing players to chat with other players online while playing the game . An additional third was later released on October 10 , 2007 without the inclusion of a USB headset , which was priced at US $ 39 @.@ 99 . Both retail versions feature extra content such as behind @-@ the @-@ scenes developer interviews , concept art and trailers . Warhawk was re @-@ released as a Greatest Hits title on July 28 , 2008 for $ 29 @.@ 99 .

= = = Updates and expansions = = =

 Additional downloadable content (DLC) has been released , with more announced , since the game 's launch . Expansions include new maps , weapon upgrades and character customization

options . The DualShock 3 controller became compatible with the game upon the release of the version 1 @.@ 20 patch . Incognito has stated that any future development on the incomplete single player campaign would only be released as a separate product , and not as an expansion to the current game . Warhawk updates are free , but expansion packs are sold online for a price . Updates are mandatory installations that must be completed in order to play the game . Expansion packs are optional , and the ability to purchase expansion packs is available within the menu of the game itself , as well as through the PlayStation Store .

The 1 @.@ 1 and 1 @.@ 2 updates were released on October 19 , 2007 and December 19 , 2007 respectively , fixing numerous exploits and stability issues . Update 1 @.@ 3 was released on April 2 , 2008 and included two new weapons , eighteen new player @-@ made customizations for planes and forty @-@ four new player @-@ made custom insignias for both troops and planes , integration of PlayStation Home , and new in @-@ game chat features , such as cross @-@ team chat . Also in update 1 @.@ 3 , the " stat padding " issue , a bug that allowed game players to cheat by increasing their points cumulatively by dropping the opponents ' flag off the level and having it respawn back into the players ' hands to repeat , was resolved by completely removing the ability to drop the flag . Update 1 @.@ 4 , released on July 16 , 2008 , features two new game modes called " Hero " and " Collection , " and introduced the Quick Join feature , which searches for a server that connects the user to matches that work with the user 's current level . The next update , Version 1 @.@ 5 , was released on August 27 , 2008 and includes trophy support , the winning entries from the European version of the paint and insignia contest , and allows the user to play music via the XrossMediaBar in @-@ game .

Three expansion packs have been released . The first , " Operation : Omega Dawn , " released on December 20 , 2007 , includes a new night @-@ themed map , Omega Factory , and a new aircraft , the KT @-@ 424 Combat Dropship . The second expansion pack was released on April 17 , 2008 entitled " Operation : Broken Mirror " , which includes a new armoured personnel carrier equipped with an energy shield and the ability to boost , similar to a Warhawk , as well as serving as a mobile spawn point . A new map called Vaporfield Glacier was also included in the new expansion . It is the largest map to date , and includes 10 different layouts . In the PlayStation Store , there is also an option to purchase the first two Booster @-@ packs for a reduced price , and there will be another combo pack with all three included . The latest booster pack , " Operation Fallen Star , " was released on August 28 , 2008 and added the Icarus MK1 Jetpack which allows troops to fire while airborne as well as a new map called Tau Crater . All three of the booster packs cannot be combined , nor can one affiliate with another , and people who do not own an expansion featured in a server they are attempting to join will not be able to join the server .

On August 27 , 2008 the 1 @.@ 5 patch was released and included the addition of trophy support . A total of 57 trophies are available in the game , 10 of which are retroactive and can be obtained based on previously recorded statistics without the user having to complete tasks a second time . A further 34 are based upon gameplay and so are not retroactive . The trophies can be attained Split @-@ screen or Unranked as well . Each of the available expansions also feature an additional 4 trophies .

On May 13 , 2011 , game developer Dylan Jobe unveiled the successor to the game entitled Starhawk on GTTV . Starhawk was released on May 8 , 2012 .

= = Music = =

The music is composed by both Christopher Lennertz and Timothy Michael Wynn . Their scores for this video game were recognized as one of the best video game scores of 2007 by IGN .

= = Reception = =

Warhawk generally received positive reviews , with its aggregate review scores being classed as generally favorable by Metacritic and GameRankings . PSM provided the lowest review score officially qualified by the GameRankings website . The magazine described it as " a third @-@

person shooter that never quite gets off the ground . " Other reviews were more positive in their outlook . PSM3 described the game as " a masterpiece of balance , of design , and the jewel in Sony 's online crown . " UK magazine Edge described it as an " instantly gratifying experience " , also saying that the lack of a single @-@ player campaign was made up for by " its brilliantly implemented notion of flight and considered balance " . Nick Costanza and Vin Acosta were largely critical of the game , saying " it can 't be taken seriously " .

 1UP.com gave Warhawk a positive review , but said , " It 's just not quite $ 40 worth , " referring to the price of the downloadable version on the U.S. PlayStation Store . It was given the IGN Editors ' Choice Award , calling it " a AAA experience that is an adrenaline rush for online fans . " Game Informer described Warhawk as " better than they 'd hoped for " . GamePro stated that although Warhawk offers an intense online combat experience , being dropped immediately into the action leaves you " somewhat bewildered " and doesn 't give you that " feeling of connection " to the game . GameTrailers described Warhawk as " simply fun , easy to compete , but challenging to shine . " Adam Sessler from X @-@ Play complimented the game 's multiplayer only style saying " ... I wouldn 't have it any other way . " Gaming Target selected Warhawk as one of their " 52 Games We 'll Still Be Playing From 2007 " and awarded it " PlayStation 3 @-@ Exclusive Game of the Year " .