

= Wipeout 2097 =

Wipeout 2097 (stylised wipE 'out " 2097 ; released as Wipeout XL in North America) is a 1996 futuristic racing game developed and published by Psygnosis . It is the second instalment released in the Wipeout series , and is the direct sequel of the original game released the previous year . It was originally released in 1996 for the PlayStation and Microsoft Windows , and in 1997 for the Sega Saturn . It was later ported by Digital Images to the Amiga in 1999 and by Coderus to Mac OS in 2002 .

Whereas the original game introduced the F3600 anti @-@ gravity racing league in the year 2052 , Wipeout 2097 is set over four decades later and introduces the player to the much faster , more competitive , and more dangerous F5000 AG racing league . The game introduced a new damage interface , various new weapons and tracks . The Sega Saturn version supported analogue control by using its 3D Control Pad , whereas the PlayStation version supported analogue control only through using the optional Negcon twist controller .

The game received generally positive reviews from critics , who praised the game for its unique blend of trance music and designer logos and cited that Wipeout 2097 was the beginning of a new trend in gaming to tap into popular culture and other arts . IGN ranked the game as the 13th best PlayStation game of all time in 2002 .

= = Gameplay = =

Gameplay did not differ much from the previous title . Aside from the different circuits and new weapons , the fundamental aspects were kept . Pilots would race each other or computer @-@ controlled A.I. opponents , to finish in the highest position possible . To help them achieve this end , weapons were provided .

Though the crafts move at very high straight @-@ line speeds , Wipeout takes its inspiration from Formula 1 breakthroughs by aspiring for even greater turning speeds . Using the Formula 1 parallel , 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 . Just moving a craft left or right alone is very responsive , but by applying an air @-@ brake in the direction of movement , players zip around very tight turns at near top speed , including those greater than 90 degrees . By applying an air @-@ brake , the turn starts out gradually but as it continues , change in direction increases sharply . Where necessary , the player may also use dual air @-@ brakes for rapid deceleration , typically used if the pilot has flown off the racing line in tight corners and needs to steady . The player can also take on damage from enemy fire and be blown up , but the ship can be " recharged " to health at the pit stop in exchange for a precious few seconds of the race .

Aside from the usual tactical aspects of racing , Wipeout 2097 (unlike its predecessor) offered the chance to eliminate other players from the competition through the use of weapons . Each craft had a shield energy quota , and when this quota reached zero ? either from damage sustained from weapon attacks , or impact from other craft or the edges of the circuit ? the craft would blow up . The craft would also blow up if a certain time limit was not reached , though this only applied to human players . The biggest weapon introduced in 2097 was the Quake Disruptor , which has been a series hall mark ever since . This weapon cause a quake to thrust a destructive wave down the track that dunks the crafts it smash into .

The aim of the game remains the same from its predecessor ; complete various and increasingly difficult challenges to move on to the next race . Changing the difficulty level is simply that of upping the top speed of the craft , through four different classes (Vector , Venom , Rapier , Phanntom) . The number of laps needed to complete a race also increased with each new class . Multiplayer mode carries over from its predecessor , offering the use of a competitive two @-@ player split screen throughout all tracks , and a four @-@ player option for Windows 95 versions .

Victory in the challenge modes was the game 's ultimate accomplishment . These modes are similar to a championship where players have to race every track to become champion ; however , rather than tallying up points , Challenge mode took a very single player @-@ centric approach by

only allowing progress to the next track by winning the current track (not coming first meant it had to be repeated) . Players could lose the mode by losing all three lives , which are lost by finishing a race in worse than third position . By winning all the races , the player is crowned champion and given access to faster modes , new tracks and ultimately the Piranha craft .

= = Development = =

As with the first instalment , Wipeout 2097 was developed by Liverpoolian developer Psygnosis and the promotional art was designed by Sheffield @-@ based The Designers Republic . The development cycle ran seven months . To cater for the increase in Wipeout players , an easier learning curve was introduced whilst keeping the difficulty at top end for the experienced gamers .

An entire nightclub tour was initiated in conjunction with Red Bull energy drink , which was featured prominently throughout the game , before the drink actually gained popularity in the American market .

The game was first unveiled in the form of a pre @-@ alpha demo at the May 1996 Electronic Entertainment Expo .

= = = Music = = =

Similar to the first game , new music was mostly recorded from Psygnosis 's in @-@ house music team , CoLD SToRAGE , for versions released outside the PlayStation . The songs of the PlayStation , Sega Saturn and the Windows and Mac versions could also be listened to by inserting the CD into a CD player (and skipping the first track) . The soundtrack was also released as an audio CD , though with a different artist and track listing .

= = Reception = =

The game received considerable praise for its technically challenging racing and fusion of popular culture elements . Many critics praised the unique blend of techno music and designer logos in one cohesive futuristic racing universe as the beginning of a new trend in gaming to tap into popular culture and other arts , which was made possible by the new storage space of the time .

Jeff Gerstmann of GameSpot praised the newly improved graphics and innovation the game offered , saying that the game " redefined the whole ' racing ' generation , but [XL] took it to the next level " . Gerstmann also cited that the game improved on the gameplay , noting that the original had " everything but the gameplay " . IGN gave similar praise , especially with its new options and new in @-@ game physics , making the gameplay " more enjoyable " , stating that " [Wipeout XL] marks the return of the popular futuristic racer to the PlayStation " . In 1996 , Next Generation ranked Wipeout 2097 as the 32nd top game of all time for how " playing linked Wipeout comes close to gaming at its very best " , noting that the game could have been a technology demonstration for PlayStation . Edge gave both the PlayStation and Sega Saturn versions a score of 8 out of 10 , praising similar remarks of its improved graphics and its gameplay .

In 1997 , The Official PlayStation Magazine named it as the fifth top PlayStation game yet . In IGN 's top 25 PlayStation games of all time list it ranked 13th , noted for being often considered the PlayStation 's best racing game of its time and was chosen ahead of others in the series because Wipeout 2097 was " the one they preferred to keep coming back to " . It ranks as the third best PlayStation game at GameRankings with an average review score of 94 @.@ 75 % from ten different sources .