= Pilotwings =

Pilotwings (?????????? , Pairottouingusu) is a video game developed and published by Nintendo for the Super Nintendo Entertainment System . The game was originally released in Japan on December 21 , 1990 , shortly after the launch of the Super Famicom . It was released as a launch title for the Super NES in August 1991 in North America , with a European release following in 1992 .

Pilotwings is an amateur flight simulator game in which the player attempts to earn pilot licenses through lessons in light plane flight , hang gliding , skydiving , and the use of a rocket belt . Bonus stages and levels involving an attack helicopter are also available . Each event offers unique controls and gameplay mechanics . To increase the realism of the game 's flight simulation , the developers extensively utilized the Super NES 's Mode 7 capability , which mimics 3D graphics by rotating and scaling flat objects .

The game was well received upon its release , largely thanks to its graphical presentation . The game has since been re @-@ released on the Virtual Console service for both the Wii and the Wii U consoles in PAL regions , North America , and Japan , as well as for the New Nintendo 3DS in North America . A sequel , Pilotwings 64 , was released for the Nintendo 64 in 1996 . After many years of announcements and cancellations , Nintendo unveiled a second sequel , Pilotwings Resort , for the Nintendo 3DS handheld at the Electronic Entertainment Expo (E3) 2010 which released in 2011 .

= = Gameplay = =

Pilotwings takes place in a series of training areas called the " Flight Club " . The player 's objective is to pass each training area and earn licenses based on the difficulty of the courses . Each area features events , which may be played in any order . In these events , the player controls one of four aerial vehicles and must complete a task (usually flying through floating markers) within a time limit . Upon completing or failing an objective , the player earns points and receives comments from the instructors . Points are awarded based on criteria such as the time taken to complete the event , the accuracy of the landing , and the completion of certain tasks , such as flying through colored rings or orbs . To pass a training area , the combined scores from each event must exceed a certain threshold . Each training area can be replayed if necessary , and passwords allow players to save their progress .

The first event , the light plane , requires the player to follow a guide path of orbs , or to fly through rings of orbs , and then land on the runway . In the second event , skydiving , the player jumps from a helicopter at a high altitude and maneuvers by leaning forward and back , and by rotating on a horizontal axis . The player must fall through rings of orbs in the sky before deploying the parachute , and must then attempt to land in a target area made up of concentric circles , with marks indicating the points awarded . The third event sees the player taking control of a rocket belt , which can be controlled with left and right yaw rotation , leaning forward and back to control speed . High and low levels of thrust allow high speed and finer control , respectively . The player must take off and fly through a series of rings , bars , or other objects before landing in a target area . The objective of the fourth event , hang gliding , is to catch thermal currents (represented by ascending white dots) , reach a specified altitude , and then land as close as possible to the center of a gray square target .

Some events have bonus stages that add to a player 's score , even if it has already reached the maximum number . In the skydiving , rocket belt , and hang glider modes , landing on moving platforms rewards players with a perfect score , and a bonus stage for extra points may be earned by falling into the water of a target area . These stages include maneuvering a diving penguin into a pool , bouncing a winged man across a series of trampolines , and flying another winged man as far as possible .

After completing the certification courses of all four instructors , the player is informed that an agent has infiltrated an enemy base (" EVIL Syndicate ") on the fictional Izanu Island and has freed the player 's kidnapped instructors , who are waiting to be rescued . The player 's mission is to fly an attack helicopter from an offshore aircraft carrier and retrieve the captives by landing on a helipad on

the island . This rescue mission stands out from the normal courses in that the player does more than maneuver a craft . As the player flies over the island , they must successfully dodge anti @-@ aircraft fire from ground @-@ based turrets , and , although the helicopter is able to fire missiles to destroy the artillery , a single hit to the craft causes the game to end . The helicopter has forward , backward , left , and right pitch controls , rotor throttle controls for altitude , and left and right missile firing controls . Completing the mission earns the player the " Pilot 's Wings " certificate and opens harder training areas (consisting of several weather conditions and higher score requirements) and another helicopter mission . Clearing the second helicopter mission awards the player with the golden " Pilot 's Wings , " and the credits roll .

= = Development = =

 Pilotwings was developed by Nintendo Entertainment Analysis and Development (EAD) , a team consisting of members of the company 's Research & Development divisions , under the leadership of producer Shigeru Miyamoto . Nintendo EAD completed Pilotwings and two other games (Super Mario World and F @-@ Zero) within 15 months of the debut of the Super Nintendo Entertainment System . Pilotwings was released in Japan on December 21 , 1990 , one month after the system 's launch , and was later released in North America in August 1991 as a launch title . The game 's musical score was composed by Soyo Oka , while her superior Koji Kondo was responsible for the sound programming and the helicopter theme . Six tracks from the game , including a rearranged version of the skydiving theme , appeared on the Nintendo Super Famicom Game Music album , released in Japan on March 4 , 1992 . Six piano @-@ arranged versions of songs from the game were included on the Nintendo Super Famicom Game Music : Fun Together with Beyer CD , which was released in Japan on November 30 , 1993 .
 A flight simulator game resembling Pilotwings called Dragonfly was shown during the official unveiling of the Super NES to the Japanese press on November 21 , 1988 . The game was used to demonstrate the system 's Mode 7 graphics system , which allows rotation , scaling , and other effects to be used on flat images to create a 3D effect . Because the game does not use the coprocessor chip Super FX , the true Super NES 3D technology , the buildings , runway , trees , and so on are all " painted " flat on the ground plane , and they appear to stick out of the ground when the player 's viewpoint is far above .

= = Reception and legacy = =

 Pilotwings was positively received during both its initial release and in retrospective reviews . The game drew praise for its presentation , with publications describing the game 's use of Mode 7 graphics as " stunning " and " jaw @-@ dropping " . Its level of challenge was also positively noted ; Mean Machines found that practicing the flight tests and reaching the end of the game was very rewarding . Official Nintendo Magazine remarked , " This early SNES title is still enjoyable enough to be considered a true classic . "
 In February 2006 , Pilotwings was listed as the 153rd best game on a Nintendo console by Nintendo Power . They also listed it as the 20th best game on the Super NES . IGN listed it in their " Top 100 Games of All Time " at number 74 in 2003 , and at number 91 in 2007 . They later placed it as the 80th best Super NES game . It was named the 16th best game on the Super NES by GameDaily in 2008 , while Game Informer listed it at number 131 in its " Top 200 Games of All Time " in 2009 . Official Nintendo Magazine ranked the game number 61 on its February 2009 " 100 Best Nintendo Games " list . In April 1996 , Super Play listed it as the tenth greatest game for the Super NES .
 Computer and Video Games stated that Pilotwings sold over two million copies worldwide by August 1996 . A sequel , Pilotwings 64 , was released for the Nintendo 64 in 1996 as a launch title for its respective system . A second sequel for the Nintendo 64 , which showed off the console 's capabilities , was cancelled . In 2003 , it was announced that Factor 5 was working on a GameCube incarnation of the Pilotwings series . Development was moved to Nintendo 's Wii console shortly

thereafter . However , an anonymous blogger claimed in late 2009 that Factor 5 had indeed finished working on it , but that Nintendo was not confident in publishing it . Nintendo finally announced a new title in the series , the Nintendo 3DS title Pilotwings Resort , at E3 2010 . The new title was released as a launch title for the 3DS in North America on March 27 , 2011 .

The game has been featured in the Game On historical exhibition organized by the Barbican Centre , including a display at the Science Museum in London in 2007 . Nintendo re @-@ released Pilotwings on the Wii Virtual Console service in PAL regions and North America in 2009 and in Japan in 2010 , and then on the Wii U Virtual Console in 2013 .

A stage based on Pilotwings makes an appearance in Super Smash Bros. for Wii U. The stage combines elements from the original Super NES game and Pilotwings Resort .