

SONY COMPUTER ENTERTAINMENT WIPEOUT FUSION ARTIST Q&A - NIGHTMARES ON WAX

1. How did you get involved in the WipeOut Fusion game?

'I was approached as Sony needed a piece of music for the front end of the game which was a great opportunity for me as I've been wanting to get involved in games for a while'.

2. Which track did you put together/put forward for inclusion in the game?

'Bleu my Mind (wipe mix) which is a special version of a track taken from my forthcoming new album "mind elevation"'.

3. What aspect of the game inspired you most for writing this track?

'The track was for the front end and after a few meetings and seeing early versions of the game, I decided it needed music with some form of journey element to it. The challenge was set...and I rose to it!'

4. Are you a gamer?

'Big Time!'

5. What is the instant appeal of the game?

'Being the way-out 'trippy' character I am (allegedly), the psychedelic element of the game was what appealed to me'.

6. Are you a WipeOut fan?

'Yes definitely'

7. How does Fusion compare to previous iterations of WipeOut?

'I played the first one, missed the middle 2 and am very impressed with this version it is much faster and much slicker'.

8. Why is your track such a good fit for WipeOut Fusion?

'Without patting myself on the back I don't think I can answer that question'.

9. What do you think music adds to the game-play experience?

'Music helps capture the emotion and the vibe of gaming. It adds to the experience and can help you to focus more if it links well to the content and feel of the game'.

10. Why do you think WipeOut Fusion became such a cult classic?

'There is a combination of old school Arcadia and music from the now generation'.

11. Which is your favourite vehicle?

'Piranha'

12. Which is your favourite character?

'Natasha Belmondo'

13. Which is your favourite environment/track?

'Alca Vexus'

14. Is WipeOut Fusion the ultimate 'boy's toy'?

'Nah I'm sure there are plenty of females who would enjoy playing Wipeout'.

15. What do you like best about the game?

'Escapism'.

16. Does gaming fit the clubbing lifestyle?

'Most definitely – it's a key part of the after-club experience'.

17. What is your favourite Playstation game?

'Most of the time the FiFA series but at the moment GTA3'

18. Gaming is:

'An excuse not to work!!!'