



WipE'out'' – 3D anti-gravity racer helps launch PlayStation console

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Oddly, the game that more than any other established the street credibility of virtual games Britannia, was one involving vehicles floating several feet off the ground.

Launched in 1995, Wipeout was a futuristic racing game that immersed the player in an intense context of speed and combat. It was set in the year 2052 and you had to see how high you could get in the F3600 Anti-Gravity Racing League.

Set in a soaring, stunning urban location, Wipeout proved to be a huge international hit, racing to the top of the UK as well as US charts. And it's proved to be fantastically durable, at least by video-game standards. It's still being played today, a decade and a half after its release.

Like the original, the new version is a sinuous, interweaving of flowing fluorescent racetracks and rhythmic, hypnotic dance tracks.

It's a captivating, almost giddy experience. The races only last a few minutes, but each time you're enticed back, not just to improve your performance, but to experience once again the sublime elegance of the race itself.