

= Ridge Racer Revolution =

Ridge Racer Revolution is an arcade racing game developed and published by Namco for the PlayStation in 1995 . It is the PlayStation sequel of Ridge Racer (the arcade sequel is Ridge Racer 2) . Like the original Ridge Racer , the player races computer @-@ controlled cars with the objective of winning a series of races , and supports Namco 's NeGcon controller . Ridge Racer Revolution adds two hidden cars , and two @-@ player support via the PlayStation Link cable , and took roughly the same time to develop as the first . The intention was to increase the depth and add features .

The game borrows most of its soundtrack from Ridge Racer 2 . Ridge Racer Revolution was re @-@ released in Japan for the PlayStation The Best range in June 1997 , and for the Platinum Range in PAL regions the following year . The game received generally positive reviews , although some criticised its similarity to the original . Ridge Racer Revolution was followed by a sequel , Rage Racer , in 1996 .

= = Gameplay = =

The gameplay system remains unchanged from Ridge Racer , with its checkpoint and time @-@ limit system remaining the same ; running out of time ends the game and passing through checkpoints grants additional time , although the car drifting is more like Ridge Racer 2 . The player drives using automatic transmission or manual transmission . Ridge Racer Revolution supports Namco 's NeGcon controller , and adds a rear @-@ view mirror when using the in @-@ car view . The game consists of three courses : ' Novice ' , ' Intermediate ' (also called ' Advanced ') , and ' Expert ' , each having different sections opened , and incorporates modes from the original game ; Race , against eleven opponents , and Time Trial , against one . Ridge Racer Revolution adds a mode : Free Run , in which there are no other cars and the player practises driving . There is no lap limit . How fast the cars run depends on which of the four speed grades is used . The grade is selectable in Free Run , and can be unlocked for Race . It is not available in Time Trial . A new feature of the game is the option to select the time of day in which the race takes place . This is not available at the start of the game . Ridge Racer Revolution features a two @-@ player link @-@ up mode which allows the players access to the original Ridge Racer 's courses known as ' Special 1 ' and ' Special 2 ' . There are two modes in two @-@ player link @-@ up : Race , which is identical to its single @-@ player counterpart , and Versus , where only the players race against each other . Versus features a handicap option , which increases the speed of the trailing car .

Like the first Ridge Racer , the player normally starts with four cars . The remaining eight are selectable upon winning the mini game before the title screen (the mini game is Galaga ' 88 instead of the original game 's Galaxian) . They are mostly unchanged ; their names (certain cars are named after other Namco titles) and specifications are similar to the first game . After the player wins the first three circuits , reversed versions are unlocked , and Time Trial features an additional opponent driving a secret car . There are three secret cars ; the ' 13th Racing ' (from the first Ridge Racer) of the Novice course , and the new ' 13th Racing Kid ' (of the Intermediate course) and ' White Angel ' (of the Expert course) . These cars are unlocked upon winning the respective course 's Time Trial race .

Ridge Racer Revolution features two hidden modes ; ' Drift Contest ' , where the player earns points according to how well spins are performed on certain corners , and ' Pretty Racer ' (also known as ' Buggy mode ') , in which the cars become buggies . Pocket Racer was inspired by this . Mirrored tracks that function identically to the original are accessible . As with the first game , the player can insert a music CD which can be listened to instead of the soundtrack . Unlike the first game , only the last course played is loaded into the PlayStation 's memory ; to switch , the player would need to reinsert the game disc before loading .

= = Development = =

Ridge Racer Revolution was developed over eight months by a team of more than twenty people , most of whom joined just for Ridge Racer Revolution . The biggest difficulties were the link @-@ up mode , rear @-@ view mirror , and running the game at high speeds . Each member had worked on other console games , and they commented that the graphics detail showed the improvements in skill and technique . The team wanted players to enjoy a more in @-@ depth game than the original , so rather than develop a port of Ridge Racer 2 , as many features as possible were added . The early designs for the new courses were made in a ' free run ' programme , and used to see how fast the cars went . The rear @-@ view mirror was added primarily with the two player link @-@ up mode in mind . The music was mostly taken from Ridge Racer 2 , and as a result , the sound was finished more quickly than the game . Soundtrack composition involved four musicians , who composed for Ridge Racer , Ridge Racer 2 , and Rave Racer . The team kept exploring the PlayStation 's capabilities to solve the high speed problem , although were confident it was possible . The designer , Hiroyuki Onada , commented that designing an original course was a challenge , and director Kazumi Mizuno believed that graphics quality would be degraded with a split @-@ screen multiplayer mode , so the team decided to focus on the PlayStation 's link @-@ up instead .

= = Reception = =

The game was a bestseller in the UK . The additional features and improvements over the original in particular were given high praise . Coming Soon Magazine praised its multiplayer mode , saying it " will furnish many hours of competitive fun ! " , and in their conclusion remarked that the game " is an excellent racing game that will yield much excitement and challenges " . Absolute PlayStation praised its playability , its ' greatly ' improved artificial Intelligence , and the two @-@ player link @-@ up feature . Electronic Gaming Monthly remarked that it is even better than the original due to the cleaner graphics and improved handling on the cars , which makes them easier to control . Maximum acknowledged the similarity to the original Ridge Racer but gave it a strong recommendation , arguing that removal of the slowdown and track updating of the original , the unlockables , and the two @-@ player mode make it worth buying . They concluded by remarking that the game is " an instantly playable arcade racer that oozes options and playability " .

The Electric Playground complimented the additions and improvements , including the " much improved " graphics and the scene changes , about which it was commented that it was a " serious improvement " . They commented that the colours are " sharp and pretty " , and the link @-@ up multiplayer mode , remarking that " Linked RR Revolution is worth the buy alone " , although the remixed music tracks were criticised because they " pale greatly in comparison to the original tracks " . Gamezilla commented that the new tracks are " always challenging and fun to race " and praised Free Run , saying it 's a " great way to learn the tracks " . GamePro praised the game , saying " Ridge Racer Revolution certainly upholds the Ridge Racer tradition by doing exactly what it should : It surpasses the original " , and Computer and Video Games Magazine commented that the game is " Everything Ridge Racer maniacs could have wanted from a sequel " .

Hugh Sterbakov of GameSpot was more critical . He called it " a clone of the original " , and criticised the lack of split @-@ screen multiplayer .