

IT'S NOT OFTEN THAT A GAME IS GOOD ENOUGH TO ACTUALLY **SELL THE CONSOLE THAT IT APPEARS ON**. IT'S HAPPENED A COUPLE OF TIMES ALREADY ON THE SATURN THOUGH – **WITH VIRTUA FIGHTER 2 AND SEGA RALLY** SELLING THE MACHINE BY THE BUCKETLOAD. AND IF THERE WAS ONE GAME THAT SOLD PLAYSTATION ON LAUNCH IT WAS **WIPEOUT** – A SUPER-FAST RACER WITH **SLICK STYLISED GRAPHICS** AND A **SOUNDTRACK MORE SUITED TO A NIGHTCLUB THAN A GAME**. UNFORTUNATELY, THERE WAS NOTHING QUITE SO FASHIONABLE ON THE SATURN AT THE TIME, SO FOR A WHILE AT LEAST, **SONY MANAGED TO STEAL THE LEAD OVER SEGA**. **BUT THAT'S ALL ABOUT TO CHANGE**. YOU SEE, IN JUST ONE MONTH'S TIME, THE PLAYSTATION'S MOST CELEBRATED TITLE **WILL BE AVAILABLE ON THE SATURN**. AND, TO SEE HOW IT'S GOING TO SHAPE UP, **SAM HICKMAN** TAKES IT FOR A TEST RUN.



K, so I admit it. **WIPEOUT** WAS ALWAYS AN EXCELLENT GAME, EVEN THOUGH IT'S TAKEN THIS LONG FOR IT TO FINALLY APPEAR ON THE SATURN. IN FACT, WHEN IT FIRST WENT ON SALE, CRITICS UP AND DOWN THE COUNTRY WERE CAUGHT IN A FRENZIED HYPE SURROUNDING ITS RELEASE, CLAIMING THAT THIS WAS BOTH THE FUTURE OF GAMING AND THAT THERE WAS NO WAY THE SATURN WOULD BE ABLE TO REPRODUCE A GAME OF THIS CALIBRE. BUT, SIX MONTHS ON, HERE IT IS, SHIP SHAPE AND READY FOR ACTION – MINUS A COUPLE OF THE SONY-OWNED SOUNDTRACKS, ADMITTEDLY, BUT OTHERWISE IN PRETTY MUCH ORIGINAL CONDITION. NOW CONSIDERING THAT **WIPEOUT** PROBABLY SOLD A FAIR FEW MACHINES ON THE STRENGTH OF ITS TOP GAMEPLAY, THERE'S BOUND TO BE MORE THAN A FEW PEEVED PLAYSTATION OWNERS OUT THERE AT THE MOMENT. BUT THEN, YOU DON'T CARE ABOUT THAT, DO YOU?

SEE THE FUTURE!

But, if you don't own a Playstation and weren't taunted by your friends waving the game around in your face, it's quite likely that you'll never have heard of **Wipeout**. Basically, it's a high speed futuristic racing game where your car hovers over one of the six available tracks. Everything from the car details to the track backgrounds to the options screen is of the highest graphical quality and due to its stylised look is one of the most impressive next generation games around. Of course, the gameplay's great too, and seeing as all of the cars hover around the track rather than drive around it, the handling is slightly different from racing games around the moment and may take some getting used to. However, if you like racers in general, there's little doubt that you'll find this an absolute joy to play.

DRIVE LIKE THE WIND!

Wipeout isn't an ordinary racing game. Nothing like it in fact. It's set in the mid-21st century and as a result, cars are a thing of the past. Instead, people drive hover-cars, vastly superior, both in terms of speed and energy. And, as a result of this breakthrough in technology, the road network is completely decayed and has been replaced by stark, smooth surfaces.

There is a downside to all of this though. As a result of the new high speed vehicles, a new sport has emerged – the Formula 3600Anti-Gravity Racing League. This puts contestants across six different corners of the globe, then allows them to race around some of the most deadly roads ever created. Of course, the race alone is scream-worthy enough, but all of the contestants are equipped with a range of weapons that are capable of killing their enemies. There's only one thing they can do. Kill or be killed... >>

THE THRILL OF THE CHASE!



All Artwork © PSYGNOSIS.
Logos by the Designers Republic.



SHOWCASE



TOOL UP!

With Wipeout being more of a fantasy racer, there's no real rules of how to conduct yourself when racing. This is obviously the reason why so many weapons have been incorporated into the game. They're used to blow your opponent into kingdom come and come in a variety of guises. And here they are...

MINES

These can be laid down in series of five and they cause a fairly drastic slow-down to your opponent and are best laid at the start of jumps so that your opponent is less likely to notice them.

SHOCKWAVE

When laid down, this causes the ship to freeze in its tracks, then renders it uncontrollable for a few seconds.

SHIELD

Well, it's your standard shield, as it happens. Does all the things a good shield should, and also allows you to pick up weapons while you're covered. You can't use them until the shield has worn off though.

TURBO SPEED

Gives you an extra speed boost which is most useful if you're either lagging behind, or an opponent has laid a particularly heavy assault on you. Be careful where you use it though, or you could end up as roadkill.

ROCKET

The rocket is an extremely useful weapon, but unfortunately has no targetting control, so you'll have to be a good aim to use it.

HEAT SEEKING MISSILE

This is probably the easiest weapon to use as it has a lock-on device which means it's almost idiot proof. You do lose a bit of speed when you launch it, but it's a deadly weapon, unless counteracted by the shield.

Of course, you'll need a team to race around these tracks, and luckily, there's more than one choice. In fact, there's five in all, and here's a quick rundown of the choices on offer...



It's the title screen! Hurrah for the title screen, identical in every way to the Playstation version of the game! Well, what did you expect?



One of the ships from the demo mode at the beginning of the game, proving that this version is slick!



AG SYSTEMS

AG Systems originate in Japan, and probably provide the most versatile and easy to handle vehicle from the ones on offer. The responsive controls and stable vehicle make it the ideal car for the beginner, although more advanced players may find it a bit cumbersome.

AURICOM

Auricom are a Canadian racing team and provide the most challenge in terms of a vehicle to race against. Its heavyweight frame means that it's extremely difficult to pass in a race. It takes a while for this car to reach high speeds, but when it does, it's almost impossible to beat. A heavy frame means that it's more difficult to master, so it's more suitable for advanced drivers than anyone else.

QIREX

This Russian born team power another heavy vehicle, and the controls really take some getting used to. Once, mastered it's difficult to find a vehicle that can superceded it, but if you don't know what you're doing, go for one of the smaller vehicles!

FEISAR

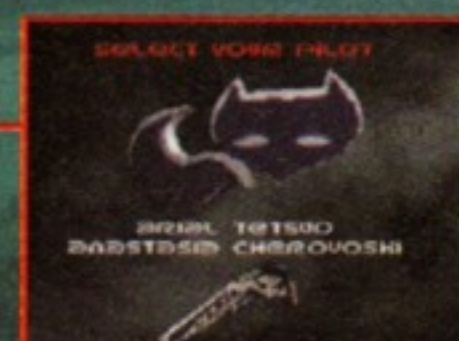
Hailing from Europe, the Feisar team hold one of the more versatile ships in the game. While initially not very fast, the acceleration is top class, and the easy controls mean that it's a forgiving vehicle while you initially play the game. If you're a novice playing against more advanced users, this is your best bet.

AG SYSTEMS

AURICOM

QIREX

FEISAR



TAKE YOUR PICK!

There's a total of seven tracks to race through in Wipeout, ranging from the almost easy to the absolutely rock hard. Getting through the final Silverstream track is a task that even an experienced gamer will find difficult, but luckily there's plenty of chances to prepare yourself for this with some of the easier, beginner tracks. Even these require some degree of skill to complete but luckily, tracks are designed to make you gradually more at ease with the handling system. Of course, the degree of control you have over your vehicle also depends on the team you chose to race with – there's four in all, and the cars and the way each team drives really differs. Each track has a different surface too, which makes driving either more difficult or much easier, depending on the grip the surface gives you.

ALTIMA V11
LOCATION: CANADA
LENGTH: 5.5 KM
HEIGHT: 359KM
SURFACE: F3600 RACING STANDARD



One of the easier tracks in the game. This allows you to get used to the speed and handling of your chosen car and being fairly simple in design, the course is really easy to get into.

TERRAMAX
LOCATION: GERMANY
LENGTH: 4.1KM
HEIGHT: 121M
SURFACE: F3600 RACING STANDARD



Slightly more complex than the first track, Terramax is good for turbo starts, and there's more than one route through the race, so finding the best route will take some doing. Due to the multi-routing though, you'll have to make your decisions fairly quickly to avoid a head-on collision.

KARBONIS
LOCATION: JAPAN
LENGTH: 3.4KM
HEIGHT: 107KM
SURFACE: RECLAIMED TITANIUM



Karbonis has some of the most deadly corners in the whole game. It will be a while before you really get used the handling on this track, and mastering the air brakes is an absolute necessity. There's plenty of power ups in this track too, and finding them can sometimes be essential to complete the track.



KORODERA
LOCATION: RUSSIA
LENGTH: 5.4KM
HEIGHT: 210M
SURFACE: CARBONIC IRON



Again, there's plenty of sharp bends to master in this track, with some of them positioned at the bottom of hills just to make things even more difficult!

ARRIDOS IV
LOCATION: USA
LENGTH: 6.04KM
HEIGHT: 245M
SURFACE: BLASTED SANDSTONE



To succeed in this race, you'll need to know your ship, plus its strengths and weaknesses really well. This is especially true in the tunnel sections which can be an absolute nightmare if you're not accustomed to your ship.

SILVERSTREAM
LOCATION: GREENLAND
LENGTH: 6.4KM
HEIGHT: 232M
SURFACE: ARTIFICIAL CRYSTAL



This is the ultimate Wipeout track, and completion of this will allow you access to the secret, Firestar track. However, the challenge is really difficult here, and you'll have to manoeuvre the 90 degree corners before you'll get anywhere near to completing the course. Good luck!

FIRESTAR
LOCATION: MARS
LENGTH: 6.3KM
HEIGHT: 198M
SURFACE: UNKNOWN



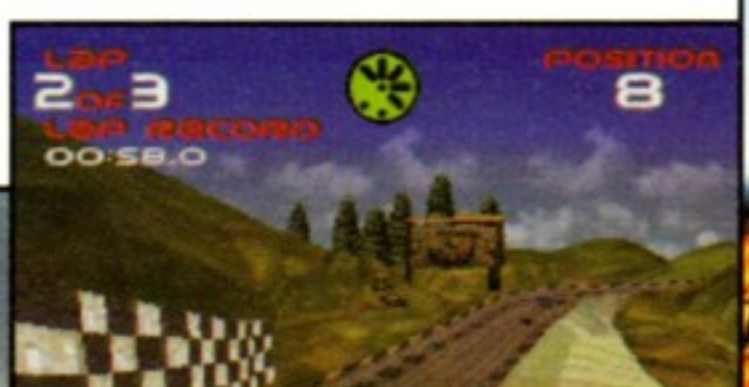
This is the final, bonus track that is awarded on completion of the other tracks. We're not going to show you anymore just yet, as we don't want to spoil your enjoyment of the game!



TWO DIFFERENT VIEWS!

There's two views to choose from while racing around the tracks – there's the internal view and the external view. As with most racing titles, the external view is probably the easiest to get to grips with, as the internal view can be a bit tricky to say the least. This is mainly because the external view allows for a more deep field of vision, and is thus easier for beginners to handle. However, the choice is yours!

The external view is probably the best bet for beginners, as it allows you to see more of the track, and the ship also becomes easier to handle...
 ...While the internal view is for people slightly more accustomed to the controls, and allows a tighter race as far as controls go.



Hey! Look out for Buddha on one of the tracks, and don't crash into him unless you want your karma destroyed for ever and ever. As you can see, Wipeout really does employ some of the best graphics seen on the Saturn to date, and is almost identical to its Playstation counterpart. Of course, this will come as a bit of a shock to gripe-worthy Playstation owners, but that's only because they never expected to see their beloved racing game on the Saturn. Bet you're glad you bought this machine now though, eh? especially since Destruction Derby is Saturn bound too!



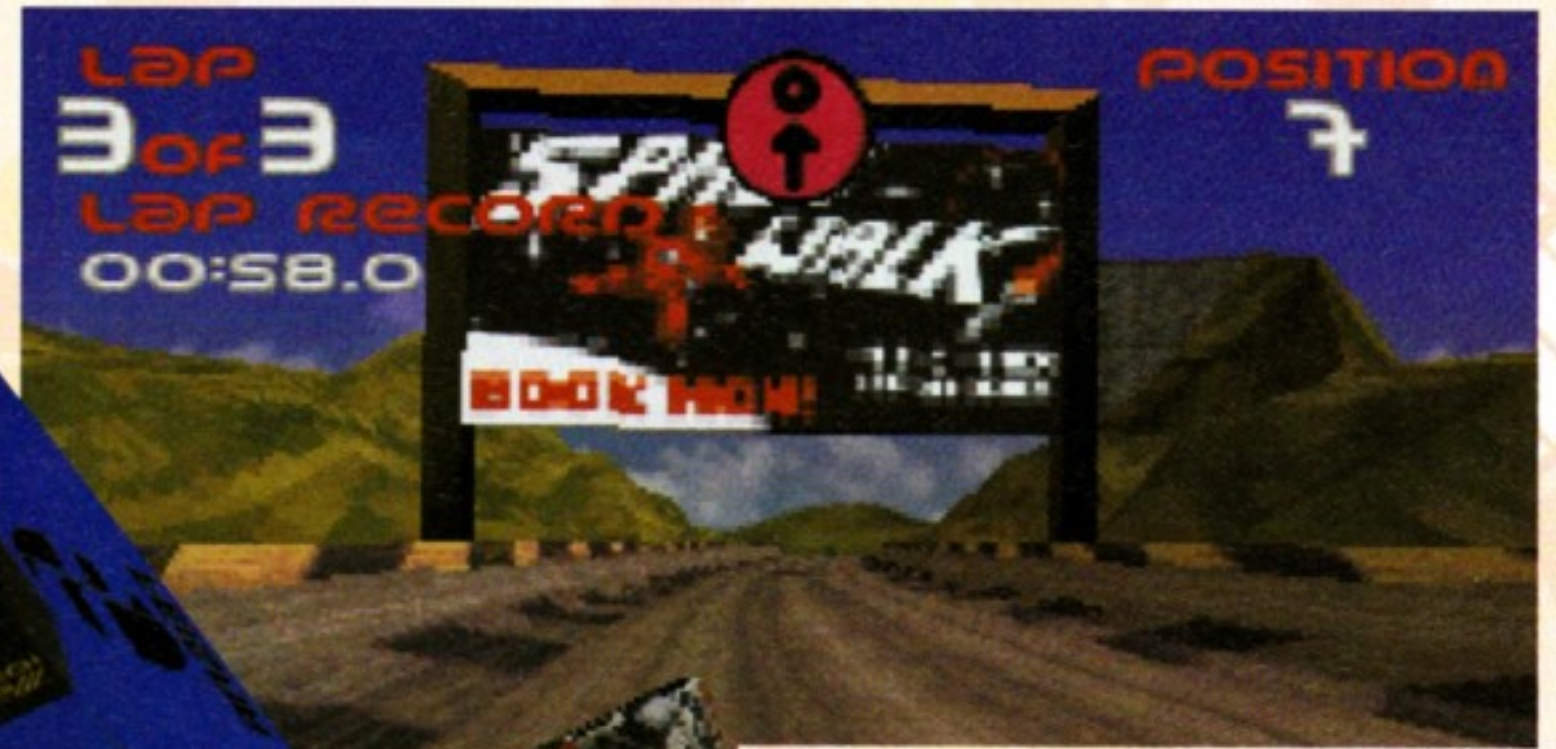


SO NEAR AND YET...

>> When Wipeout was first released on to the Playstation, no one ever thought that it would appear on the Saturn too. This was because the game creators' Psygnosis were actually affiliated to Sony and initially this meant that they would only be producing games for Sony's Playstation. In fact, no one believed us when we ran a news story announcing the arrival of Wipeout on the Saturn. At the time, Psygnosis were thought to be just too close to Sony to even consider publishing on another format. but within a few months of the arrival of the Playstation version, a finished PC version appeared. Admittedly, this was a pretty disappointing conversion of the game, but nevertheless, it proved that Psygnosis were open to publishing on other formats. Then two months after that, information was leaked regarding an almost complete Saturn conversion – and a good one at that! This came as a surprise to everyone, including SEGA SATURN MAGAZINE, as we thought that Sony would probably bung Psygnosis a load of cash to keep them Playstation only, but it seems that Psygnosis are determined to publish most of their previously Playstation-only titles on the Saturn. Which, obviously, is good news for you...

TAKE THE TASTE TEST!

However, it remains true, that initially, Wipeout was programmed as a Playstation-only game. This means that the programming team had to take the game apart once more and adjust certain features of the title that maybe weren't working quite so well on the Saturn. The Saturn of course, has been a notoriously difficult machine to program for up until now, although Psygnosis have done an excellent job in bringing an almost perfect conversion to the Saturn. Of course, the two versions are never going to look exactly the same as the two machines are essentially different, but on first look you'd never be able to tell the difference between the two. All of the tracks, gameplay and little extras are included from the original, and in fact, the only thing missing is a couple of music tracks from Sony's own music label.



SPIN OUT!

There's more to Wipeout than great gameplay and impressive graphics of course. With its techno-friendly music and club-cool icons it's almost an attempt to crossover from the traditionally nerdy video game into something that appeals to fashionable young things more than ever before. And in some ways this was done on purpose. After all, Psygnosis did employ trendy design agency The Designer's Republic to create all the on-screen icons and information. They're more used to designing album covers for Pop Will Eat Itself and The Shamen than creating graphics for spotty young oiks playing computer games, but they've definitely brought their distinctive style to the game, brightening up the proceedings no end. In fact, initially, the agency was only brought in to create the icons, but everyone at the Designer's Republic was so impressed with the game that they decided to do all of the other on-screen options for Psygnosis too!

HANDBRAKE TURNS!

There's two different classes to enter into in Wipeout – the Venom, or idiot, class, and the Rapier class. The former is the standard class which can be accessed at the beginning of the game and is played at standard (still pretty fast though) speed. The latter can only be accessed after completing all of the tracks in Venom mode in either first, second or third place. Rapier mode is around 50% faster than Venom mode and as a result, provides you with a complete new game to master. And unless you're absolutely expert at the game, you won't stand a chance!





Ready your accelerator for a turbo start and an advantage for the rest of the game.



Here, an opponent attempts to prevent you from passing in front of them.



Well, it may be dangerous, but you're going to have to pass through it if you want to complete the race.



Those cliffs look just like the ones in Sega Rally!



A difficult corner approaches, although careful manoeuvring will do the trick.

YOU WILL SUCCEED!

The trick to succeeding in WipEout lies in learning the tracks. If you don't familiarise yourself with all of the jumps, corners and ramps, then you're never going to get any good times. This isn't quite so important in the easier tracks, as on the whole they're not quite so complicated, but still, memory is the key skill in achieving superior times. That and actually being any good at the game of course!

The Altima V11 track is the first course you'll come across in WipEout and as a result is the easiest to complete. It's a good opportunity to get used to the handling of the cars and sharpness of the tracks though, which is why we've singled it out for feature here. Basically, if you can't handle this track, you'll have to practise before you get onto any of the others, as they only get more difficult from here onwards!



The corners in this track should prepare you for later levels.



Yikes, another battle ensues, although not all of the weapons are available yet.



TRACK 1: ALTIMA V11
LOCATION: CANADA
LENGTH: 5.5KM
HEIGHT: 359M
SURFACE: F3600 RACING STANDARD



The Silverstream track looking very impressive, although not quite as slick as was seen in the Playstation version.



Hey, it's one of the option screens. Hello.



The team selection screen – four to choose in all.



One of the game over screens with a racer.



Another unsuccessful racer, more hard than the last.



The Terramax track is another extremely difficult challenge, although with careful handling you should get through.



Another shot from the Terramax track, this time this ship is about to make a leap into the great unknown.



1 The beginning of this advanced track, with some rather lovely texture mapping, making it difficult to tell this from the PS version.



2 Here, the course splits off into two routes, although whichever one you choose, it makes very little difference to the race.



3 Huge girders on the track make crashing all the more likely, especially as some of the bends here are incredibly sharp.



DRIVE AROUND THE COSMOS!

Just to show you how difficult some of the tracks get in WipeOut, we've decide to print one of the more difficult levels too. Arridos IV is one of the most challenging tracks of all, set in a bleak sandstone environment with plenty of hairpin corners and a selection of routes to choose from. And here's the track itself...



THE BEST SOUNDTRACK IN THE WORLD...EVER?

When you play Wipeout you'll notice the brilliant music apparent on all of the tracks. Although acts such as the Chemical Brothers and Leftfield appear on the Playstation version, Psygnosis have their own in-house music team to create the music for Wipeout. but these aren't your usual plinkety music guys. Nope, none of it. They're Cold Storage, and the music they've created is nothing short of brilliant, suiting the slick graphics and trendy icons down to the ground. Expect to hear more, much more from these guys in the near future.

BUY IT NOW!

However, if you can't stand the thought of playing Wipeout without the original soundtrack - Chemical Brothers and all, don't worry. You can nip down to your local music store and buy a copy of Wipeout - the CD. This features all of the "big name" soundtracks plus others by acts such as Dreadzone, Prodigy and Orbital. Happy now?



The final, Silverstream track. This is extremely difficult indeed, and only the most experienced players will make it through this and on to the secret, seventh track.



Stay close to the middle of the track to avoid crashing into the barriers on either side.



An abundance of Krazy Ivan logos litter the track. Could this be coming to Saturn too?



Approaching one of the tunnels, and readying weapons for ultimate showdown.



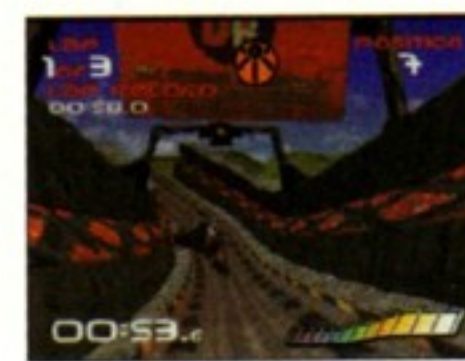
One of the fly-bys you'll be treated to at the beginning of each race, showing off the loveliness of your chosen vehicle from a number of different angles.



The final track is really, really difficult to complete.



Ready yourself for the jump of your life!



Showing off the top-quality graphics of the game.



LINK UP OPTION ON THE WAY!

On the Playstation version of Wipeout, you can link up two machines for a true head to head battle. Unfortunately, the link up cable still isn't on sale for the Saturn at the moment, but Psygnosis are hoping to leave the link up option in the game, so that when the cable is released, you'll be able to enjoy this option fully. In fact, this is easily one of the most exciting ways to play the game, as blowing up a human opponent is a hundred times more satisfying than playing against the CPU!

OUT SOON!

There's still no final word regarding the exact release date of Wipeout, but the game stands around 80% complete at the moment. So, all being well, you can expect to see it in the shops by Mid March, which also means that we'll be bringing you a review of the game next month, followed by a full player's guide revealing all of the secrets Wipeout holds. So there you have it!

YOU CAN READ THE REVIEW OF WIPEOUT IN THE NEXT ISSUE OF SEGA SATURN MAGAZINE.