

SONY COMPUTER ENTERTAINMENT EUROPE

WIPEOUT FUSION

GAME OVERVIEW AND KEY FEATURES

Summary

Wipeout, the massively popular and ground breaking anti-gravity racing game, has been specially developed, refined and hugely improved to take advantage of the technological abilities of the PlayStation®2. With a huge range of new features; new tracks and locations; new, more sophisticated craft and – perhaps most importantly – a great new array of devastating and spectacular weaponry with which to take out your frustrations, it is the most adrenaline-pumping ride around.

Story Overview

The year is 2150 and the Federation, the organization behind previous incarnations of the Wipeout anti-gravity racing leagues, decides it's time that new advances in technology are utilised to create a whole new racing experience – the Wipeout 9000 league.

Accordingly, eight new teams are created from all around the world, and the very best drivers recruited. New tracks are built, with a wider range of mind-boggling features than ever before, from jump ramps and trigger pads, crossroads and short-cuts to vertical air jumps and even an anti-gravity pad that instantly flips your ship to race on the underside of the track's roof.

Now, with the teams in place, the craft fuelled up and the weapons primed, it's time for the race of your life. It's time for Wipeout Fusion.

Key Features

More tracks, more teams, more options

32 ships' models, 16 different pilots in eight teams, 45 different tracks on seven different courses, six single-player modes, five multi-player modes and 26 different spectacular weapons to take out opponents add up to the most complete racing title on any format.

Tracks

Varied track locations include jungle, desert, city and mountain settings. The biggest are three times longer than any previous Wipeout circuit.

Tracks are dotted all over the world in seven huge racing venues, each with three different courses of increasing difficulty.

Special features in each track include jump ramps; special trigger pads that raise and lower bridges and open and close routes; hazardous crossroads; vertical air jumps; a pad that flips your ship 180 degrees; free-running areas with no clearly defined track and hidden shortcuts.

Race modes

There are six race modes, including a revised arcade mode, the full league option and an elimination mode; as well as time trial, endurance racing and a secret “zone” mode. Once certain parts of the game are complete, a reverse track mode is unlocked.

Frightening speed plus gorgeous graphics

Utilisation of the PS2's Emotion Engine means that the ships in the game travel at unprecedented speeds, along outstanding looking tracks of great complexity, producing stomach-churning rides and a dizzying sense of acceleration.

Improved ships

Previous versions of the game had seven parameters to define how the anti-gravity craft handled; Wipeout Fusion has 48, providing greatly enhanced handling and realistic maneuverability, but aiding instinctive use.

The new physics system means ships can run at any angle; all ships have moving airbrakes and steering flaps.

Cumulative damage and breakable sections, combined with improved ship-to-ship collision parameters, mean that craft will lose speed and handling ability in direct proportion to the severity of accidents and the parts of the ship damaged.

Weight of ships is wider across teams, causing some – such as the Tigron team – to use their bulk to ram lighter craft, while others try to take advantage of superior handling. There are different racing setups even within the same team, according to a driver's racing style.

Each craft also has an upgrade path with six different performance parameters which can be improved, including acceleration, top speed, handling, etc.

Innovative driver character feature

Improved pilot A.I. mean that rivals act – and react – realistically, actually **driving** a course rather than simply following the track as if on a rail.

Racing lines are dependent to a certain extent on the driver and his relative skill; some are more likely to block, ram and make driving errors than others.

There are popular and unpopular racers: pick a character nobody likes and your race will be a whole lot tougher.

Rivals bear grudges: continually target and hinder another character, and he or she will remember, bearing a grudge not just in that race, but throughout the season.

Weapons and power-ups

Standard weapons, available to all competitors, include proton cannons; bouncing grenades; missiles; rockets; flame-throwers; plasma bolts; grav stingers; gravity bombs; mines; quake disruptors; turbo; autopilot and shields.

Superweapons are team specific and include super-missiles; seismic snares; biological projectiles that grow across and block the track; orbital lasers; power swarms (drones equipped with rapid-fire guns); nitro rockets and penetrator missiles.

Multi-player weapons include control jammers; turbo enforcers; hunter missiles; global energy drains and instant stealth mode.

Power-up pads on the track comprise speed-up boosts, weapons power-ups and billboards, as well as the new 180-degree flip pad.

In-game challenges

Completing certain in-game challenges and finishing specific parts of the game will also unlock additional weapons, courses and race modes.

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Developer: SCEE Studio Liverpool	Genre: Futuristic racing	No. of
	Players: 2	
Platform: PlayStation 2	Peripherals: Analog Controller (DUALSHOCK 2), Memory Card (8MB) (for PlayStation 2)	Release Date: Winter 2001