

= Destruction Derby =

Destruction Derby is a vehicular combat racing video game developed by Reflections Interactive and published by Psygnosis . Based on the sport of demolition derby , the game tasks the player with racing and destroying cars to score points . The developers implemented simulated physics to make the results of collisions easier to predict , and they kept the game 's tracks small to increase the number of wrecks . Versions of Destruction Derby were released for MS @-@ DOS , PlayStation and Sega Saturn . A Nintendo 64 version , Destruction Derby 64 , was released in 1999 by Looking Glass Studios and THQ . Critics found Destruction Derby enjoyable and they praised its graphics and car damage system , but the Nintendo 64 and Sega Saturn releases received mixed reviews . The game started the Destruction Derby franchise , beginning with its 1996 sequel , Destruction Derby 2 .

= = Gameplay = =

Destruction Derby is a vehicular combat racing video game based on the sport of demolition derby . The game contains three vehicles . Collisions in the game affect the controls of each car , limiting their steering and maximum speed . Frontal collisions risk damage to the car 's radiator , which causes the car to overheat and stop running . Four game modes are available : Destruction Derby , Wreckin ' Racing , Stock Car Racing and Time Trial . In Destruction Derby , the player earns points by destroying other cars in a large , trackless arena called The Bowl ; in Stock Car Racing , the player must finish in first place , and no points are awarded for destroying cars . Wreckin ' Racing is a hybrid of the two , in which the player earns points both by winning the race and by destroying other cars . Time Trial is a solo time attack mode . The PlayStation version features system link play for two players , while the MS @-@ DOS version has an online multiplayer mode .

Destruction Derby 64 , the game 's Nintendo 64 version , features updated graphics and an increased number of cars and tracks ; and it adds new modes such as capture the flag . The game contains twenty @-@ four cars and more than twelve courses . It also supports split @-@ screen multiplayer for up to four players .

= = Development = =

The British development studio Reflections Interactive began creating Destruction Derby for the PlayStation in late 1994 . It was published by Sony Computer Entertainment 's Psygnosis branch , which allowed Reflections to receive PlayStation development kits long before that console 's release . The game debuted at the May 1995 Electronic Entertainment Expo , and its initial title was variously reported as Demolition Derby and Demolish ' em Derby . Writers for Edge and Next Generation commented that the game could " trounce " Ridge Racer upon the PlayStation 's release .

To make the results of car collisions easier to predict , Reflections implemented simulated physics into Destruction Derby . Director Martin Edmondson believed that the game would otherwise be " completely unplayable " , as with " pool when the collisions are all off " . Producer Tony Parks noted that the physics were simplified to improve performance and to compensate for the PlayStation 's digital controller , and that the team sought a balance between " realism and playability " . Performance was also improved by optimising the game 's graphics , and by reducing the level of detail of objects in the distance . Destruction Derby 's game engine supports up to twenty cars on screen simultaneously , which no console racing game , other than Daytona USA , had achieved until that time . However , a single wire @-@ frame model , differentiated by texture maps , was used for every vehicle . Damage to vehicles is modelled in real @-@ time , based on the speed and angle of the cars involved . The team made the game 's tracks small to " keep the density of the cars on the track very high " , which allowed for large @-@ scale wrecks . Plans were made to support up to eight players with the PlayStation Link Cable .

Destruction Derby was published by Sega and developed by Perfect Entertainment for the Sega

Saturn , as part of a deal that also brought Wipeout to the console . Due to the limitations of the Saturn , this version lacks transparencies . GameFan 's Ryan Lockhart estimated that the port was " 80 % ready " in the magazine 's August 1996 issue , and it was released in August 1996 . A Nintendo 64 version of Destruction Derby was announced by the UK magazine CTW in 1998 , alongside Nintendo 64 versions of Psygnosis games such as Wipeout and O.D.T .. Destruction Derby 64 was developed by Looking Glass Studios and published by THQ , under license from Psygnosis . At the time , Looking Glass head Paul Neurath said in a press release , " We are delighted to have teamed up with THQ for the launch of Destruction Derby 64 " . Aaron Boulding of IGN commented that the game " had a tough time just making it to the N64 " during its 18 months in production , and noted that " development duties [...] passed from Psygnosis to Looking Glass Studios and publishing [was] picked up by THQ . " The game was released in October 1999 .

= = Reception = =

A writer for GamePro called Destruction Derby " the most raucous racing experience of the fall " . He believed that its " graphics are almost all you could want for a game " of this type , but wrote that " nothing here stands out as graphically spectacular " . He complained that the game does not let players customise cars , and he disliked its lack of split @-@ screen multiplayer . He summarised , " Limited options keep Destruction Derby out of the winner 's circuit , but this rowdy stock @-@ car racer still generates a stadium full of thrashin ' fun . " Victor Lucas of The Electric Playground stated that " the beauty of the game " is the strategy involved in making " calculated strikes " against enemy vehicles , and he wrote , " If you go all out and try to make big noise on the track , more than likely you 'll be limping to the scrap yard in seconds . " He believed that the game 's Stock Car racing mode " is no match for the white knuckle inertia of either Wipeout or Ridge Racer " , and that the demolition derbies in The Bowl were " most fun to be had " in the game . He praised the game 's graphics and physics , and concluded , " Destruction Derby is a winner in every capacity . "

Lee Buchanan of PC Gamer US praised " the spectacular visuals that bring to life the most jarring collisions I 've seen on a computer " , and he noted that " [car] damage is depicted beautifully " . Like Lucas , he wrote that the player " can 't just mindlessly smash into other cars ; this is thinking man 's destruction " . Although he found the game too easy " even at the toughest difficulty level " , he found this to be a minor issue that did not detract from the experience . He considered the game 's online play to be a high point , and he finished , " Destruction Derby is a blast , and a welcome change of pace from high @-@ end driving simulations . " Peter Olafson of Computer Gaming World called the game " a great simulation " of demolition derbies , and he wrote that the wrecks are " convulsive and realistic " . He believed that the game " has never @-@ before @-@ seen quality that will instantly make it a showpiece game to demonstrate to open @-@ mouthed friends and relatives " , and he considered the car damage to be " especially marvelous ? and unprecedented for this sort of game " . However , he found that its " useful life span is surprisingly short " and he hoped for a track editor in its sequel . He summarised , " Despite its limitations , this is a great game , but it has a lot more potential . "

Reviewing the game 's Sega Saturn version , Kim Randell of Computer & Video Games noted its " inferior graphics " that do not have " the sheen and glossiness of its PlayStation counterpart " . Randell believed that it was a " haphazard conversion " that was made " much too late " . Erik Reppen of Game Informer wrote that it " doesn 't seem fair to compare " the Nintendo 64 release to the PlayStation version , and he complained that car damage does not hinder performance . He said that it would more accurately be described as " Destruction Derby Arcade " . He found that the game was far too easy for " experienced racers and big fans of the franchise " to enjoy , and finished , " It was fun , but I wouldn 't buy it . " Aaron Boulding of IGN believed that Destruction Derby 64 came too long after the original version , and that it was " a shadow of the outdated PSX game " . He complained about the " bland backgrounds and flat textures " and noted that the graphics are " grainy " and suffer from slowdown ; but he enjoyed the car damage visuals . Boulding liked the split @-@ screen multiplayer and called the new capture the flag mode the game 's best aspect , but he concluded that " even [these elements] may not make it worth a rental " .

GameFan 's Levi Buchanan praised Destruction Derby 64 as " the best racer for the Nintendo 64 this year " , and he lauded its " simplistic control " as a remedy for the complex controls that he believed had " ruined the PlayStation versions " . He liked its graphics but wrote that its music " isn ' t too hot " . Buchanan enjoyed its multiplayer component and wrote that " the slowdown when all four join in is minima [1] ? nice programming on the part of Looking Glass " . Although he complained that the game 's vehicle damage is not " segmented throughout your car " , he concluded by calling the game " pure , unadulterated fun [that] has enough tracks and hidden vehicles to keep you playing for a very long time " . Jeff Gerstmann of GameSpot wrote , " Graphically , Destruction Derby 64 surpasses the old PlayStation games by quite a bit - not that that is a particularly hard thing to do " . He found that its framerate was adequate even in split @-@ screen mode , and concluded that it was " a better game than its PlayStation counterparts " . He finished , " Give it a rent next time you 're rounding up the posse for a day of gaming . "

Destruction Derby spawned the Destruction Derby series , and was directly followed by Destruction Derby 2 in 1996 . Later entries include Destruction Derby Raw (2000) and Destruction Derby : Arenas (2004) , the last of which was developed by Studio 33 . Destruction Derby was re @-@ released through the PlayStation Network store in 2007 .