

WIPEOUT - Q & A

Answers by Alan Raistrick, Producer, except where noted.

Q: What is your position on the Wipeout Team and what have you worked on before?

A: Producer. I've worked on several projects for Psygnosis including *Sentinel Returns*™ and the recent *Lemmings*® for the PlayStation®.

Q: Are any of the original Wipeout team members working on the game?

A: Yes. Our Lead Artist, Nicky Westcott, has worked on both previous games and brings a lot of experience with her, adding essential continuity to the brand. Beyond this, having team members who are new to the game brings the creativity and innovation that the product demands.

Q: How will Wipeout 3 differ from its predecessors?

A: Scream if you want to go faster...it's more of everything! It's a total experience, a sensory overload: extreme speed, graphical excellence, and gameplay innovation. New features include hi-res mode, which is utilized throughout the game; a split screen 2-player mode; all-new craft designs with 3 new teams, 7 new weapons, and 8 original tracks, and much more! Accept no substitutes!

Q: Does Wipeout 3 use an all new engine?

A: *Neil Paterson, Lead Programmer:* We are using a graphics engine specifically written to give the best visuals for *Wipeout 3*. We have incorporated many of the strong technical ideas contained in the *Wipeout XL* code, and even some techniques from the original *Wipeout*. However, we have also included a large number of new programming strategies which will allow *Wipeout 3* to have more detailed, crisper images and allow your anti-gravity racers to reach dizzying new speeds.

Q: What do you think is the most important element of Wipeout series - the graphics, design, control, or sound?

A: *Wipeout* is a unique fusion of all these elements. Each is equally important in creating the *Wipeout* experience, and we've given special attention to getting the combination even better than before.

Q: The first two Wipeout games had quite a steep learning curve. Will Wipeout 3 be more accessible?

A: *Wayne Imlach, Lead Designer:* A greater range of anti-gravity craft allows us to start with a much more forgiving, easily mastered ship designed for the novice, with ultimately better performing ships available for the advanced player.

A number of new features on the craft themselves are transparent in much the same way as the air brakes. You can play the game without having to use them or even realise they are there -- but to master the circuits and achieve the best times, you need to understand and use all the features available.

Then there's the addition of several modes of play, including a Tournament mode, a Challenge mode and a Deathmatch mode, all of which allow for more variety and will appeal to a much greater range of game-player. There's something for every type of race enthusiast here.

Q: How do you ensure these changes to the formula won't alienate the hardcore *Wipeout* fans?

A: The successful formula is not being changed, just enhanced. The strengths of previous versions will be built upon, with minor creases fully ironed out.

Q: Tell us more about the track designs in general.

A: There are several new features in our track designs, all specifically chosen to enhance the fluid feel of racing in AG craft. By spending more time on track design in this version, we think we've got even better racing than in the previous game, with smoother tracks allowing greater speeds to be achieved by the expert.

Q: Will *Wipeout 3* be faster than its predecessors?

A: It's a whole lot faster.

Q: What are the new weapons and how will they be changing the game dynamics?

A: *Wayne Imlach, Lead Designer:* We have some cool new additions, and old favourites such as shield and homing missile have been modified and upgraded to provide improved use over the original versions. There's a bit more of a balance between defensive measures and offensive capability now, so the player should find it less frustrating when attacked by an opponent. There's one new weapon that's both defensive and offensive in nature. . . that one's particularly nasty!

Q: Are there any bands lined up for the soundtrack?

A: Yes. Renowned British DJ, Sasha, who we've appointed as musical director, will produce 5 exclusive music tracks for *Wipeout 3*, as well as selecting, overseeing and working with several international guest acts on the project, including Chemical Brothers, Underworld, Propellerheads, Orbital and other artists still to be announced.

Q: Are you planning to use Dual Shock™ and Analog control to enhance the game?

A: Oh yes! This version will be right up to the minute with technology.

Q: How has the control been improved for this third instalment?

A: *Wayne Imlach, Lead Designer:* The control and handling of the craft is one of the strongest features of *Wipeout*, so we're being very careful about any changes we make to what is already a considerably tweaked and honed system. Major areas of improvement come from the support of new Analog controllers, and the Dual Shock capability they possess. The greater range of craft also allows us to experiment with different craft handling characteristics, allowing a wider variety from which the player can choose a favourite. As mentioned above, the craft also have a number of new features that can be activated by the player, and these will give a greater sense of control, while requiring more careful and tactical racing to use them to their full potential.

Q: How do the new vehicles and teams expand upon the gameplay?

A: *Wayne Imlach, Lead Designer:* The craft certainly have features that expand upon the gameplay. As for the teams, they will be much more prominently featured in the game due to the inclusion of the Tournament mode, where you race against very specific pilots racing for their respective teams. We're trying to bring the player further into the game, making it less impersonal, a criticism levelled at the earlier games that didn't impart much personality on each racing vehicle.

Q: Does the development team have much input on the look of the game or is that all decided by Designers Republic?

A: *Nicky Westcott, Lead Artist:* The development team is working in close conjunction with The Designers Republic to forge our all-new vision of the future. We work on ideas as a team in which each member beats a different path to their goal - the finished game. The result is a union of very different disciplines, guided by the overall direction of the Lead Artist.

Q: Were you able to include everything you had hoped to in this version?

A: We've managed to do more than we thought possible in this version - a real tribute to the team here in Leeds -and we've really managed to push the PlayStation to the utmost extreme. This is the ultimate *Wipeout*. We think you'll agree that it would be hard to find a more extreme racing experience...until we get the real thing.

Q: Are there plans to continue the *Wipeout* series after this instalment?

A: In the future - as in the game itself - all things are possible.

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Publisher: Sony Computer Entertainment Europe Developer: Psygnosis Genre: Futuristic Racing No. of Players: 1-2 Players Peripherals: Analog Controller (DUAL SHOCK), Memory Card
