

= Wipeout 64 =

Wipeout 64 is a 1998 futuristic racing game developed by Psygnosis and published by Midway Games exclusively for the Nintendo 64 . It is the third game in the Wipeout series and remains the only one published on a Nintendo console . At the time of the game 's release , developer Psygnosis had been owned for five years by Sony Computer Entertainment , for whose hardware all subsequent Wipeout games have been released exclusively .

Set in 2098 , just a year after Wipeout 2097 , Wipeout 64 introduced several new elements to the Wipeout series including analogue control which benefited from the Nintendo 64 's controller , new weapons , teams and tracks . The game received mixed opinions from critics . Comparing the game with F @-@ Zero X , which was released a month earlier , many critics praised the game for its individuality among the Wipeout series , offering more tracks and racing craft , unique atmosphere and " superior track design " . However , the game was criticised for its slow frame rate , and opinion is divided whether Wipeout 64 is a ' true sequel ' to Wipeout 2097 .

= = Gameplay = =

Most aspects of the gameplay did not differ from the previous two titles . Wipeout is based on a futuristic anti @-@ gravity setting where pilots would race against each other or computer @-@ controlled AI opponents to finish in the highest position possible . Wipeout gameplay takes inspiration from Formula One parallels ; rather than using aerodynamics to increase wheel grip by down @-@ force for faster turning speeds , Wipeout uses a fictionalised method of air braking for ever greater turning force .

Wipeout 64 provides most of the same features as Wipeout 2097 along with new weapons unique to each team . New additions to the weapons interface include the ability to fire three rockets at a time and rear @-@ locking missiles . Returning weapons include the homing missiles , machine guns and plasma bolts . Exclusive to Wipeout 64 is an unlockable weapon power @-@ up called the " Cyclone " which allows the player to strengthen the power of their weapons . There is also the inclusion of an elimination counter that gauges how many opponents were eliminated in a race by the player . This paved the way for the Eliminator mode introduced in Wipeout 3 .

Wipeout 64 also introduced split @-@ screen multiplayer for the first time , as well as a new addition named ' Challenge Mode ' . Challenge Mode is where the player has to complete sets of challenges in predefined classes and tracks through either getting the fastest time in a Time Trial , the highest placing in a race , or eliminating the most opponents through a weaponry @-@ based ' deathmatch ' .

Most of the tracks in Wipeout 64 feature mirrored layouts of circuits from select tracks in Wipeout and Wipeout 2097 , set in different locations . Some conversions are not perfectly accurate , as some corners were eased or cut entirely , elevations were changed , and there were no split track sections . The only truly original circuit is the hidden Velocitar track , obtained by completing all six Race Challenges .

= = Development = =

As with all games in the series , Wipeout 64 was developed by Liverpoolian developer Psygnosis and was published by Midway Games - marking the first and only time in the Wipeout series where one of the games were not published by Psygnosis or SCE Studio Liverpool (as they are known after 2001) . The game is one of the few N64 titles to have noticeable load times , disguised by the request ' Please Wait ' . Load times between levels in Wipeout 64 are approximately a few seconds long due to the need for sound decompression , according to Psygnosis in a later interview with IGN . " Psygnosis used the Nintendo 64 's analogue stick to their benefit ; thus rendering the D @-@ Pad obsolete so that ships could respond quickly and more precisely in improvement regarding to the older games .

=== Audio ===

Despite the limited capacity of a game cartridge , Wipeout 64 managed to fit nine music tracks , mostly by composers Rob Lord & Mark Bandola (credited as " PC MUSIC " in @-@ game) , with additional tracks by Fluke and Propellerheads . Unlike both of its predecessors , Psygnosis ' in @-@ house music team , CoLD SToRAGE , did not produce music for this game , although CoLD SToRAGE 's works do make an appearance in future Wipeout games .

Race announcers bridge preceding Wipeouts and Wipeout 3 by having a male voice declare what weapons are about to be used against the player ; a female voice welcomes players to the courses and announces in @-@ race events and the result .

== Reception ==

The game received mixed reviews among both considerable praise and criticism from critics . The game received an aggregate score of 84 / 100 from Metacritic . Reviewers were generally impressed with the innovation and complexity the game offered ; mostly stating that Wipeout 64 had " everything a futuristic racer needs , a large variety of tracks , well designed craft , weapons , numerous game modes and speed " .

The graphics were well received from critics . IGN remarked that Wipeout 64 was a superior game to F @-@ Zero X. IGN praised the game on its graphics , saying in the verdict that the visuals " are absolutely beautiful " and that the in @-@ game soundtrack and sound @-@ effects were " top @-@ notch " , and that it included clean boost audio and excellent " scrape " noises . Despite the considerable praise , a negative review came from Joe Fielder of GameSpot , saying that regarding the graphics , the visuals in Wipeout 64 did not meet the par set by Wipeout 2097 that was released for the PlayStation two years prior . Fielder noted , however , that the new multiplayer mode was the game 's main advancement over the previous titles .

Most reviews compared the game with F @-@ Zero X which was released a month earlier , with the general assumption that Nintendo 's own futuristic racer offered more tracks and racing craft , but Wipeout 64 contained superior track design and atmosphere . GameSpot gave the game a lower score of 6 @. @ 9 out of 10 , stating that " WipeOut 64 isn 't horrible , it just feels like the developer 's first effort for the system at times - which it is " . " Sayewonn " of Gaming Age gave Wipeout 64 8 out of 10 stars , praising its new innovations , especially its analogue control , saying that " adapting analogue controls was the biggest improvement racing games made and Wipeout 64 demonstrates that beautifully " . Sayewonn also noted that the game still had a " learning curve " , saying that " it ? s not as brutal as the first game but definitely harder than the far easier XL " . However , despite being complimentary of Wipeout 64 , both GameSpot and Gaming Age recommended purchasing F @-@ Zero X instead .

Opinion is divided on whether Wipeout 64 simply merges the good points of the previous two games , or is different enough to be considered a sequel in its own right . Praised elements include " prettier " and " grittier " graphics compared to F @-@ Zero X. Pop @-@ up and a slow frame @-@ rate are repeatedly mentioned as problems , but only when the screen is split up to three or four times in multiplayer mode .