

THE
JAGUAR
ENCYCLOPEDIA



copy/paste:
DaddaRuleKonge



DaddaRuleKonge

This book is made for people who collect for or are interested in the Atari Jaguar. I made this book cause` I like to catalog and categorize stuff, and to learn more about the system.

I have tried to make the book well presented and easy to look through. If you are happy with the book then please look at some of the web-sites on the "Reference Guide" page. Find a site that you like and give them some spending money.

If you are annoyed, or the owner of some of the content i took from you, send an email to me: sennep@hotmail.com. The book is free, and I hope the information and pictures I use comes under free-use.

I hope you will get some use of this book, and maybe help you in your quest on collecting, or just having fun with this great system.

Similar books/PDF`s in the same format are books on NES, SNES, PSX, SMS, N64, Game&Watch, NeoGeo, including several other book in the same vein, from TMNT toys to Point and Click games.

<http://daddarulekonge.itch.io/>

DaddaRuleKonge.com

NoCopyright © 2016 by DaddaRuleKonge

All rights are NOT reserved. EVERY part of this publication may be reproduced, distributed, or transmitted in any form or by any means, including photocopying, recording, or other electronic or mechanical methods, without the prior written permission of the publisher. I do not own anything in this book. You use part of this publication on your OWN RISK though. As places in this book may have a copyright by the original owner.

Atari Jaguar

This is a short wikipedia introduction for the Atari Jaguar.

The Atari Jaguar is a home video game console that was developed by Atari Corporation. The console was the sixth and last programmable console to be developed under the Atari brand. Marketed as the first 64-bit video game console, the Jaguar was designed to compete with the existing 16-bit consoles (Sega Genesis and Super Nintendo Entertainment System) and the 32-bit 3DO Interactive Multiplayer platform (which launched the same year).

The Jaguar was developed by the members of Flare Technology, a company formed by Martin Brennan and John Mathieson. The team had claimed that they could not only make a console superior to the Genesis or the SNES, but they could also be cost-effective. Impressed by their work on the Konix Multisystem, Atari persuaded them to close Flare and form a new company called Flare II, with Atari providing the funding. Flare II initially set to work designing two consoles for Atari Corp. One was a 32-bit architecture (codenamed “Panther”), and the other was a 64-bit system (codenamed “Jaguar”); however, work on the Jaguar design progressed faster than expected, so Atari Corp. canceled the Panther project to focus on the more promising Jaguar.

The Jaguar was introduced in 1993 at a price of \$249.99, under a \$500 million manufacturing deal with IBM. The system was initially marketed only in New York City and San Francisco, under the slogan “Do the Math”, claiming superiority over competing 16-bit and 32-bit systems. A US-wide release followed in early 1994.



The Atari Jaguar struggled to attain a substantial user base. In 1993, Atari reported that they had shipped 17,000 units as part of the system’s initial test market. By the end of 1994, Atari reported that they had sold approximately 100,000 systems and had reduced the price to improve the competitive nature of the console. By the end of 1995, Sony and Sega had entered the marketplace with competing consoles and Atari’s sales declined rapidly. In Atari’s 1995 annual report, they noted:

“Jaguar sales were substantially below Atari’s expectations, and Atari’s business and financial results were materially adversely affected in 1995 as Atari continued to invest heavily in Jaguar game development, entered into arrangements to publish certain licensed titles and reduced the retail price for its Jaguar console unit. Atari attributes the poor performance of Jaguar to a number of factors including (i) extensive delays in development of software for the Jaguar which resulted in reduced orders due to consumer concern as to when titles for the platform would be released and how many titles would ultimately be available, and (ii) the introduction of competing products by Sega and Sony in May 1995 and September 1995, respectively.”

Lack of titles was attributable to two main factors: the Jaguar’s questionable long-term prospects among third-party game-publishers and the problematic nature of developing games for the Jaguar. Atari had one opportunity to convince third-party developers, vital for the diversity of Jaguar’s game library, with a solid retail-performance, but as things played out, post-holiday sales figures questioned the viability of Atari’s business; Atari failed to attract many third-party developers already committed to other game platforms. Also, an annoying defects included a buggy UART. The memory controller flaw could have been mitigated by a mature code-development environment, to unburden the programmer from having to micromanage small chunks of code. Jaguar’s development tools left much to the programmer’s own implementation, as documentation was incomplete. Writing game-code was often an endurance exercise in the tedious assembler.

In a July 1995 interview with Next Generation, then-CEO Sam Tramiel declared that the Jaguar was as powerful, if not more powerful, than the Sega Saturn, and slightly weaker than the PlayStation.

By the end of 1995, Atari's revenues declined by more than half, from US\$38.7 million in 1994 to \$14.6 million in 1995. In late 1995, Atari Corp. ran early-morning infomercial advertisements with enthusiastic salesmen touting the powerful game system. The infomercials ran most of the year, but did not significantly sell the remaining stock of Jaguar systems. In its 10-K405 SEC Filing, filed April 12, 1996, Atari informed their stockholders of the truly dire nature of the Jaguar business:

From the introduction of Jaguar in late 1993 through the end of 1995, Atari sold approximately 125,000 units of Jaguar. As of December 31, 1995, Atari had approximately 100,000 units of Jaguar in inventory.

Atari had already suffered an ill-fated crash in the mid-1980s as a result of the oversaturation of the video game market by third-party developers.

Production of the Jaguar ceased after Atari Corp. merged with JT Storage in a reverse takeover. In a last-ditch effort to revive the Jaguar, Atari Corp. tried to play down the other two consoles by proclaiming the Jaguar was the only "64-bit" system. This claim is questioned by some, because the CPU (68000) and GPU executed a 32-bit instruction-set, but sent control signals to the 64-bit graphics co-processors (or "graphics accelerators"). Atari Corp.'s reasoning that the 32-bit "Tom" and "Jerry" chips work in tandem to add up to a 64-bit system was ridiculed in a mini-editorial by Electronic Gaming Monthly, which commented that "If Sega did the math for the Sega Saturn the way Atari did the math for their 64-bit Jaguar system, the Sega Saturn would be a 112-bit monster of a machine." Design specs for the console allude to the GPU or DSP being capable of acting as a CPU, leaving the Motorola 68000 to read controller inputs. In practice, however, many developers used the Motorola 68000 to drive gameplay logic.

Jaguar CD

The Atari Jaguar CD is an add-on to the Jaguar that made use of CD-ROMs to distribute games. Developed and marketed in response to the PlayStation and Sega Saturn console, it was released in September 1995, two years after the Jaguar's launch. Twelve games were released for the system during its manufacturing lifetime, with many more being made after, by homebrew developers. Each copy of the Jaguar CD console also came with a Virtual Light Machine, which displayed light patterns corresponding to music, if the user inserts an Audio CD into the console. It was developed by Jeff Minter, who had created the program after experimenting with graphics during the development of *Tempest 2000*. The program was deemed a spiritual successor to the Atari Video Music, a system which served a similar purpose, released in 1976.



An additional accessory for the Jaguar CD, which allowed Jaguar CD games to save persistent data such as preferences and saved games, was also released. Known as the Memory Track, it was a cartridge that contained a 128 K EEPROM, and was to be inserted into the cartridge slot on the Jaguar CD while the user played a Jaguar CD game. The program manager for the Memory Track is accessed by pushing the option button while the system is starting, and exited by pushing the * and # keys simultaneously. There were plans to make a second model of the Jaguar console that combined both the Jaguar and the Jaguar CD into one unit, a la the TurboDuo. Originally codenamed the Jaguar III, and later the Jaguar Duo, the proposed model was developed to feasibly compete with the PlayStation and Sega Saturn, however, the idea was scrapped after the discontinuation of the Jaguar.

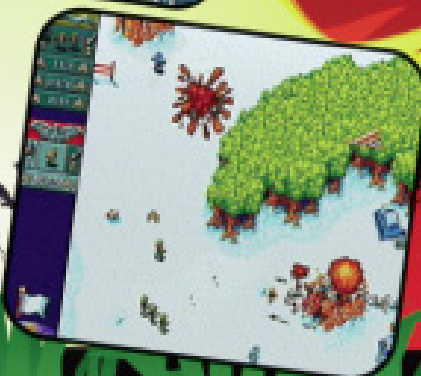
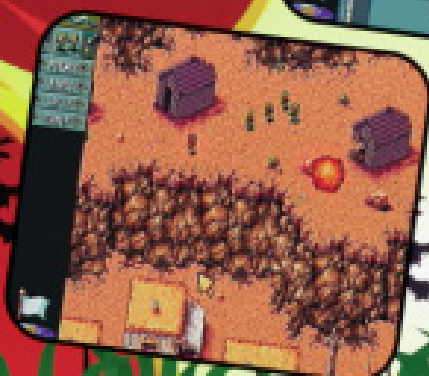
After the Atari Corporation properties were bought out by Hasbro Interactive in the late 1990s, Hasbro released the rights to the Jaguar, declaring the console an open platform and opening the doors for homebrew development.

CONTENT

Atari Jaguar	4
You are Here	6
Reference Guide	8
Corporations	10
Jaguar Games	14
A	16
B	17
C	20
D	22
E	23
F	24
H	25
I	26
K	28
M	28
N	29
P	29
R	31
S	32
T	35
U	36
V	37
W	37
Z	39
CoJag	40
Homebrew/Reproduction	42
Hardware	48
Overlays	50
Jaguar VR	51
Checklists	
Jaguar Cart	52
Jaguar CD	53

WAR HAS NEVER BEEN SO MUCH FUN

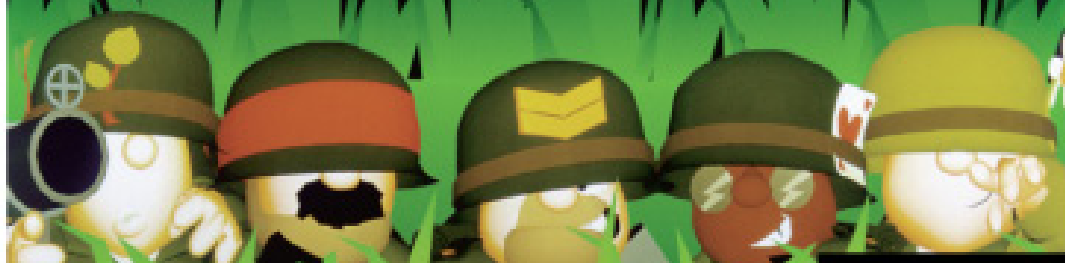
CANNON FODDER



Have you got what it takes to track down the abandoned helicopter in the middle of the arid desert and rescue Mr. President from the enemy base before everyone gets blown to smithereens by heat-seeking missiles? Do you have the guts to negotiate arctic wastelands to find the stud missile factory surrounded by treacherous booby traps? Have you the nerve to enter a heavily occupied underground base, locate the secret plans and blow up the enemy computer system before returning to the steamy jungle with only a few jeeps at your disposal to protect the natives from advancing tanks?

Cannon Fodder

It's not nice,
but then that's
war folks.



Virgin

Sensible
SOFTWARE

Distributed by:
Computer West (805) 546-9036

ATARI, the Atari logo, Jaguar and Jaguar logo are trademarks or registered trademarks of Atari corporation.
Copyright 1994 Atari corporation, Sunnyvale, Ca 94089-1000. All rights reserved.

JAGUAR DO+THE MATH
O J C B I T

INTERACTIVE MULTIMEDIA SYSTEM

Reference Guide

These are web sites that i use alot for pictures/screenshots, reference and much of the information. If I have not used wikipedia on a game description, then I have tried to credit it at the bottom of the text.

I can recommend all of these websites, as they are very informative and fun to look through. If you are the owner of one of these sites and feel that i have done you wrong, then please send me an e-mail and i will make the necessary change to your wish.

the aLiVe! HQ



“Behind each and every issue is always a team. We always try to communicate as much as possible during the creation phase of the magazine. ”

- Used for some info

A site that releases free articles, chiptunes, demoscene, etc.

<http://alive.atari.org/>

RGCD



“Welcome to the RGCD online store, the only place where you can purchase games from our catalogue of independently published titles. We specialise in offering the latest releases for vintage hardware in physical format, as well as selling faux-retro games for modern platforms.”

- Used for some info.

It's a web-shop.

<http://rgcd.bigcartel.com/>

Reeboot



“What we are is a group of active, productive Atarians. ”

- Used some info.

A site on developing homebrew and stuff for the Jaguar.

<http://reboot.atari.org/new-reboot/news.html>

GameFAQs



“Founded in 1995, GameFAQs has over 40000 video game FAQs, Guides and Walkthroughs, over 250000 cheat codes, and over 100000 reviews.”

- Used for pictures and the review score.

A great website regarding many of games released with loads of information, faqs and pictures.

<http://www.gamefaqs.com/>

AtariAge



“Have You Played Atari Today?”

- Used for some pictures, information and rarity score.

A giant site on Atari. Maybe the most important site for an Atari collector. It consist of a huge forum, detailed information, pictures, and a great rarity score list. Without this site, I don't think I could had made this book...

<https://atariage.com/index.php>

Moby Games



“MobyGames is the oldest, largest and most accurate video game database for games of every platform spanning 1979-2014.”

- Used for info and information.

A good site for information and pictures on much of the games released.

<http://www.mobygames.com/>

Emuparadise



“Looking for video games? You've come to the right place! You will find hundreds of thousands of roms, isos and games here.”

- Used for some pictures.

A giant site for emulators and Roms.

<http://www.emuparadise.me/>

Corporations

Atari Corporation was an American manufacturer of computers and video game consoles from 1984 to 1996. Atari Corp. was founded in July 1984 when Warner Communications sold the home computing and game console divisions of Atari, Inc. to Jack Tramiel. Its chief products were the Atari ST, Atari XE, Atari 7800, Atari Lynx, and Atari Jaguar. The company reverse merged with JTS Inc. in 1996, becoming a small division, which itself closed when JTS liquidated the IP to Hasbro Interactive in 1998.



Atari Corporation

Founded	1984
Defunct	1996
Headquarter	United States
Successor	JTS Corporation (1996–1998) Atari Interactive (division of Hasbro Interactive) (1998–2001)

The company was founded by Commodore International's founder Jack Tramiel soon after his resignation from Commodore in January 1984. Initially named Tramel Technology, Ltd. (TTL), the company's goal was to design and sell a next-generation home computer. On July 1, 1984 TTL bought the Consumer Division assets of Atari, Inc. from its owner Warner Communications, and TTL was renamed Atari Corporation. Warner sold the division for \$240 million in stocks under the new company.

Under Tramiel's ownership, Atari Corp. used the remaining stock of game console inventory to keep the company afloat while they finished development of their 16-bit computer system, the Atari ST. In 1985, they released their update to the 8-bit computer line—the Atari XE series—as well as the 16-bit Atari ST line. Then in 1986, Atari Corp. launched two consoles designed under the Warner Atari: Atari 2600 Jr and Atari 7800, which had a limited release in 1984. Atari Corp. rebounded, producing a \$25 million profit that year. The Atari ST line proved very successful (but mostly in Europe, not the U.S.), ultimately selling more than 5 million units. Its built-in MIDI ports made it especially popular among musicians. Still, its closest competitor in the marketplace, the Commodore Amiga, outsold it 3 to 2. Atari eventually released a line of inexpensive IBM PC compatibles as well as an MS-DOS compatible palm computer called the Atari Portfolio.

Atari under Tramiel had a poor reputation in the marketplace. In 1986 a columnist for Atari magazine A.N.A.L.O.G. warned that company executives seemed to emulate Tramiel's "'penny-pinching' [and] hard-nosed bargaining, sometimes at the risk of everything else", resulting in poor customer service and documentation, and product release dates that were "perhaps not the entire truth ... Pretty soon, you don't believe anything they say". He concluded, "I think Atari Corp. had better start considering how they're perceived by the non-Atari-using public". The company, however, was much more open to the press than its predecessor Atari Inc., which had refused to let Antic preview forthcoming announcements and even opposed the magazine printing the word "Atari" on its issues.

In 1987, Atari acquired Federated Group for \$67.3 million to have their own retail store shelf space. Atari quickly discovered that Federated's financial problems were far worse than they had believed. During this time, the FBI investigated Atari for reselling Japanese DRAM chips in the US, "in violation of U.S. import laws and contrary to import agreements". Federated was eventually sold to Silo in 1989.

By 1996, a series of successful lawsuits followed by profitable investments had left Atari with millions of dollars in the bank, but the failure of the Lynx and Jaguar left Atari without any products to sell. In addition, Tramiel and his family wanted out. The result was a rapid succession of changes in ownership. In July 1996, Atari merged with JTS Inc., a short-lived maker of hard disk drives, to form JTS Corp. Atari's role in the new company largely became a holder for the Atari properties and minor support; consequently the name largely disappeared from the market.

In March 1998, JTS sold the Atari name and assets to Hasbro Interactive for \$5 million—less than a fifth of what Warner Communications had paid 22 years earlier. This transaction primarily involved the brand and intellectual property, which now fell under the Atari Interactive division of Hasbro Interactive.



Accolade, Inc. was an American video game developer and publisher of the 1980s and 1990s. Headquartered in San Jose, California, it was founded in 1984 by Alan Miller and Bob Whitehead after leaving another game developer and publisher they had founded, Activision.

Accolade, Inc.

Founded	1984
Headquarter	San Jose, California
Defunct	1999
Successor	Infogrames
Website	accolade.com

According to legend, Miller and Whitehead named their company “Accolade” because it came before “Activision” alphabetically—implying that Accolade was superior to their previous company, as reportedly the name Activision was chosen as it came before Atari. Later, a new game development company, Acclaim, another company formed from ex-Activision employees, apparently formulated their name because it came before “Accolade.” Absolute Entertainment, again, a third company formed from ex-Activision people, ended up being first with the ‘first in the alphabet’ race.

Accolade’s revenues grew from \$1.5 million in 1985 to \$5 million in 1986. It developed for most 1980s-era home computers, including the Commodore 64, Atari 400 & 800, the Amiga, Apple II and the PC. Some of their first titles include Law of the West, Psi-5 Trading Company, The Dam Busters, Mean 18 Golf, Test Drive, and HardBall!. Test Drive and HardBall! went on to become two of Accolade’s longest-running franchises.

Accolade did well in its early years, but by the 1990s, Accolade’s sales suffered and several rounds of layoffs ensued. Under Barnett’s direction, Accolade was rebuilt around action games and published Test Drive 4, 5 and 6, all of which sold millions of units and become part of Sony’s greatest hits program. Accolade was eventually purchased by French publisher Infogrames in 1999, right after publishing their last game Redline.

Argonaut Games

Founded	1982
Founder	Jez San
Headquarter	Edgware, London, U.K.
Defunct	October 2004
Fate	Liquidated



Argonaut Games plc was a British video game developer, founded in 1982 and liquidated in 2004. It was most notable for the development of the Star Fox Super NES game and its supporting Super FX hardware.

Founded as Argonaut Software by teenager Jez San in 1982, the company name is a play on his name (J. San) and the mythological story of Jason and the Argonauts.

The company produced its first game, Skyline Attack, for the Commodore 64. It later produced the 3D Starglider games for the Amiga and Atari ST platforms.

In 1993, Argonaut collaborated with Nintendo during the early years of the NES and SNES. The combined efforts from both Nintendo and Argonaut yielded a prototype of the game Star Fox, initially codenamed “Nes-Glider” and inspired by their earlier Atari ST and Amiga game Starglider, that they had running on the NES and then some weeks later on a prototype of the SNES. Jez San told Nintendo that his team could only improve performance or functionality of the demonstration if Nintendo allowed Argonaut to design custom hardware to extend the SNES to have true 3D capability. Nintendo agreed, so San hired chip designers and made the Super FX chip. They originally codenamed it the Mathematical Argonaut Rotation I/O, or “MARIO”, as is printed on the chip’s surface. So powerful was the Super FX chip used to create the graphics and gameplay, that they joked that the Super NES was just a box to hold the chip.

In late October 2004, Argonaut Games called in receivers David Rubin & Partners, laid off 100 employees, and was put up for sale. Lack of a constant stream of deals with publishers had led to cashflow issues and a profit warning earlier in the year.

In 2005, the company was placed into liquidation and in 2006 was dissolved.

Bullfrog Productions was a British computer game developer, founded in 1987 by Les Edgar and Peter Molyneux. The company achieved recognition in 1989 for their third release, Populous.

At the time of the company's founding, Edgar and Molyneux were already involved in an enterprise called Taurus Impact Systems. Bullfrog's name was derived from "Taurus" (the Latin word for bull) and Edgar's daughter's love of frogs.

Following a move to Chertsey in 2000, the last titles to bear the company logo were published in 2001. Bullfrog Productions was finally incorporated and merged into EA on 31 August 2001 upon the formation of EA UK, effectively closing the studio. Bullfrog's website remained until spring of 2002, at which point the website link took visitors to Electronic Arts Europe instead.

Many former Bullfrog employees have remained within the games industry since the closure of the company. Peter Molyneux would stay on with Lionhead Studios until the formation of 22Cans in February 2012. Les Edgar later became EA's Vice President of European Studio, and although he has some involvement with the games industry, is now focused on other ventures. In August 2009, Electronics Arts was considering revising some of Bullfrog's games for modern-day systems, and in 2011 they signed a deal with Good Old Games in order to do this.

Bullfrog Productions



Founded	1987
Headquarter	Guildford, United Kingdom
Defunct	August 31, 2001
Successor	EA UK Lionhead Studios Mucky Foot Productions

id Software



Founded	February 1, 1991
Parent	ZeniMax Media
Employees	200+ (2011)
Headquarter	Richardson, Texas, United States
Website	idsoftware.com

id Software is an American video game development company with its headquarters in Richardson, Texas. The company was founded by four members of the computer company Softdisk: programmers John Carmack and John Romero, game designer Tom Hall, and artist Adrian Carmack (no relation to John Carmack). Business manager Jay Wilbur was also involved.

The founders of id Software met in the offices of Softdisk developing multiple games for Softdisk's monthly publishing. These included Dangerous Dave and other titles. In September 1990, John Carmack developed an efficient way that would perform rapid side-scrolling graphics on the PC. Upon making this breakthrough, Carmack and Hall stayed up late into the night making a replica of the first level of the popular 1988 NES game Super Mario Bros. 3, inserting stock graphics of Romero's Dangerous Dave character in lieu of Mario. When Romero saw the demo, entitled "Dangerous Dave in Copyright Infringement", he realized that Carmack's breakthrough could have potential. The team that would later form id Software immediately began moonlighting, going so far as to "borrow" company computers that were not being used over the weekends and at nights while they designed their own remake of Super Mario Bros. 3. Despite their work, Nintendo turned them down, saying they had no interest in expanding to the PC market, and that Mario games were to remain exclusive to Nintendo consoles.

As a result, the team began the development of Commander Keen, a Mario-style side-scrolling game for the PC, once again "borrowing" company computers to work on it at odd hours at the lake house at which they lived in Shreveport, Louisiana. On December 14, 1990, the first episode was released as shareware by Apogee, and orders began rolling in. Shortly after this, Softdisk management learned of the team's deception and suggested that they form a new company together, but the administrative staff at Softdisk threatened to resign if such an arrangement were made. In a legal settlement, the team was required to provide a game to Softdisk every two months for a certain period of time, but they would do so on their own. On February 1, 1991, id Software was founded.



Midway Games

Founded	1988
Successor	NetherRealm Studios
Defunct	2009
Fate	Bankruptcy
Headquarter	Chicago, Illinois, United States.

Midway Games was an American video game developer and publisher. Their titles included Mortal Kombat, Ms. Pac-Man, Spy Hunter, Rampage, NFL Blitz, and NBA Jam. Midway also acquired the rights to video games that were originally developed by Williams Electronics and Atari Games.

Midway Mfg. Co. began in 1958 as an independent manufacturer of amusement equipment. It was purchased by Bally in 1969. Bally, at that time, was a leader in the manufacture of slot machines. After some years making mechanical arcade games such as puck bowling and simulated western shoot-out, Midway became in 1973 an early American maker of arcade video games. Throughout the 1970s, Midway had a close alliance with Japanese video game publisher Taito, with both companies regularly licensing their games to each other for distribution in their respective country. Midway entered the consumer market in 1977 by releasing the Bally Home Library Computer, eventually renamed Bally Astrocade. This was the only home game system ever to be developed by the company and was discontinued in 1985.

Meanwhile, Midway's breakthrough success came in 1978, with the licensing and distribution of Taito's seminal arcade game Space Invaders in America. This was followed by Midway's licensing and distributing the hit U.S. version of Namco's Pac-Man in 1980, and its unauthorized sequel, Ms. Pac-Man, in 1981. From the late 1970s through the late 1980s, Midway was the leading producer of arcade video games in the United States.

In 2008, Midway lost \$191 million on sales of \$220 million, and Redstone's sale of his shares to Mark Thomas, a private investor, eliminated Midway's ability to take advantage of accumulated net operating losses and other tax assets potentially worth more than \$700 million. On February 12, 2009, Midway and its U.S. subsidiaries filed for bankruptcy protection under Chapter 11 of the U.S. Bankruptcy Code. The company began to operate as a Debtor in possession. A company spokesperson said, "We felt this was a logical next step for our organization, considering the change in control triggered the acceleration of the repayment options ... we're looking to reorganize and to come out on the other side stronger."

U.S. Gold was a British video game publisher and developer from the early 1980s through the mid-1990s, producing numerous titles on a variety of 8-bit, 16-bit and 32-bit platforms.

U.S. Gold



Headquarter	Birmingham, United Kingdom
Fate	Merged into Eidos Interactive

U.S. Gold was founded in Birmingham in spring 1984 by Geoff and Anne Brown as the publishing division of their software-distribution company Centresoft. Its primary purpose was to republish popular American computer games—which, the company claimed, usually had larger budgets and longer production time than British games—in the UK and Europe. Brown sold them for £9.99, much lower prices than in the United States, and purchased full-colour advertisements in computer magazines. By 1985 the company claimed to expect \$6 million in annual sales. It planned to release 150 games that year from 24 American software companies, including up to 80 for the Commodore 64.

The company was voted Best Software House Of The Year at the Golden Joystick Awards. The publisher continued to expand their operation well into the 1990s. However, a number of their more lucrative licensing deals, particularly one with LucasArts, fell through, threatening to affect their income.

The last retail game to bear the U.S. Gold logo was Olympic Games: Atlanta 1996, released in June 1996 for the Sega Saturn, PlayStation, PC and 3DO. The remaining U.S. Gold games awaiting publication at the time of their acquisition by Eidos were released in August 1996 with the exception of Dream Team Basketball.


Jaguar Games

This is the main portion of the book. A collection of every official Jaguar game with cover art, title screen, a screen-shot and some information about the game.

Page Break-Down

This is a break-down on what the pages consist of:

A



Rarity: 4

F

G B

**Hover Strike:
Unconquered Lands**

Developer	Atari
Publisher	Atari
Release date	October 1995
Genre	Shooter
Mode	1-2 Players



Unconquered Lands is the CD-ROM update to the Jaguar cartridge Hover Strike. This game is mostly similar to the cartridge, but with some new features to take advantage of the CD-ROM format: Improved Graphics. FMV Sequences. CD Audio Soundtrack. And 10 new levels.

“mobygames.com”

E

8.0

C

D

A. Cover-Art

This represent the cover art. I used GameFAQs for much of the pictures. The cover is NTSC (North-American), since most the bulk of games were only released in North-America.

B. Info

This is the Info box. I used mainly wikipedia and atariage.com for help for information on the Developers and Publishers. I suspect some of the information is wrong, as often the developer credited is actually the makers of the original game, e.g. arcades, and not the one who did the home console port for example. Also, information often differ from different sources. “Mode” are what the maximum players the game support. I used the information that is found on the box of the game if it was present. In the info or trivia section, I wanted some content that would reflect on what the game is about, or an interest part of trivia. If I used another site for information and did a direct transcript, I would try to credit the source material. The credit is in *italic*.

C. Title Screen

This is a screenshot from the title screen of the game, found wherever. More often then not on gametrailers.com or atariage.com.

D. Screen-shot

This is a random screenshot from the game. I mainly used gametrailers.com or atariage.com.

E. Web Reviews

The review score SHOULD and MUST be taken with a grain of salt. I used the review score from “GameFAQs.com”, cause` they can often be seen as fair, as they usually are reviews by several users. Though, some of the more obscure games often had few reviews, and could be seen as biased. If the site did not have a review, i would not include one, as seen on the many unlicensed games.

F. Rarity

In this section is used the rarity info found on atariage.com. The rarity scale is a general indicator of how easy or difficult it is to come across a game. The scale starts at 1 (very easy to find) and finishes at 10 (nearly impossible to locate). Thanks to auction sites such as eBay, even extremely rare games come up for auction frequently enough, but these often command a fairly high price depending on the rarity. Remember, you should just take these scores with a grain of salt, and should only be used as a refrence point, and not to be taken all too literally.

G. CD Release

If a CD is present, then that means the game has a Jaguar CD release.

Have You Played Atari Today?

Collecting for the System.

Since the Jaguar is still a relatively young system, it’s generally pretty easy to build up a sizeable collection of Jaguar games. This also means that there aren’t too many extremely rare Jaguar titles. A good majority of Jaguar games can still be purchased new from several vendors, although building a large collection of Jaguar titles in this fashion can be very expensive. You’re not likely to find many Jaguar games at flea markets and thrift stores, however, since the Jaguar wasn’t exactly a resounding success and didn’t have great market penetration. So the primary means of acquiring Jaguar titles are through trading with other collectors, purchasing them new, or buying them on an online auction site such as eBay.

Unlike with the 5200 and 7800, Atari was actually able to convince many third-party companies to produce software for the Jaguar. There are a good number of companies developing Jaguar titles that were then published by a smaller number of companies. Atari by far was the largest publisher of Jaguar games, followed by Telegames. There are many companies that only released a very small number of titles. Had the Jaguar been successful, many more third-party titles would have been released. We can only imagine how many Jaguar prototypes are out there floating around.





Rarity: 9

Air Cars

Developer	Midnight Entertainment Group
Publisher	ICD, Inc.
Release date	June 1997
Genre	Shooter
Mode	1-8 Players

AirCars is a 3D shooter where the player must destroy enemy bases from an air car. The game supports up to eight players using CatBoxes or two players using a JagLink.

The game came shrinkwrapped inside a box insert, but the cartridge includes a label and manual, along with a picture of what its overlay might look like. It was released in very limited numbers.

6.8



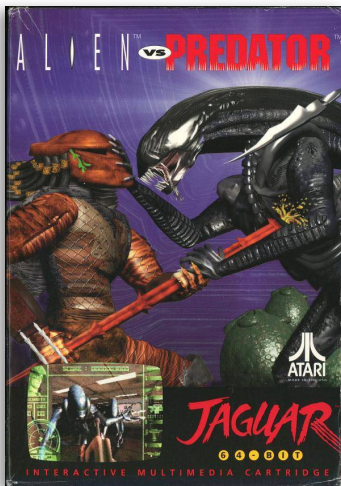
Alien vs. Predator

Developer	Rebellion
Publisher	Atari
Release date	October 20, 1994
Genre	First-person shooter
Mode	1 Player

The game is a part of the Alien vs. Predator franchise, and allows the player to play as one of three characters: an Alien, a Predator, or human Private Lance Lewis of the Colonial Marines.

The game is a first-person shooter which takes place on flat plane environments with two-dimensional sprites. Each player character has its own scenario, weapons, and abilities.

7.6



Rarity: 4

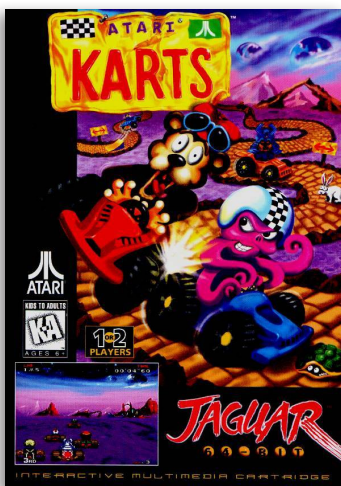


Atari Karts

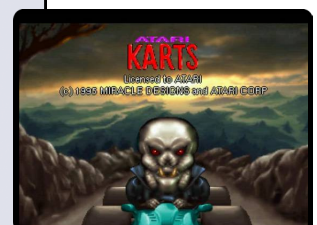
Developer	Miracle Designs Ltd.
Publisher	Atari
Release date	December 22, 1995
Genre	Racing
Mode	1-2 Players

Atari Karts is a kart racing game for the Jaguar. It makes numerous homages to Atari and its games. Bentley Bear, the main player character of Crystal Castles, is a playable character. The Borregas Cup is a reference to the old address of Atari: 1196 Borregas Avenue, Sunnyvale. The Tempest Cup's name is a tribute to the classic Atari arcade game Tempest. The Miracle Race is named after Miracle Designs, the game's developer.

5.3



Rarity: 8



6.5

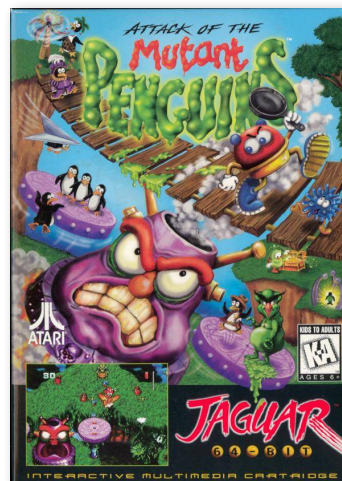
Attack of the Mutant Penguins



Developer Sunrise Games
Publisher Atari
Release date March 1, 1996
Genre Action
Mode 1 Player

Attack of the Mutant Penguins was developed by Sunrise Games for Atari UK. The game has British humor and its puzzles are comparable to that of Lemmings. It was first demoed at the ECTS show in the UK.

The game received mixed reviews from critics. The game's main problem, according to many, is the confusion that ensues when trying to complete the game.



Rarity: 7

5.1



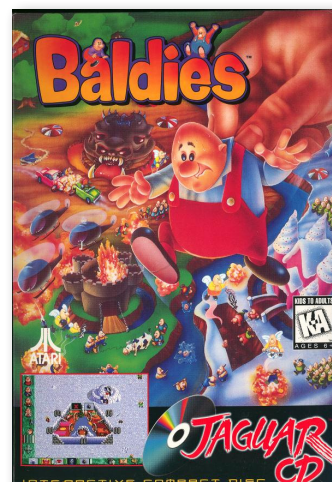
Baldies



Developer Creative Edge
Publisher Atari
Release date December 1995
Genre Strategy
Mode 1 Player

Baldies is a real time strategy for the Atari Jaguar CD. The game is a top view real-time strategy game, in the vein of Command & Conquer and Warcraft. The object of the game is to build a community of characters called "baldies", which appear as short, plump bald people, and help them against the 'hairies', who are bearded short little hairy people.

In 1998 a sequel named Skull Caps was released, but had little success when compared to its predecessor.



Rarity: 4

6.9



Battlemorph



Developer Attention to Detail
Publisher Atari
Release date December 1995
Genre Shooter
Mode 1 Player

Battlemorph is the sequel to Cybermorph, a pack-in game for the Atari Jaguar. The game takes place 30 years after the original, and is also set in the universe of The Pernitian Empire as with the original game.

The game plays similarly to Cybermorph, except with some new gameplay features. Now, some missions require players to travel underground into caves and tunnels. It is also possible to dive under the oceans on the planet's surface.



Rarity: 3



BattleSphere

Developer 4 Play/ScatoLOGIC inc.
Publisher 4 Play/ScatoLOGIC inc.
Release date 2000
Genre Shooter, Simulator
Mode 1 Player

BattleSphere is a 3D space combat simulator. Released after the Jaguar's demise, cartridge components and other supplies needed to manufacture the game were scarce, resulting in not enough copies to meet demand.

According to 4Play/ScatoLOGIC Inc.'s Official BattleSphere Homepage all after-tax profits from BattleSphere went to diabetes research. The first copy of BattleSphere (signed by the authors) went for \$1,575.

6.9



BattleSphere Gold

Developer 4 Play/ScatoLOGIC inc.
Publisher 4 Play/ScatoLOGIC inc.
Release date 2002
Genre Shooter, Simulator
Mode 1 Player

A second edition of BattleSphere, with additional features and improvements, was released as BattleSphere Gold in 2002.

The Gold version is a limited edition collector's version of BattleSphere. Due to the high cost of memory components, BattleSphere Gold was offered for a limited time to serious Jaguar Collectors based on a First-Come-First-Served basis.



Blue Lightning

Developer Attention to Detail
Publisher Atari
Release date 1995
Genre Shooter, Simulator
Mode 1 Player

Blue Lightning is a pseudo-simulation computer game in which the player controls a military airplane. The game was one of the first games for the Atari Lynx, released in 1989 and was programmed by Epyx, headed by lead programmer, Brian Bowhay, (who also developed the Lynx). The game was later released as a 1995 remake. It was released as a pack-in game for the Atari Jaguar CD.

6.3



6.4



BrainDead 13

Developer ReadySoft
Publisher ReadySoft
Release date March 1996
Genre Interactive movie
Mode 1 Player

Lance, a young computer expert, is called to fix a computer at a scary, dilapidated castle. After repairing a large super-computer, Lance learns that his client, the disembodied brain of Dr. Nero Neurosis, has a diabolical plan to take over the world.

The game consists entirely of quick time events. During gameplay exploration is freer than in most previous interactive games, with most rooms linked to crossroads.



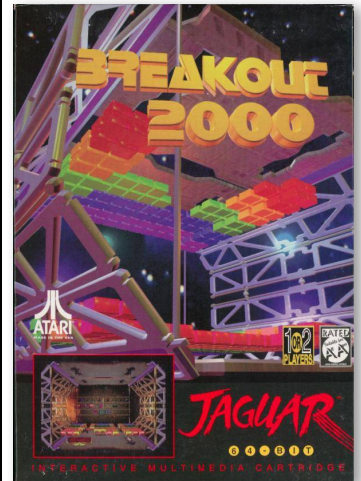
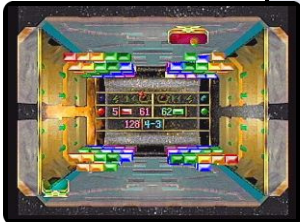
Rarity: 5

6.1

Breakout 2000

Developer MP Games
Publisher Telegames
Release date December 1, 1996
Genre Breakout
Mode 1-2 Players

This is a reinvented Breakout. The object of the game remains the same but in a 3D playfield. There are a total of ten different phases to survive, each consisting of five playfields. Each playfield is more difficult to clear than the prior one, and each phase adds more difficulty and features. The game features good and bad power-ups somewhat similar to Arkanoid. There are also unbreakable bricks, multi-hit bricks and stacked bricks.



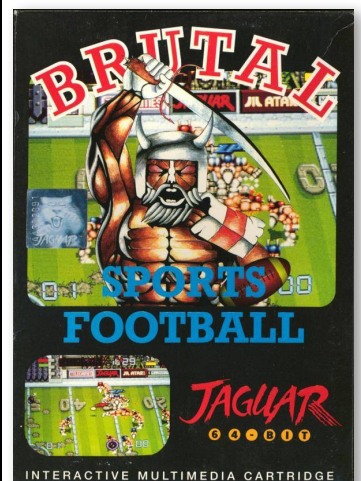
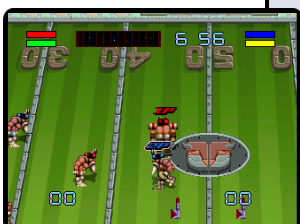
Rarity: 7

6.8

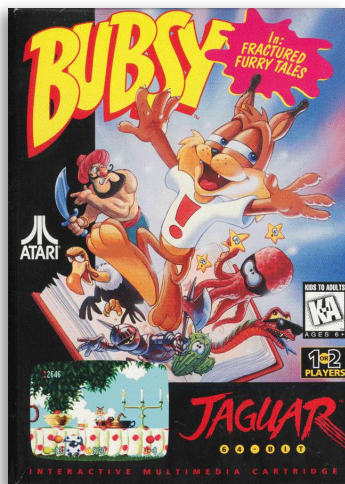
Brutal Sports Football

Developer Millenium Interactive, Teque
Publisher Telegames
Release date 1994
Genre Sports
Mode 1-2 Players

Brutal Sports Football, also known as Crazy Football, features an oval ball which can be thrown or kicked, often resulting in unusual up-and-under type kicks. The gameplay is fast and flowing, and has one rule - if one can't get the ball, get the man, and decapitate him if possible. There's a lot of blood and flailing limbs, giving things a gruesomely humorous edge. There are four leagues to progress through.



Rarity: 2



Rarity: 3

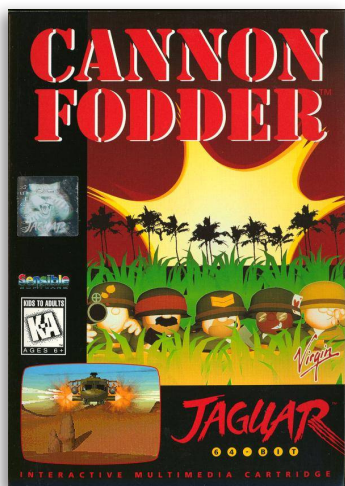
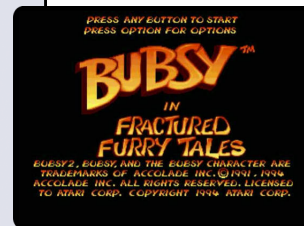
Bubsy: Fractured Furry Tails

3.6

Developer Imagitec Design
Publisher Atari, Accolade
Release date December 1994
Genre Platformer
Mode 1-2 Players

Bubsy in Fractured Furry Tales was the third of four games in the Bubsy series, and was released exclusively for the Jaguar. It also marks the end of Bubsy's side-scrolling era before the character's career-ending transition to 3D.

The game plays very similar to the first two games in the Bubsy series. While the goal is still to maneuver Bubsy through the level to the end, this game emphasizes more puzzle elements.



Rarity: 3

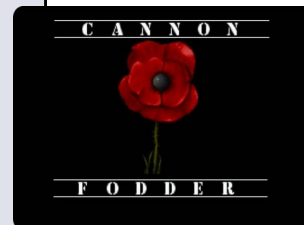
Cannon Fodder

7.4

Developer Sensible Software
Publisher Virgin Interactive
Release date 1994
Genre Strategy, Shooter
Mode 1 Player

Cannon Fodder is an action-strategy shoot 'em up. The player directs troops through numerous missions, battling enemy infantry, vehicles and installations.

Cannon Fodder has a darkly humorous tone which commentators variously praised and condemned. Its creators intended it to convey an anti-war message, which some reviewers recognised, but the Daily Star and a number of public figures derided the game.



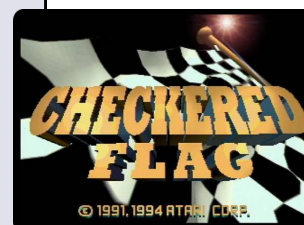
Rarity: 2

Checkered Flag

4.7

Developer Rebellion
Publisher Atari
Release date 1994
Genre Racing
Mode 1 Player

Checkered Flag for the Jaguar is a remake of the earlier Lynx game. Unlike in the Lynx version, the game features the option to change the color of a player's car in addition to the ability to modify the weather conditions. The polygonal graphics of the Jaguar version were reminiscent of an earlier Atari arcade hit Hard Drivin' from 1988, however by the time this game was released in 1994, it looked very outdated compared to SEGA's more polished Virtua Racing.



5.2

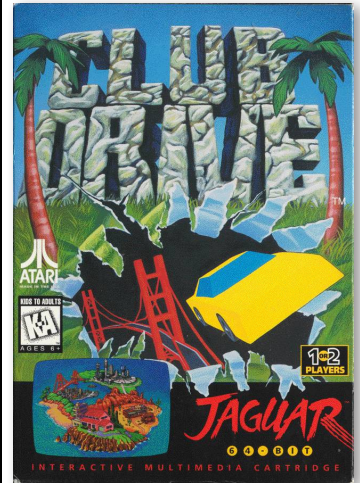


Club Drive

Developer	Atari
Publisher	Atari
Release date	1994
Genre	Racing
Mode	1-2 Players

There are multiple game modes including single race and tag. Like many 3D Jaguar games, Club Drive uses little or no textures, instead using flat shaded polygons which gives the game a simple and somewhat primitive look.

The game is considered to be one of the worst Atari Jaguar games ever released. Many reviewers criticized this video game for its poor graphics, especially since the Jaguar was a system touted to be 64-bit.



Rarity: 2

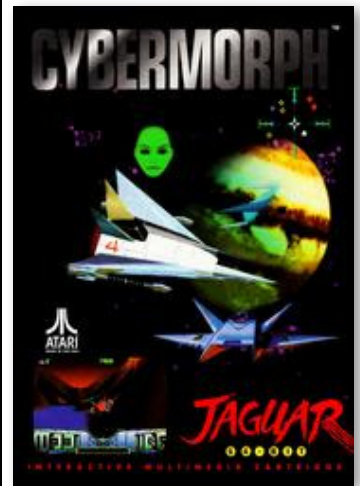
4.6



Cybermorph (1 Meg)

Developer	Attention to Detail
Publisher	Atari
Release date	November 23, 1993
Genre	Shooter
Mode	1 Player

The game is a 3D shooter, with the player piloting a space ship from a third person perspective. There are five levels, each with several planets for the player to explore, with a boss at the end of each level. The player's objective is to recapture lost pods spread out across the different worlds. The player is accompanied on their adventure by a green female computer guide named Skylar.



Rarity: 1

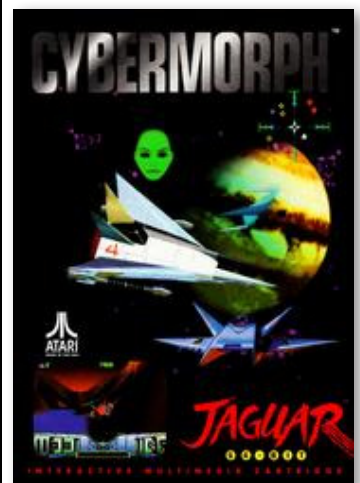
Cybermorph (2 Meg)



Developer	Attention to Detail
Publisher	Atari
Release date	1994
Genre	Shooter
Mode	1 Player

Two versions of Cybermorph were released with minor differences. The earlier version (copyright 1993 on the label) is a two-megabyte (MB) cartridge. The later version (copyright 1994 on the label) is a one-MB cartridge which excludes introduction and ending animation sequences and has fewer voice samples.

Electronic Gaming Monthly gave Cybermorph a 5 out of 10. They commented that the graphics are moderately impressive but criticized the lack of music.



Rarity: 3



Rarity: 6

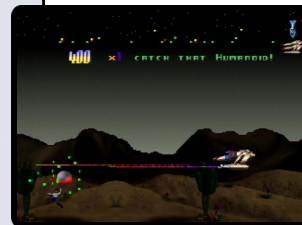
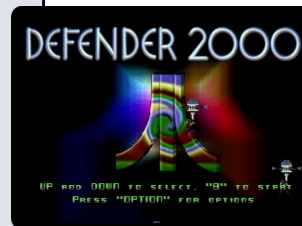
Defender 2000

Developer Llamasoft
Publisher Atari, Williams Entertainment
Release date February 1995
Genre Shooter
Mode 1-2 Players

Defender 2000 is an updated remake of Eugene Jarvis's 1983 classic arcade game developed for the Atari Jaguar in 1995 by Jeff Minter.

The game contains 3 modes of gameplay (Defender Classic, Defender Plus, and Defender 2000), as well 2 hidden mini-games: Flossie's Revenge & Plasma Pong.

7.3



Rarity: 4

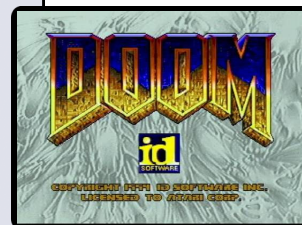
DOOM

Developer Id Software
Publisher Atari
Release date November 28, 1994
Genre First-person shooter
Mode 1-2 Players

Like the PC version, this version of Doom was developed on the NEXTSTEP platform, and compiled to run on the Jaguar. The bulk of the engine was programmed by John Carmack, while Dave Taylor handled the multiplayer code.

The Jaguar version is the only console port that does not feature any music during gameplay. This is because Jaguar's mathematics co-processor DSP chip also handles playing music.

7.9



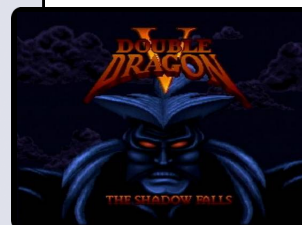
Rarity: 4

Double Dragon V

Developer Virgin
Publisher Atari
Release date April 1, 1995
Genre Fighting
Mode 1-2 Players

Double Dragon V: The Shadow Falls is a American-produced sequel to Technōs Japan's Double Dragon series. Unlike the previously produced Double Dragon games, Technōs had little or no credited involvement in the development of the game outside of licensing the series' name. Also unlike the previous games, which were side-scrolling fighting action games or beat-em-ups, Shadow Falls is a head-to-head fighting game based on the animated TV series.

3.9



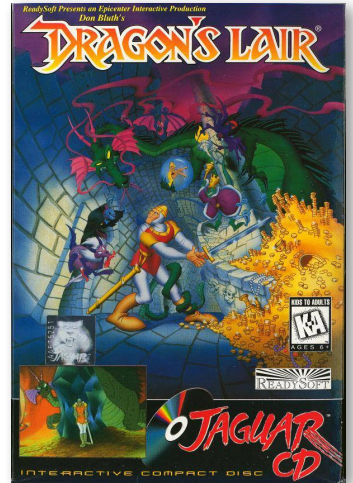
7.0



Dragon's Lair

Developer ReadySoft
Publisher ReadySoft
Release date 1995
Genre Interactive movie
Mode 1 Player

Dragon's Lair was first released as a laserdisc video game by Cinematronics in 1983. In the game, the protagonist Dirk the Daring is a knight attempting to rescue Princess Daphne from the evil dragon Singe who has locked the princess in the foul wizard Mordroc's castle. It featured animation by ex-Disney animator Don Bluth. The game displays animated cutscenes, and consist of quick time events.



Rarity: 5

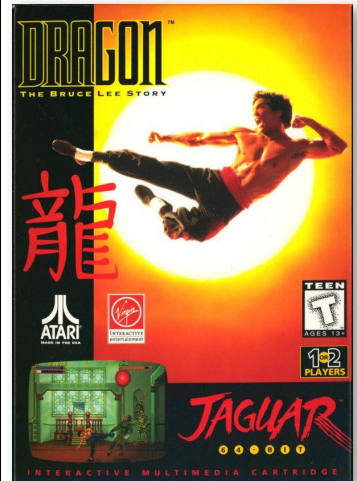
3.6

Dragon: The Bruce Lee Story

Developer Virgin
Publisher Atari
Release date November 1, 1994
Genre Fighting
Mode 1-2 Players

Dragon: The Bruce Lee Story is a multiplatform fighting video game based on the film, which is a semi-fictionalized account of the life of Bruce Lee.

The Jaguar version is noted for having considerably more frames of animation than the SNES and Genesis versions without running any slower, resulting in a much smoother and graphically impressive game. However, the Jaguar version predates the release of the Team Tap, and thus only supports up to two players.



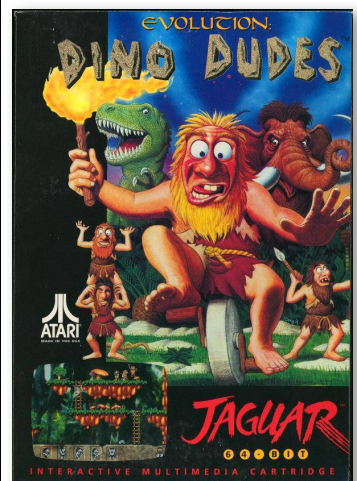
Rarity: 3

3.4

Evolution: Dino Dudes

Developer Imagitec Design
Publisher Atari
Release date 1994
Genre Puzzle, Strategy
Mode 1 Player

Evolution: Dino Dudes, also known as The Humans, is a puzzle game. The goal varies per level, but is usually to bring at least one of the player-controlled humans to the designated end area, marked by a red tile. To do this, the player must take advantage of the humans' ability to build a human ladder and use tools, such as spears, torches, wheels, ropes, in later levels, a witch doctor.



Rarity: 3



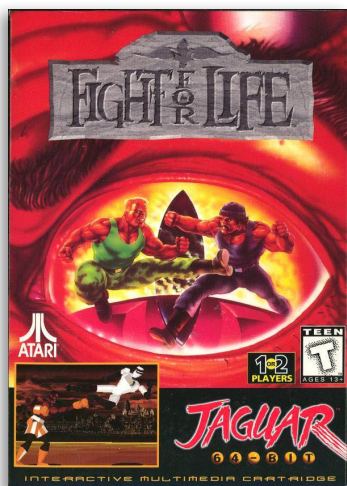
Rarity: 3

Fever Pitch Soccer

Developer U.S. Gold
Publisher Atari
Release date December 1995
Genre Sports
Mode 1-2 Players

Fever Pitch Soccer, also known as Head-On Soccer, is a slapstick game in which the player tends to have to lean towards “dirty” play, and special player abilities include the ability to dive in an attempt to win a free-kick or penalty. There are two gameplay modes; tournament and exhibition. A password is given out following the successful completion of each game in the tournament so that play can be resumed at a later point.

7.4



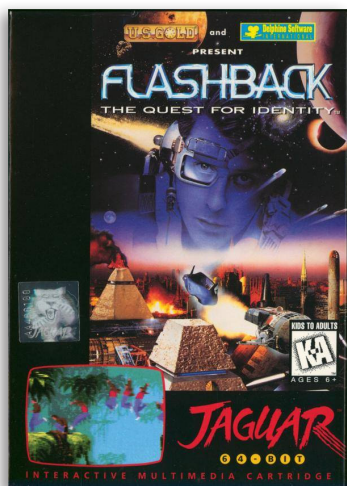
Rarity: 3

Fight for Life

Developer Atari
Publisher Atari
Release date January 15, 1996
Genre Fighting
Mode 1-2 Players

Fight for Life is a 3D polygon-based fighting game. The gameplay mechanics were very similar to Virtua Fighter’s, but with two notable exceptions. First is that the player begins the game with no special moves. The player has the ability to “steal” two special moves away from defeated opponents. Second, unlike all but a few fighting games available at that time, fighters could actually maneuver in 3D.

3.6



Rarity: x

Flashback

Developer Tiertex
Publisher U.S. Gold
Release date July 1995
Genre Cinematic platformer
Mode 1 Player

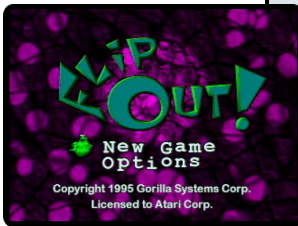
Originally advertised as a “CD-ROM game on a cartridge”, Flashback features fully hand-drawn backdrops and all animation is rotoscoped, giving movements an unusual fluidity, similar to that of the earlier Prince of Persia. The capture technique of Flashback was invented independently of Prince of Persia, and used a more complicated method of first tracing video images onto transparencies.

8.1



6.5

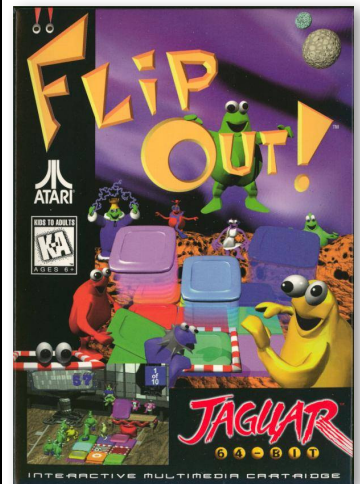
Flip Out



Developer Gorilla Systems
Publisher Atari
Release date 1995
Genre Puzzle
Mode 1 Player

FlipOut! is a puzzle game starring aliens from the planet Phrohmaj. The objective in each puzzle is simple: players must place all the colored tiles into the correct spaces on the board. The tricky part is that there is always one more tile than there are spaces. That means they are always juggling at least one tile in the air. The game becomes more difficult as they have to juggle more tiles, and the Phrohmajians try to interfere.

"mobygames.com"



Rarity: 4

4.2



Highlander



Developer Lore Design Ltd.
Publisher Atari
Release date October 1995
Genre Action-Adventure
Mode 1 Player

Highlander: The Last of the Macleods is based on Highlander: The Animated Series. The player controls Quentin MacLeod, the young Immortal on a quest to defeat the evil Kortan who has murdered his mother and kidnapped the people of his village. The gameplay is similar to that of Alone in the Dark or Resident Evil in that the player character moves through a world of pre-rendered 3D environments, battles monsters, collects items, and solves puzzles.



Rarity: 4

5.6

Hover Strike



Developer Atari
Publisher Atari
Release date 1995
Genre Shooter
Mode 1-2 Players

Hover Strike takes place in the future where the hero is placed in a Hovercraft. The game allows players to shoot their way through 30 different 3D levels which include terrain like ice, water, mountains and an enemy base they must infiltrate. Some of the weapons include guided missiles, missiles, grenades and lasers. Most of the enemies in the game are low flying aircraft that follow and shoot at the player. There are also turrets and enemy hovercrafts that are on the battlefield.



Rarity: 3



Rarity: 4



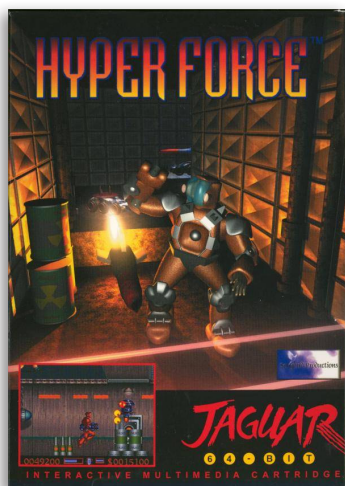
Hover Strike: Unconquered Lands

Developer Atari
Publisher Atari
Release date October 1995
Genre Shooter
Mode 1-2 Players

Unconquered Lands is the CD-ROM update to the Jaguar cartridge Hover Strike. This game is mostly similar to the cartridge, but with some new features to take advantage of the CD-ROM format: Improved Graphics. FMV Sequences. CD Audio Soundtrack. And 10 new levels.

“mobygames.com”

8.0



Rarity: 7

Hyper Force

Developer Visual Impact
Publisher Songbird Productions
Release date April 10, 2000
Genre Action-platformer
Mode 1 Player

HyperForce is an action sci-fi platform game with 2D graphics. Players take the role as a warrior who has been sent to destroy Trans Con, a deadly outfit that plans to attack Terran.

There is plenty of fighting to do - shooting soldiers, security drones and robots. He'll also be avoiding traps, finding switches to open doors and shooting down breakable walls to find hidden areas with goodies and bonus points.

4.2



Rarity: 5

I-War

Developer Imagitec Design
Publisher Atari
Release date 1995
Genre Shooter
Mode 1-2 Players

In this game, the player must enter the virtual world of a worldwide computer network nicknamed “I-Way” and fight computer viruses.

There are 21 different levels inside this “virtual reality” 3D video game. Enemy tanks, turrets, and bombers stand to impede the player’s forward progress. Players can select between a fast tank, a medium tank, or a slow tank - with damage absorption capabilities being traded for speed the faster the tank is.

6.7



6.7



Iron Soldier

Developer	Eclipse Software
Publisher	Atari
Release date	1994
Genre	Simulation
Mode	1 Player

The player controls a robot spanning 42 feet in a series of 16 missions consisting of destroying certain enemies and buildings. Some missions require the player to obtain new weapons from an enemy base or destroy other robots.

The player has a wide variety of weapons like rocket launchers, a chainsaw, gatling gun, shield, and self-controlled rockets, which can be equipped on any part of the robot.



Rarity: 2

7.1



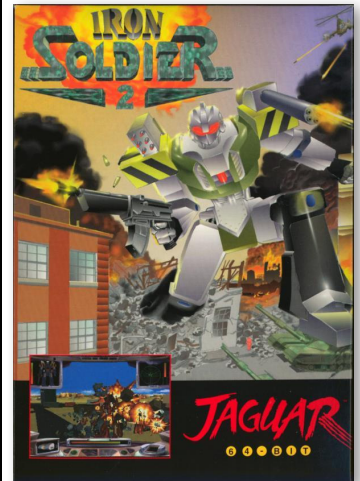
Iron Soldier II

Developer	Eclipse Software
Publisher	Telegames
Release date	December 1997
Genre	Simulation
Mode	1 Player

Originally released on CD, Telegames later released a cartridge version, featuring the same gameplay as the CD version, but lacking music as well as having had the FMV sequences replaced with still images due to space constraints.

Iron Soldier 2 plays similarly to the first game. Players have new weapons, new enemies, and 20 super-challenging missions to contend with.

“mobygames.com”



Rarity: 7

7.8

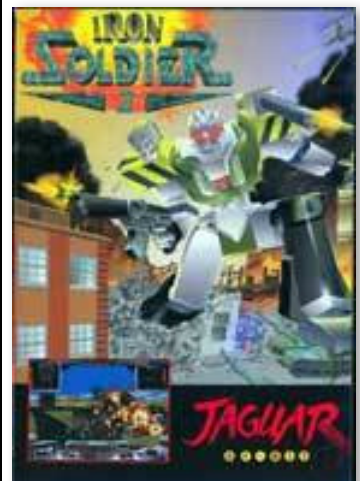


Iron Soldier II

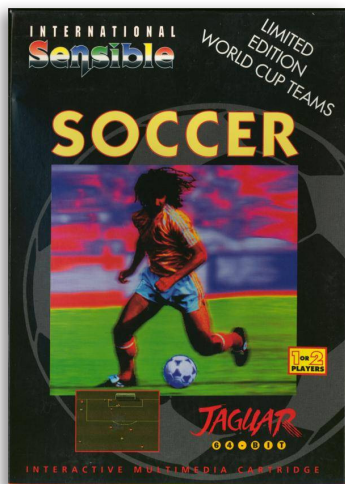
Developer	Eclipse Software
Publisher	Telegames
Release date	1997
Genre	Simulation
Mode	1 Player

Iron Soldier 2 puts the players back in the pilot's seat of a 42 foot tall humanoid war machine. The old Iron Fist corporation is gone, and a new democratic republic has been set up. The peace is short lived, though. Iron Fist's rival, PENTA corporation, is now threatening the United Republic's stability. The players are a pilot for the United Republic, and must stop PENTA's advances.

“mobygames.com”



Rarity: 7



Rarity: 4

International Sensible Soccer

Developer Williams Bros.
Publisher Telegames
Release date 1995
Genre Sports
Mode 1-2 Players

First released alongside the 1994 World Cup, this was the first version of Sensible Soccer to feature teams from outside Europe. The World Cup tournament is featured in full, and players can adjust which 24 teams this features, a particularly crucial feature for English and French fans, as their nations failed to qualify. Gameplay is much the same as previous editions, being viewed from above with small sprites and loose ball control.

3.1



Rarity: 3

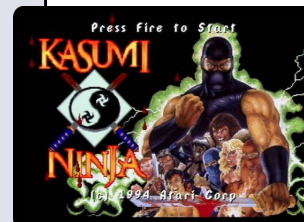
Kasumi Ninja

Developer Hand Made Software
Publisher Atari
Release date 1994
Genre Fighting
Mode 1-2 Players

Kasumi Ninja is one of a few fighting games released for the Jaguar console that unsuccessfully sought to capitalize on the trend of ultra violent fighting games started by Midway's Mortal Kombat.

The game features a three-dimensional battlegrounds using parallax scrolling technology. The game's control system feature punch, kick, and special move buttons. The two player versus mode requires the use of a code for players to choose the same character.

3.6



Rarity: 5

Missile Command 3D

Developer Virtuality
Publisher Atari
Release date 1995
Genre Shooter
Mode 1 Player

Missile Command 3D is an update to the classic Atari arcade game. The goal in Missile Command is to defend the cities against an onslaught of missiles coming from the sky. The arsenal consists of three anti-missile flak cannons. Players have to position the anti-missile clouds in the path of the incoming missiles to stop them from impacting.

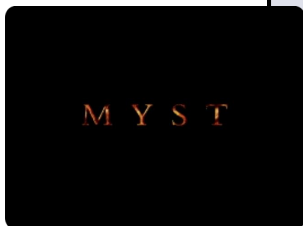
7.4



8.0

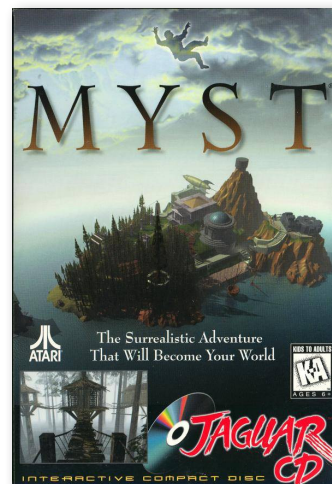


Myst



Developer Sunsoft
Publisher Atari
Release date 1995
Genre Adventure
Mode 1 Player

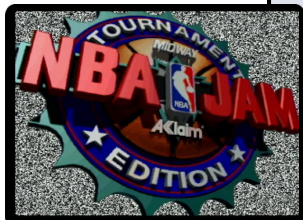
Myst is a graphic adventure puzzle video game designed and directed by the brothers Robyn and Rand Miller. The game puts the player in the role of the Stranger, who uses a special book to travel to the island of Myst. There, the player solves puzzles and travels to other worlds known as “Ages”. Clues found in each of these Ages help to reveal the back-story of the game’s characters. The game has several endings, depending on the course of action the player takes.



Rarity: 4

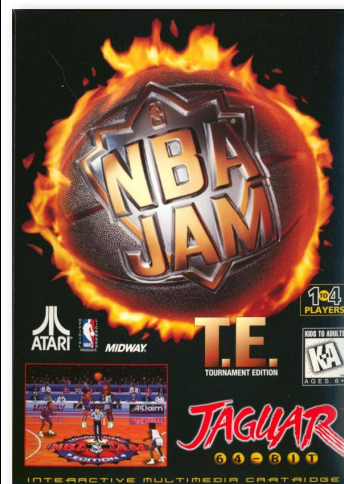
9.0

NBA Jam: Tournament Edition



Developer High Voltage
Publisher Atari
Release date 1996
Genre Sports
Mode 1-4 Players

NBA Jam Tournament Edition is an update of NBA Jam. It featured updated rosters, new features and easter eggs combined with the same gameplay of the original. The Jaguar version also had Atari’s Vice President of Software Development Leonard Tramiel as a secret player. Teams now consisted of three players, with the exception of the new “Rookies” team, which consists of five players.



Rarity: 6

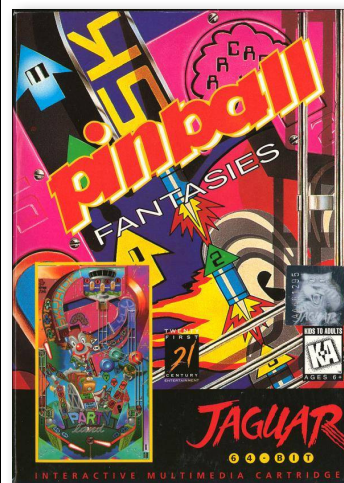
7.3

Pinball Fantasies

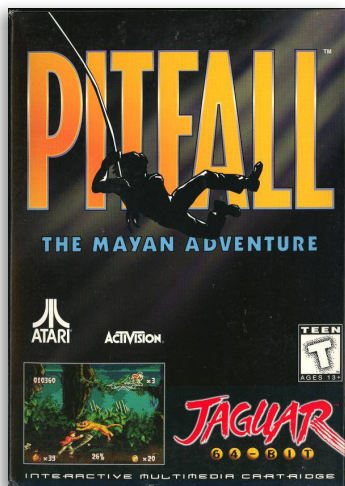


Developer Spider Soft
Publisher 21st Century Entertainment
Release date June 1, 1995
Genre Pinball
Mode 1-8 Players

Pinball Fantasies, sequel to Pinball Dreams, is a pinball game first released for the Amiga in late 1992. Like Pinball Dreams, Pinball Fantasies contains four themed tables with various difficulty levels. “Party Land” is oriented around an amusement park, where the letters of either PARTY or CRAZY must be lit to start a high-scoring event. “Speed Devils” is focused on car racing, and the player must overtake cars to take the lead.



Rarity: 3



Rarity: 4

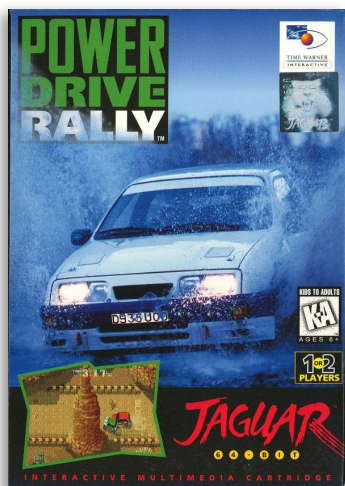
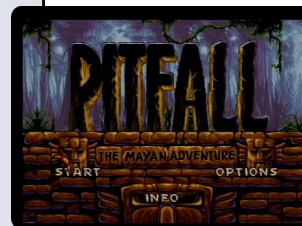
Pitfall: The Mayan Adventure

Developer Imagitec Design
Publisher Atari
Release date October 1, 1995
Genre 1995
Mode 1 Player

A sequel to Activision’s 1982 Pitfall! for the Atari 2600, the player controls Pitfall Harry, Jr., son of the protagonist of the original game, as he attempts to rescue his father from a Mayan jungle setting.

An extra feature is the ability to play the original Pitfall! (the Atari 2600 version) after finding a secret doorway within the game.

7.0



Rarity: 3

Power Drive Rally

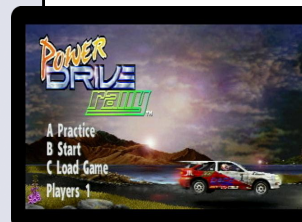
Developer Time Warner Interactive
Publisher Time Warner Interactive
Release date 1995
Genre Racing
Mode 1-2 Players

Power Drive Rally is an overhead-view racer featuring real cars and tracks based on locations around the world. The game’s design is similar to the earlier Power Drive for 16-bit systems, however the circuit designs are different.

After each round, players earn money for qualifying or winning. They can then use this money to repair the car, or save the money to purchase a new, faster car.

“mobygames.com”

7.6



Primal Rage

Developer Probe
Publisher Time-Warner Interactive
Release date December 1995
Genre Fighting
Mode 1-2 Players

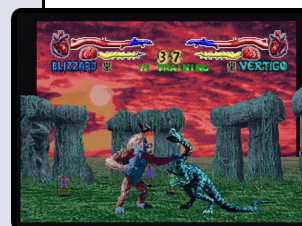
Primal Rage takes place in a post-apocalyptic version of Earth called “Urth”. Players control one of seven large beasts that battle each other to determine the fate of the planet. Matches feature many of the conventions of fighting games from the era, including special moves and gory finishing maneuvers.

The Jaguar CD release is based on the 3DO version, although it has shorter loading times.

4.6



Rarity: 6



4.5

Protector



Developer Bethesda Softworks
Publisher Songbird Productions
Release date December 20, 1999
Genre Shooter
Mode 1-2 Players

Protector tells the story of Haven-7, a planetoid near Earth whose inhabitants are in grave danger. Aliens will arrive soon and plan to terraform Haven-7 which will annihilate every living thing. The player, with the last remaining spaceship, are the only one left to protect Haven-7 from the aliens.

The game features 3 difficulty levels and fast-paced shooting action as players blast swarms of aliens all at once in fierce battle.



Rarity: 7

7.3

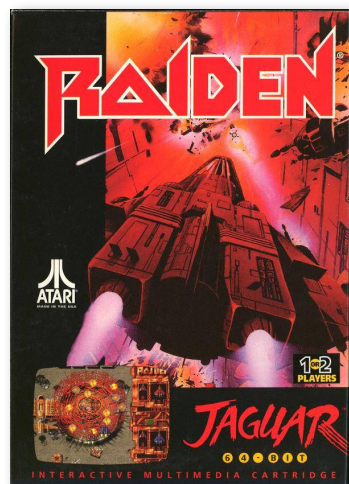
Raiden



Developer Imagitec Design
Publisher Atari
Release date 1994
Genre Shooter
Mode 1-2 Players

Raiden (Raiden Trad on the Genesis and SNES) is an over-head vertical-scrolling shooter, based on an arcade game of the same title. It features two forms of weapon upgrades and two types of missiles (normal or homing). Players start the game with several bombs which they can use to destroy most enemies on the screen to get themselves out of a jam. Each level ends with a large boss or bosses.

"mobygames.com"



Rarity: 3

8.1

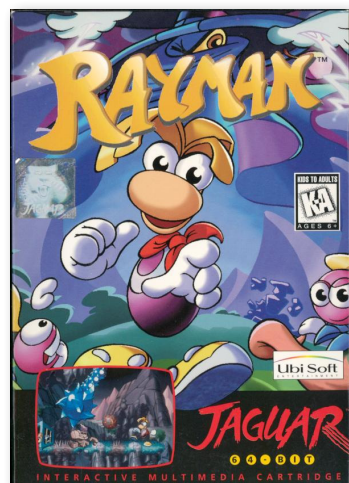
Rayman



Developer Ubi Soft
Publisher Ubi Soft
Release date 1995
Genre Platformer
Mode 1 Player

Rayman is a side-scrolling platformer originally released in 1995 on the Jaguar. The game follows the adventures of Rayman, who must save his world from the evil Mr. Dark who has stolen the Great Protoon, an energy orb that maintains the world's balance.

Electronic Gaming Monthly gave the Jaguar version an 8 out of 10, assessing that it is an outstanding platformer on its own terms but pales against the PlayStation version.



Rarity: 6



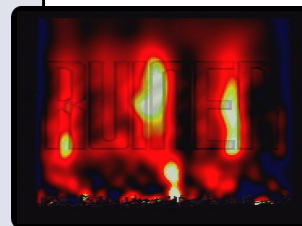
Rarity: 5

Ruiner Pinball

Developer High Voltage
Publisher Atari
Release date 1995
Genre Pinball
Mode 1-4 Players

Ruiner Pinball is a collection of two fantasy pinball tables: Ruiner, a two screen wide table that features flashy scaling and rotation effects. There are lots of ramps and animated moving targets to score on. Ruiner has a cold war nuclear holocaust theme. Tower is an extra-tall table that features a medieval horror motif. Like Ruiner, it contains animated targets and scaling effects. Both tables contain missions, or series of targets to increase the scoring opportunities available.

6.8



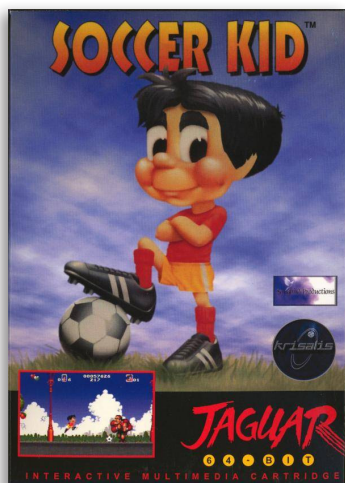
Rarity: 7

Skyhammer

Developer Rebellion
Publisher Songbird Productions
Release date 2000
Genre First-person shooter
Mode 1 Player

Skyhammer takes place in the mid-21st century where power-hungry corporations rule the largest cities. The player is an employee of Cytox, a Skyhammer pilot that protects the corporate investments. The player undertakes a wide variety of missions in order to prove their ability and ensure Cytox's long-term revenues. The game's look and gameplay resemble the earlier Psygnosis release G-Police, as the game world consists of three huge Blade Runner-esque cityscapes.

8.5



Rarity: 7

Soccer Kid

Developer Krisalis
Publisher Songbird Productions
Release date February 7, 2000
Genre Platformer
Mode 1 Player

Soccer Kid is a platform video game created by UK-based developer Krisalis. The goal of the game is to guide a little soccer player boy through various levels, using his soccer ball as the main tool. The player character can perform runs, shots, bicycle kicks, headers and other sorts of soccer moves to either advance in the level or eliminate enemies.

7.0



8.1



Space Ace

Developer ReadySoft
Publisher ReadySoft
Release date January 1996
Genre Interactive movie
Mode 1 Player

Space Ace was unveiled in October 1983 as a laserdisc game, just four months after the Dragon's Lair game, then released in Spring 1984, and like its predecessor featured film-quality animation played back from a laserdisc. The gameplay is also similar, requiring the player to move the joystick or press the fire button at key moments in the animated sequences to govern the hero's actions.



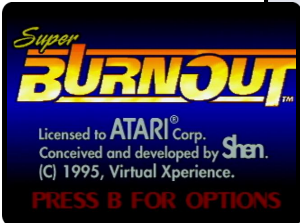
Rarity: 4

7.1

Super Burnout

Developer Shen
Publisher Atari
Release date 1995
Genre Racing
Mode 1-2 Players

Super Burnout is an arcade-style superbike racing game inspired by Super Hang-On. Players control an ultra-fast motorcycle through races that take place on famous tracks throughout the world. There are six bikes to choose from with races on a total of eight different tracks. The usual racing game modes are present. There is a single race mode, a practice mode, and a championship mode. Players can also compete against a friend in a single-race versus mode.



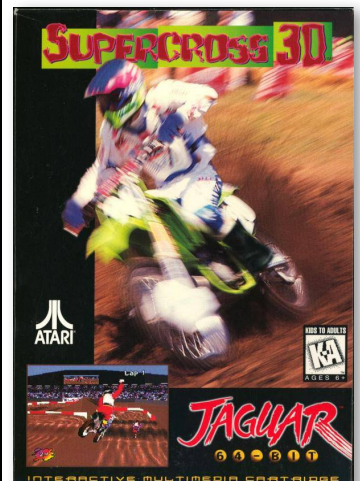
Rarity: 4

3.3

Supercross 3D

Developer Tiertex
Publisher Atari
Release date December 1995
Genre Racing
Mode 1 Player

Supercross 3D feature three game modes: Practice, Single Race, and Tournament. In practice mode, players can race around any track for as long as they like. In single race mode, they compete in one race against the computer. Finally, in tournament mode, they compete in a series of races to accumulate points and become the Supercross champion.



Rarity: 4

Syndicate

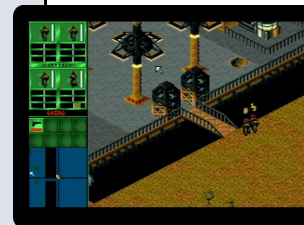
7.1

Developer Bullfrog Productions
Publisher Ocean
Release date 1995
Genre Real-time tactics
Mode 1 Player

Syndicate is an isometric real-time tactical game from Bullfrog Productions. Gameplay involves ordering a one to four-person team of cyborg agents around cities displayed in a fixed-view isometric style, in pursuit of mission goals such as assassinating executives of a rival syndicate, rescuing captured allies, “persuading” civilians and scientists to join the player’s company or simply killing all enemy agents.



Rarity: 4



SYNDICATE™

SUPER NINTENDO ENTERTAINMENT SYSTEM™

JAGUAR

In the dark and forbidding cities of tomorrow, crime Syndicates compete for global domination. As a Syndicate executive it's your mission to expand the Syndicate's empire, arming cyborg agents to the teeth and bringing chaos to the city streets.

- Battle for global domination in 50 missions
- Storm through futuristic living cities, and spreading destruction
- Tool up your agents with Ozis and shotguns
- Research and develop better weapons
- Modify your Cyborgs with extra powerful limbs
- Stunning action-sensitive music

FROM BULLFROG PRODUCTIONS LTD.

ocean

OCEAN SOFTWARE LIMITED
 2 CASTLE STREET, CASTLEFIELD
 MANCHESTER M3 4LZ
 TEL: 061 832 6633 FAX: 061 834 0650

8.5

Tempest 2000



Developer	Llamasoft
Publisher	Atari
Release date	April 1, 1994
Genre	Shooter
Mode	1-2 Players

Tempest 2000 is a 1994 remake by Jeff Minter of the Dave Theurer 1981 arcade game, Tempest. Originally an exclusive to the Jaguar, the game has since been released on other systems.

Tempest 2000 received general critical acclaim. Reviewing the Jaguar version, GamePro praised the graphics and high speed, said the music included “the best techno-rave tracks anywhere”, and deemed the two-player competitive mode “well worth the price”.



Rarity: 3

7.4

Theme Park



Developer	Bullfrog Productions
Publisher	Ocean
Release date	March 1, 1995
Genre	Strategy
Mode	1 Player

Theme Park is a construction and management simulation game designed by Bullfrog Productions, in which the player designs and operates an amusement park.

The Jaguar version was scored a 6.5 out of 10 average by Electronic Gaming Monthly. They commented that the game itself is great fun, but that the Jaguar conversion has confusing menus and dithered text which is excessively difficult to read.



Rarity: 4

6.6

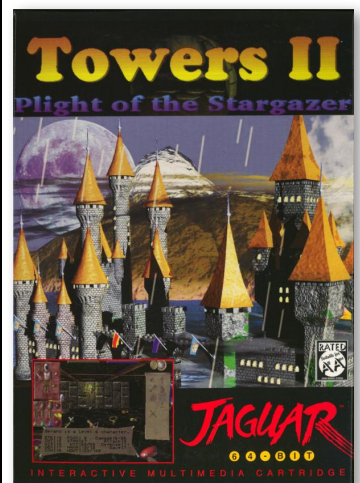
Towers II



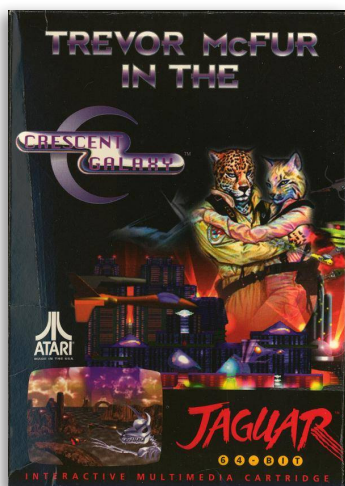
Developer	JV Games
Publisher	Telegames
Release date	1996
Genre	Role-playing
Mode	1 Player

Towers II: Plight of the Stargazer, a single-player, single-character, first-person RPG, is the sequel to Towers which was released for the Falcon system.

The entire game takes place within Daggan's tower. There are 11 floors, which players can move between freely via stairs, teleporters, and the occasional levitation through a hole in the floor. There are no shops for buying and selling, so players must use what they find in the castle.



Rarity: 7



Rarity: 3

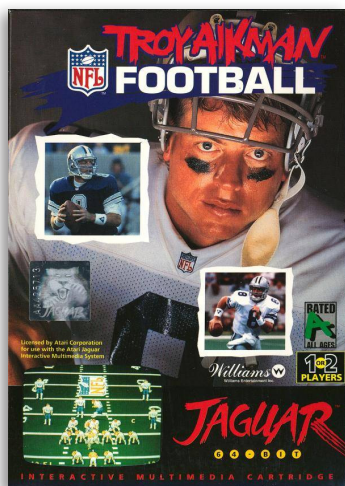
Trevor McFur in the Crescent Galaxy

Developer Flare2
Publisher Atari
Release date 1993
Genre Shooter
Mode 1 Player

Trevor McFur in the Crescent Galaxy is a side-scrolling space shooter video game for the Jaguar. Aside from the pack-in game Cybermorph, it was the Jaguar’s only launch title.

Electronic Gaming Monthly commented “The graphics are very nice, but the game is not very challenging, not to mention the controller cramps your hand.”

4.9



Rarity: 4

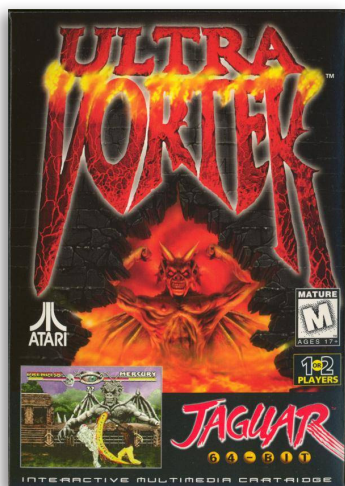
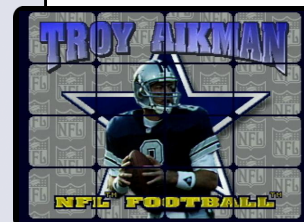
Troy Aikman NFL Football

Developer Telegames
Publisher Williams Entertainment
Release date February 1, 1995
Genre Sports
Mode 1-2 Players

Troy Aikman NFL Football is a multiplatform American football game released for the Jaguar, SNES and the Genesis.

Players can play exhibition matches, season matches, playoff matches, make their own plays for use on the field, and even make payments to the salaries of every player. Each season schedule can either be customized (to the player’s exact specifications) or the player can use the schedule from the 1993 NFL season.

6.1



Rarity: 4

Ultra Vortek

Developer Beyond Games
Publisher Atari
Release date 1995
Genre Fighting
Mode 1-2 Players

Ultra Vortek is the title of an ultra violent fighting game by Beyond Games. The game’s design followed the 90’s fighting game trend and attempted to capitalize on the popularity of such games.

In their review, GamePro praised the game’s “impressive” graphics and the ease of executing special moves, but gave it an overall negative assessment based on its lack of original elements.

4.2



4.9

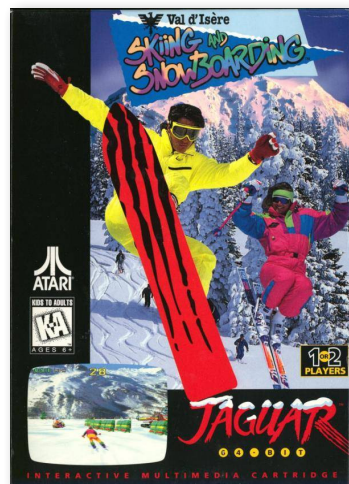
Val d'Isere Skiing & Snowboarding



Developer Virtual Studio
Publisher Atari
Release date 1994
Genre Sports
Mode 1-2 Players



Val d'Isere Skiing and Snowboarding is a skiing and snowboarding game developed by Virtual Studio and published by Atari for the Atari Jaguar in 1994. It is named after and set in a Val-d'Isere ski resort. The game contains 3 modes of gameplay: training mode, freeride mode and the compete mode. The compete mode consists of four championships (challenge), each of which is divided into three times events (race).

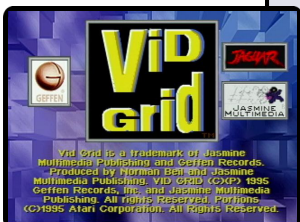


Rarity: 3

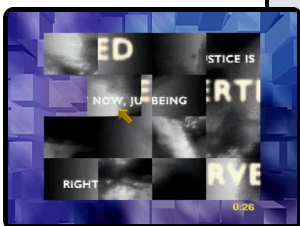
4.8



Vid Grid

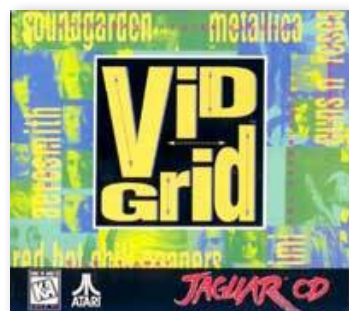


Developer High Voltage
Publisher Atari
Release date 1995
Genre Puzzle
Mode 1 Player



Vid Grid is a simple puzzle game that takes place on music video backdrops. The goal is to re-arrange the jumbled up tiles of the video so that they are in the correct spots and the video can be viewed clearly.

The videos in Vid Grid are mostly from mid 90's hard rock bands. Some of them are: Aerosmith, "Cryin". Peter Gabriel, "Sledgehammer". Guns N' Roses, "November Rain". Jimi Hendrix, "Are You Experienced?". And Metallica, "Enter Sandman".



Rarity: 3

2.6

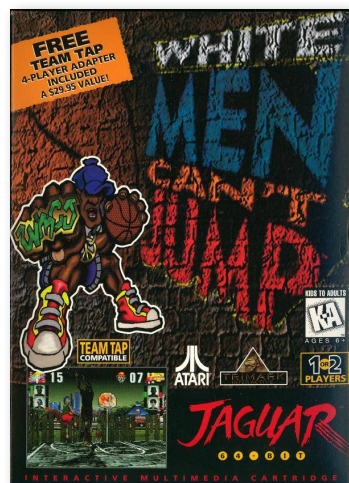
White Men Can't Jump



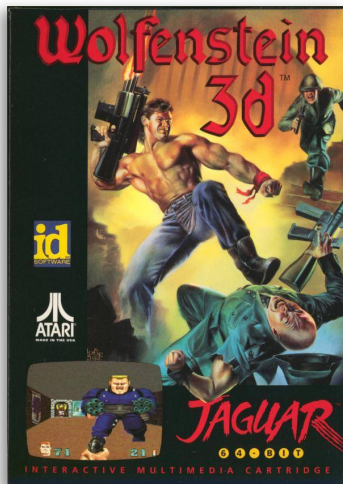
Developer High Voltage
Publisher Atari
Release date July 1995
Genre Sports
Mode 1-4 Players



White Men Can't Jump is a basketball game loosely based on the 1992 20th Century Fox movie of the same name. As in the movie, players play games of two-on-two street basketball. It was bundled with the Team Tap Adaptor, which allowed three or four players to play in tandem despite the game box saying "1 or 2 players". Due to its poor graphics, among other factors, it has been hailed as one of the worst games of all time by some critics.



Rarity: 3



Rarity: 3

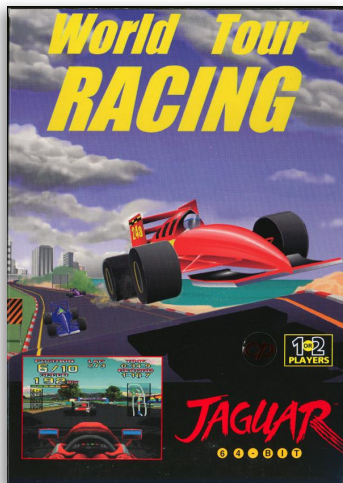
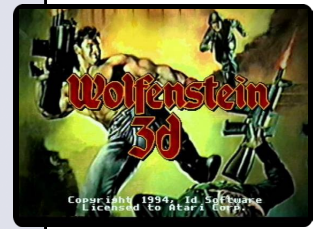
Wolfenstein 3D

Developer	id Software
Publisher	Atari
Release date	1994
Genre	First-person shooter
Mode	1 Player

Wolfenstein 3D feature the protagonist William “B.J.” Blazkowicz, an American spy of Polish descent, and his efforts to destroy the Nazi regime.

Because of Wolfenstein 3D’s use of Nazi symbols, including the swastika and the Nazi Party’s anthem “Horst-Wessel-Lied” as theme music, the game was withdrawn from sale in Germany. The Jaguar version was confiscated following a verdict by the Amtsgericht Berlin Tiergarten on December 7, 1994.

7.5



Rarity: 7



World Tour Racing

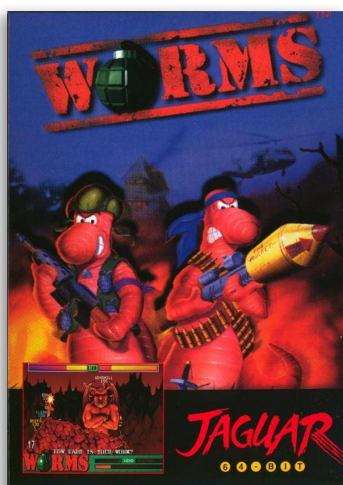
Developer	Teque
Publisher	Telegames
Release date	May 1997
Genre	Racing
Mode	1-2 Players

World Tour Racing is an Formula 1-style racing game. The player guides a Formula-1 car on road courses based on countries around the world. The graphics in the game feature fully 3D environments constructed with texture-mapped polygons.

The various game modes include a championship, single race, and arcade mode. Championship mode consists of a 16-race season.

“mobygames.com”

8.0



Rarity: 7

Worms

Developer	Team 17
Publisher	Telegames
Release date	1998
Genre	Strategy
Mode	1-4 Players

Worms is an artillery strategy video game developed by Team17 and released in 1995. It is the first game in the Worms series of video games and was initially only available for the Amiga. The game is turn based where a player controls a team of worms against other teams of worms that are controlled by a computer or human opponent. The aim is to use various weapons to kill the worms on the other teams and have the last surviving worm.

6.9



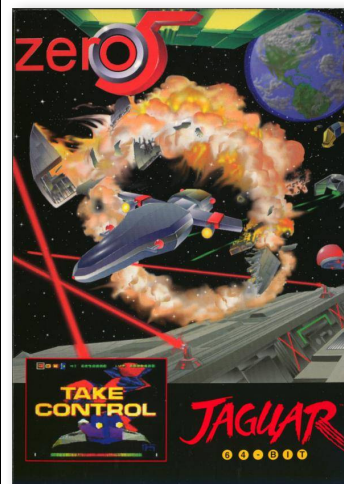
7.6

Zero 5



Developer Caspian Software
Publisher Telegames
Release date September 1997
Genre Shooter
Mode 1 Player

Zero 5 is a space shooter which places players in control of a small and maneuverable fighter craft, or a powerful warship, depending upon which level they play. Taking on the role of a pilot, they must defend the earth from alien attack with dozens of missions needed to succeed. The tour of duty includes travelling through deep space to meet enemy convoys head on and shooting across asteroid and planet surfaces taking out installations.



Rarity: 7

6.7

Zool 2



Developer Gremlin Graphics
Publisher Atari
Release date 1994
Genre Platformer
Mode 1-2 Players

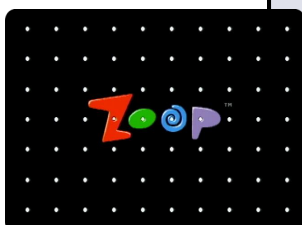
Zool 2 is very similar gameplay-wise to the original game, but with more cartoonish and detailed graphics. It also adds the option to play as Zool's female counterpart, Zooz, who is armed with an energy whip. The two characters played similarly, although there are some subtle differences in their abilities. Most notably, Zool is capable of destroying parts of the scenery that Zooz could not, and vice versa, resulting in a slightly different route through the levels.



Rarity: 3

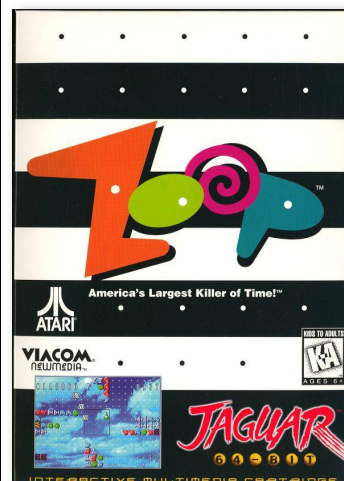
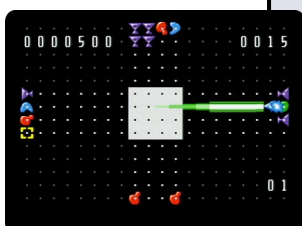
7.0

Zoop!



Developer Viacom
Publisher Atari
Release date January 1996
Genre Puzzle
Mode 1 Player

In Zoop!, the player controls a triangle in the center of the screen. Every second, a piece comes in from the side and possibly pushes other pieces forward. Two consecutive pieces will never come in from the same quadrant, and runs of consecutive identical pieces on one row are longer, statistically, than one might think. If a piece falls into the center square, the game is over. If the player shoots a piece of the same color as their triangle, it will be "zoooped" and points are earned.



Rarity: 4

CoJag

by: RobertJung@AtariAge.com

After the Jaguar was released, Time-Warner Interactive (now a subsidiary of WMS/Midway known as Atari Games) licensed the Jaguar architecture for use in arcade games. These systems were called “CoJag” games, and consisted of a Jaguar chipset with additional memory, extra storage, and other architectural changes.

Two CoJag games have been released:



CoJag' board



Area 51

Developer Mesa Logic
Publisher Atari Games/TimeWarner, (jp) Soft Bank
Release date 1995
Genre Light-gun
Mode 1-2 Players

The plot of the Area 51 involves the player (Peterson) taking part in a STAAR military incursion to prevent aliens, known as the Kronn, and alien-created zombies from taking over the Area 51 military facility.

The game uses digitized video stored on an on-board hard disk, and gibbs into which every enemy blows apart when shot, in exactly the same way. While enemies, innocents, and explosions are 2D digitized video sprites. the levels and vehicles are pre-rendered in 3D.

6.5



5.4

Maximum Force

Developer Mesa Logic
Publisher Atari
Release date 1997
Genre Light-gun
Mode 1-2 Players

Like its predecessor Area 51, Maximum Force is notable for its use of digitized video stored on an on-board hard disk, and the bizarrely contrasting unrealistic gibbs into which every enemy blows apart when shot, in exactly the same way. While enemies, innocents, and explosions are 2D digitized video sprites, the levels and vehicles are pre-rendered in 3D.

In 1998, Atari Games re-released the game as part of one machine called Area 51/Maximum Force Duo.





by: BrucePhilip@alive.atari.org

In a really interesting twist to the CoJag legacy is that unmodified Jaguars were used as the main controller for two “kiddie rides”. The company that manufactures a few of the kiddie rides, Carousel Entertainment, actually had plans of using Atari Jaguars in the rides themselves. Unfortunately, this never came to pass due of certain issues with the Jag’s reliability in wet and/or hot environments, and thus the product was eventually discontinued. The Jaguar was to be used in three rides by Carousel International -- Speedster II, Skycopter II, and SpaceGuy (never released). All of the rides were programmed by Mario Perdue, who wrote Breakout 2000. The rides are no longer manufactured, but may still be found near supermarkets, K-Marts, and some Chuck E. Cheese pizza parlors to this day.

Speedster II

Developer	Carousel Entertainment
Publisher	Carousel Entertainment
Release date	n/a
Genre	Racing
Mode	n/a

This prototype resurfaced in 2001 and was sold on Ebay. It was intended to be used by Carousel Entertainment in kiddie rides in places like K-Mart, Wal-Mart, and other discount stores and supermarkets. As it was only intended to amuse small children, the game isn’t very challenging and it simply ends at a prescribed time without “extended play” or penalties for crashing. Nothing in game can damage the car, and players will always finish at the Carousel Entertainment parking lot. Speedster II was written by Mario Perdue right after he finished Breakout 2000, and he also wrote Skycopter II for the same use.



“atariage.com”

SkyCopter II



Developer	Carousel Entertainment
Publisher	Carousel Entertainment
Release date	n/a
Genre	Racing
Mode	1 Player

SkyCopter, or SkyCopter II, looks like it has much the same gameplay and feel of Speedster II, where kids play as a helicopter instead of a Formula-1 car. They must dodge incoming targets and score points before landing at the Wall-mart center.

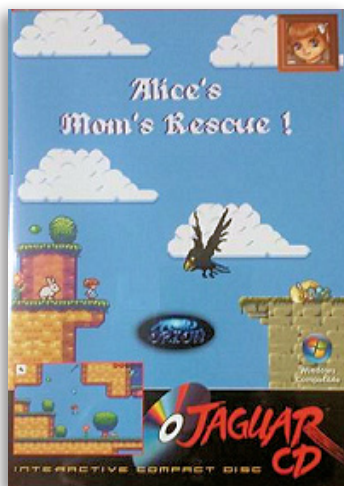
Both games has a rarity score of 9 from the atariage.com website.



Homebrew/Reproduction

After the Atari Corporation properties were bought out by Hasbro Interactive in the late 1990s, Hasbro released the rights to the Jaguar, declaring the console an open platform and opening the doors for homebrew development. A few developers, including Telegames and Songbird Productions, have not only released previously unfinished materials from the Jaguar's past, but also several brand new titles to satisfy the system's cult following.

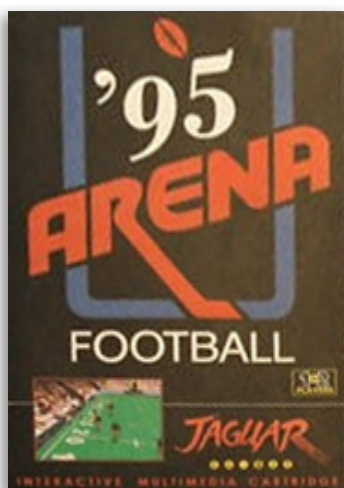
The Jaguar continues to have a very small and dedicated game development circle.



Alice's Mom's Rescue

Developer	Orion
Publisher	Orion
Release date	2015
Genre	Platformer
Mode	1 Player

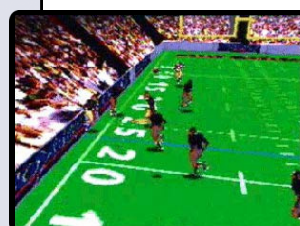
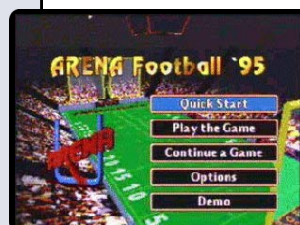
Alice's Mom's Rescue is a puzzle/platformer in the pure style of old school pixel art. The giant raven has captured Alice's mother. Players must help Alice save her mother through the 3 worlds and 25 levels. Change Alice's height by jumping on the magic mushrooms to get through the tiny spaces. But the small size will also affect Alice's physical abilities. Solve puzzles, beware of the evil cats, birds, bats & spikes, and find the right path to victory.



Arena Football '95

Developer	V-Real Interactive
Publisher	Atari, Jaguar Sector II, B&C ComputerVisions
Release date	July 15, 2006
Genre	Sports
Mode	1-2 Players

Arena Football '95 is a canceled Jaguar game scheduled to be released sometime in 1995. It eventually saw the light of day after Hasbro dropped the licensing fees for the Jaguar. Independent publishers could now release original content and prototypes bearing the Atari Jaguar brand name. On July 15, 2006, Jaguar Sector II released 35 copies of Arena Football '95 including box and manual for \$50 apiece. They later ran off ten more copies for a total of 45.



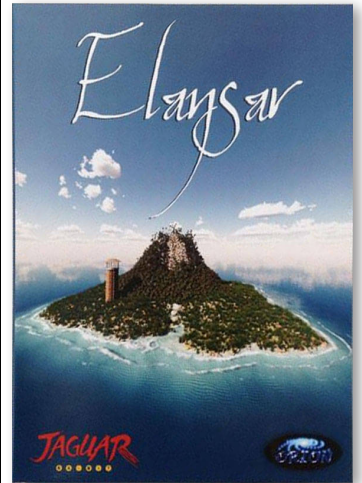
6.0

Elansar

Developer onorisoft
Publisher RGCD
Release date July 2013
Genre Adventure
Mode 1 Player

After two years in development, Orion's Myst-inspired adventure has migrated from its PC/Mac/Linux and Atari Falcon roots and arrived on the Jaguar in 4MB cartridge format. Players can explore the beautifully rendered tropical island, taking in the sights and sounds, solving logic puzzles and making good your eventual escape in this classic-style first-person perspective point-and-click adventure.

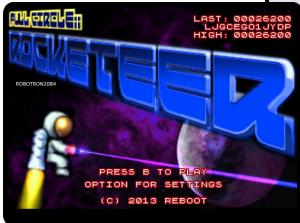
"rgcd.bigcartel.com"



Full Circle: Rocketeer

Developer Reboot
Publisher RGCD
Release date 2013
Genre Shooter
Mode 1 Player

In Full Circle: Rocketeer, players must rebuild and reload their crashed space craft whilst fending off endless waves of hostile aliens and meteors in 16 unique levels spread over 4 worlds. The game features 50/60 FPS fluid gameplay (PAL/NTSC) powered by Reboot's Raptor game engine, 8 channel digital sound (music and effects), collectable bonus items, online high scores (via webcodes), MemoryTrack saving and ProPad controller support.



GORF Classic

Developer 3D Stooges
Publisher Self-Published
Release date 2006
Genre Shooter
Mode 1-2 Players

GORF Classic for the Jaguar faithfully reproduces all the levels from the arcade. The objective in GORF Classic is to defend the universe against the five unique waves of the Gorfian Invasion, culminating in the destruction of the Gorfian flagship.

The game was released in two versions: A "Special Release" version limited to 50 copies and an unlimited version that was sold after the "Special Release"

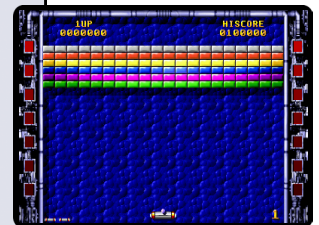




Impulse X

Developer MD Games, Duranik
Publisher MD Games
Release date 2012, 2013
Genre Breakout
Mode 1 Player

Impulse X is a Breakout-like game, it's a port of Duranik's Impulse for the Atari Falcon. Players use the bat to control a ball to clear 40 playfields full of bricks. Some bricks release PowerUps when destroyed, but some release enemies. The game also features a level editor for another 40 levels.

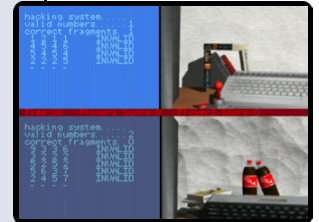


JagMIND: Bomb Squad

Developer Starcat Developments
Publisher Self-Published
Release date 2005
Genre Puzzle
Mode 1-2 Players

JagMIND: Bomb Squad is an explosive and addictive arcade/puzzle homebrew game for the Jaguar. As part of a special bomb squad it is the player's mission to disarm bombs by cracking the secret codes before they detonate. Fast reflexes and speed are a must, all while keeping a cool head in order to master the game and reach the highest scores.

The game is the sequel to the original JagMIND game,



Kobayashi Maru

Developer Reboot
Publisher Reboot
Release date 2011
Genre Shooter
Mode 1 Player

Kobayashi Maru is a 50/60 fps rotary action shooter for the Atari Jaguar games console and was written utilizing a version of the new Raptor Engine by Reboot. It can be played with either a rotary controller (such as Chaos Reins, Tyrant or Jonathan Ascough pad) or a regular Jaguar joystick.

8.0



"reboot.atari.org"

Mad Bodies



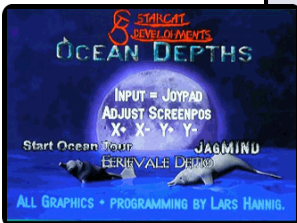
Developer Force Design
Publisher Force Design
Release date 2009
Genre Shooter
Mode 1 Player

In this game, a new form of evil is out and only ET-Hunter, Clay, Skip, Thunderbird, and Wes are trained enough to stop the devastating madness The Graphics Man caused with fusing the world's reality within his ebonic mind to rule all. And the only way to get The Graphics Man is to enter the Dark Knight Games tournament co-hosted by Dave Vaporware!

Mad Bodies contain 10 stages of solid gameplay, colorful graphics, excellent sfx, and cool bosses.

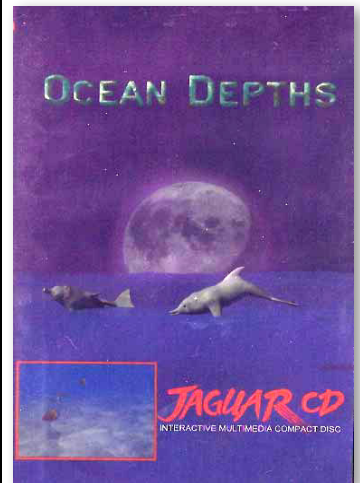
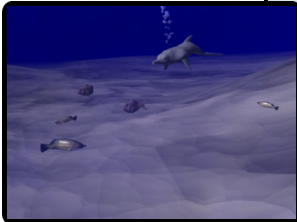


Ocean Depths



Developer Starcat Developments
Publisher Starcat Developments
Release date 2004
Genre Compilation
Mode 1 Player

Ocean Depths is composed of three different parts: Ocean Depths is a relaxing 3D ocean tour, with great looking graphics. Those familiar with "Ambient Monsters" on the NUON will have an idea of what this section is like. Eerievale Demo - Eerievale is the a Jaguar horror adventure game in development by Starcat Developments. JagMIND - Here, players can play the classic game of Mastermind on the Jaguar. The objective is to guess the sequence of four color pegs.

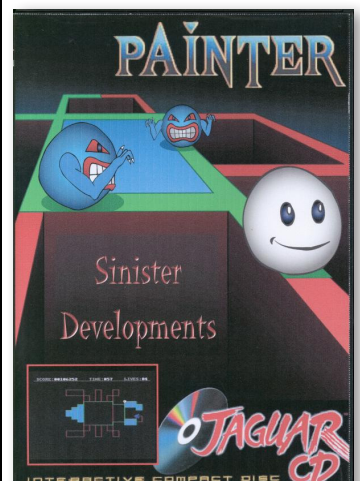


Painter



Developer Sinister Developments
Publisher Sinister Developments
Release date 2003
Genre Puzzle
Mode 1 Player

Painter is a fast-paced retro style arcade puzzle game featuring 100 addictive levels. Each level of Painter is a grid which must be fully traversed within a pre-defined time limit that differs per level while avoiding the grid monsters that patrol the grid looking for intruders. Bonus points are awarded for completing individual boxes and for remaining time left on completion of a level.



"atariage.com"

Protector: Special Edition

6.5



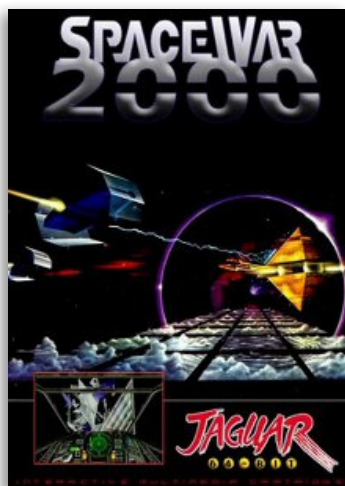
Developer Songbird Productions
Publisher Songbird Productions
Release date April 10, 2002
Genre Shooter
Mode 1-2 Players

Protector SE is an update of Songbird’s earlier Protector, which shares many similarities to Defender. The Special Edition version includes many improvements over the original game, including new waves, new enemies, new landscapes, gameplay enhancements, and more.



“atariage.com”

Space War 2000



Developer B&C Computervisions
Publisher B&C Computervisions
Release date 2001
Genre Shooter
Mode n/a

At the 2001 Classic Gaming Expo, B&C Computervisions introduced the unfinished prototype of Space War 2000. B&C sold all copies of the game they brought to the show, even though they didn’t include a case or instructions. Soon after the show, B&C released Space War 2000 complete with a case, label, and instructions for \$60.



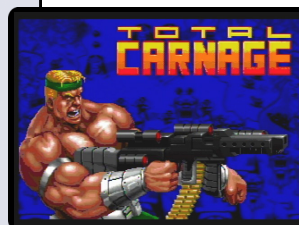
“atariage.com”

Total Carnage



Developer Hand Made Software
Publisher Songbird Productions
Release date 2005
Genre Shooter
Mode 1-2 Players

Total Carnage is the classic arcade game originally ported by Hand Made Software and licensed from long-time game publisher Midway. Total Carnage was never commercially released, but is one of the most complete Jaguar prototypes to surface in recent years. Songbird Productions licensed Total Carnage from Midway Games and released the game in cartridge form (complete with box, manual and label) in 2005.



“atariage.com”

8-BIT

16-BIT

32-BIT

YOU'VE BEEN THROUGH
THE PRELIMINARIES.

Hardware

These pages consist of different Jaguar hardware. Nearly all the hardware available for the Jaguar was produced by Atari and is generally pretty easy to come by, even today. However, there is one piece of hardware produced by a third party company that's very difficult to get hands on and that's ICD's CatBox. There are very few accessories available for the Jaguar since it wasn't exactly a resounding success.

Most of the information on these pages are from atariage.com.

Jaguar Controller

Developing ergonomic controllers was never Atari's forte, but with the Jaguar they finally abandoned joystick controllers and created a controller with a directional keypad that was comfortable to use with enough buttons to suit most games. This is the standard controller that shipped with the Jaguar. In addition to the directional keypad it has three action buttons (A, B, and C), Pause and Option buttons, and a numeric keypad over which an overlay can be secured into place.



Jaguar Pro Controller

The redesigned second controller for the Jaguar, named the "Pro-Controller" by Atari, added three more face buttons, two triggers, and had a flat interface. The controller was created in response to the criticism of the original controller that the console came with. Sold independently, however, it was never bundled with the system after its release. The Pro Controller is compatible with all Jaguar games, but some games, such as *Primal Rage* were designed with the Pro Controller in mind. However, some games that were created before the Pro Controller arrived can still take advantage of the new keys if they used the numeric keypad.



Jaguar TeamTap

A peripheral that allowed 4 controllers to be plugged into the console was also released. Dubbed the "Team Tap", it was released independently and as a bundle with *White Men Can't Jump*. However, the Team Tap was only compatible with *White Men Can't Jump* and *NBA Jam Tournament Edition*. Eight player gameplay with the Team Tap peripheral is also possible if a second Team Tap is plugged into the second controller port on the console.



Jaguar MemoryTrack Cartridge

An additional accessory for the Jaguar CD, which allowed Jaguar CD games to save persistent data such as preferences and saved games, was released as the Memory Track. It was a cartridge that contained a 128 K EEPROM, and was to be inserted into the cartridge slot on the Jaguar CD while the user played a Jaguar CD game. The program manager for the Memory Track is accessed by pushing the option button while the system is starting, and exited by pushing the * and # keys simultaneously.





Jaguar JagLink Interface

Local area network multiplayer gameplay was achieved through the use of the Jaglink Interface, which allowed two Jaguar consoles to be linked together through a modular extension and a UTP phone cable. The JagLink box plugs into the DSP port on the back of the Jaguar.

The Jaglink was compatible with three games: AirCars, BattleSphere and Doom.

Jaguar Game/TV Switch

The Game/TV Switch allows you to connect a Jaguar to a television using a coaxial RF input. This is least desirable method of connecting a Jaguar to a TV, as it results in the poorest image and sound quality.



Jaguar S-Video Cable

This cable allows you to plug a Jaguar into a television using an S-Video input, which results in an excellent video image.

Jaguar Composite Video Cable

The Jaguar Composite Video cable allows you to plug a Jaguar into a television using a standard composite (RCA-style) video connector. While this is better than using an RF Game/TV switch, image quality is better when using the Jaguar S-Video cable.



Jaguar AC Adapter

The AC Adapters for the Jaguar base unit and the Jaguar CD-ROM are interchangeable.

Jaguar CD AC Adapter

The AC Adapters for the Jaguar base unit and the Jaguar CD-ROM are interchangeable.



CatBox

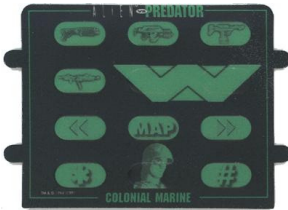
The CatBox is a much sought after piece of hardware for Jaguar fans. The CatBox is a nifty little peripheral that has quite a few useful ports:

- Composite and S-Video Jacks
- RGB Monitor port
- Stereo/Mono Line-Out Audio Jacks
- Two Powered Headphone Jacks with Volume Control
- RS232 and RJ11 CatNet communication ports
- DSP-through connector

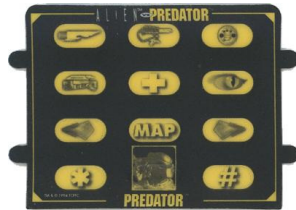
Overlays

The Atari Jaguar was Atari's second (and last!) console to support overlays. Only a small number of Jaguar games actually use overlays. The overlays slip into the Jaguar controller over the numeric keypad (they also work just fine in the Jaguar Pro Controller). Aliens vs. Predator is unique in that it came packaged with three controllers--you'd use a different overlays depending on whether you're playing the marine, alien or predator. Unlike 5200 overlays, which were generally pretty plain (and in fact all of Atari's overlays used the same exact style), Jaguar overlays are more varied in their appearance.

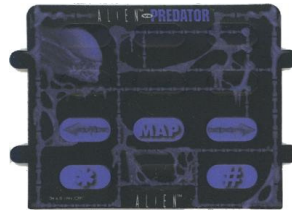
"atariage.com"



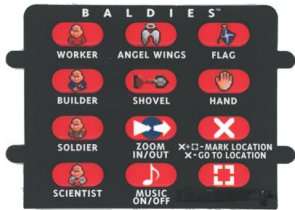
Alien vs. Predator



Alien vs. Predator



Alien vs. Predator



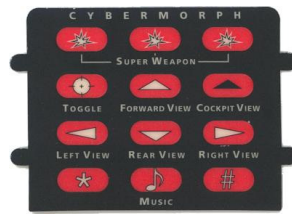
Baldies



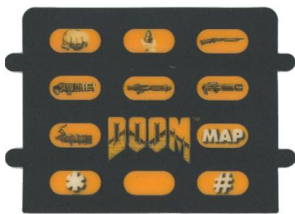
Battlemorph



Blue Lightning



Cybermorph



DOOM



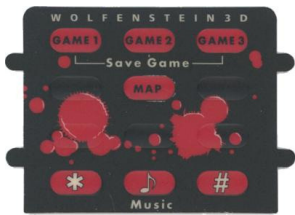
Hover Strike



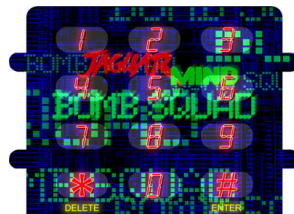
Iron Soldier



Trevor McFur



Wolfenstein 3D



JagMIND: Bomb Squad

couldn't believe what I saw—it rips the other systems to shreds. The speed is intense compared to the arcade. You can do anything you want it to do, like 3D graphics that support rendering textures and polygons. That's what you get when you combine video games and the first 64-bit interactive home multimedia system—a 12-fold increase in performance. Check out the integrated digital signal processor—it's ready to hook up to a stereo system like any other. The same games, like Raiden, Alien vs. Predator, and Wolfenstein 3D, are working on the Jaguar because it's got 16-bit, CD-quality stereo sound synthesizers, so the games have complex soundtracks and unique voices. I hooked up the biggest speakers in the store and I swear the walls are vibrating. What you see is all the color. You've never played a game until you play with a Jaguar. It's got 16.8 million colors. It's really inside this spaceship. I said 'Whoa—that's like a movie.' That's because of the photorealistic graphics and full-motion video. It has killer graphics. The guy said it has this blitter chip that speeds up all the graphics. You also got a 12-key control pad—imagine what you can do with the dozens of Jaguar controllers simultaneously you can use. Wouldn't that be cool? Digital interface parts are really starting to give us the 500-channel stuff, the Jaguar will hook up without any additional

WITH POWER LIKE THIS

can jam like this

of colors like this

TAKE CONTROL LIKE THIS

NOTHING ELSE IS LIKE THIS

JAGUAR

64-BIT

Jaguar VR

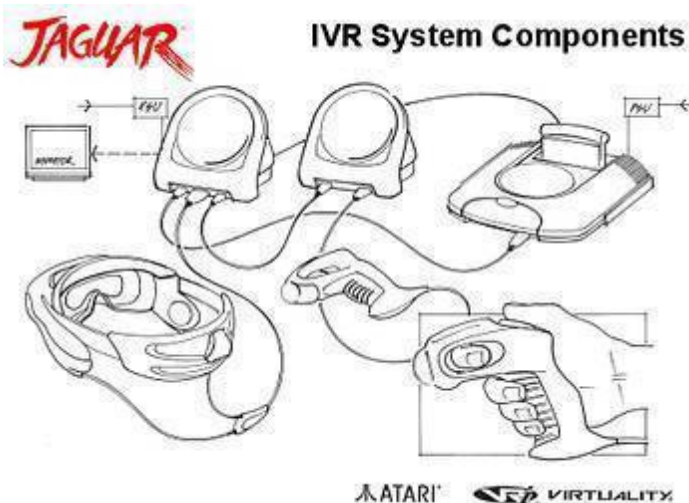
A virtual reality headset compatible with the console, tentatively titled the Jaguar VR, was unveiled by Atari at the 1995 Winter Consumer Electronics Show. The development of the peripheral was a response to Nintendo's virtual reality console, the Virtual Boy, which had been announced the previous year. The headset was developed in cooperation with Virtuality, who had previously created many virtual reality arcade systems, and was already developing a similar headset for practical purposes, named Project Elysium, for IBM. The peripheral was targeted for a commercial release before Christmas 1995. However, the project was eventually cancelled, and Atari severed ties with Virtuality afterwards. After Atari's merger with JTS in 1996, all prototypes of the headset were allegedly destroyed. However, two working units, one low-resolution prototype with red and grey-colored graphics, and one high-resolution prototype with blue and grey-colored graphics, have since been recovered, and are regularly showcased at retrogaming-themed conventions and festivals. Only one game was developed for the Jaguar VR prototype; a 3D-rendered version of the 1980 arcade game Missile Command, entitled Missile Command 3D, though, a demo of Virtuality's Zone Hunter was also created for Jaguar VR demonstrations.



ScatBox

ScatBox is a Jaguar peripheral which makes full use of the Jaguar Expansion Port, giving it a full suite of Audio/Video standard connections and providing 100% Catbox compatible networking for BattleSphere™ (2-16 Consoles), Air Cars (2-8 Consoles), DOOM (2 Consoles), and all future Catbox compatible software.

ScatBox was created due to requests made for a compatible device to replace the discontinued Catbox and allow players to play networked games. The ScatBox was designed from the start to be Catbox compatible, for use in networks with (or without) existing Catbox units.



These pages consist of (hopefully) every official jaguar game. Though, I am not sure if every game listed here is an official release, as some lay in the grayzone. The games are listed in two categories: Regular Jaguar Cartridge release and Jaguar CD release.

I used the site atariage.org for making this list.

The Checklist are made for people to cross out the games they have. “C” means the cart, or CD. “I” is the manual/information. “B” is the box. And “S” is for collectors who collect sealed games.

Jaguar Cart

The first list is made up of only games released on cartridge. The Cartridge version of a Jaguar game can be recognised by it not having the Jaguar CD print on the cover.

Game Title	Game-ID	Pg	C	I	B	S
Air Cars	n/a	16				
Alien vs. Predator	J9008E	16				
Atari Karts	J9091E	16				
Attack of the Mutant Penguins	J9072E	17				
BattleSphere	J9807E	18				
BattleSphere Gold	J0201G	18				
Breakout 2000	J9093E	19				
Brutal Sports Football	JA100	19				
Bubsy: Fractured Furry Tails	J9020E	20				
Cannon Fodder	02763-00162	20				
Checkered Flag	J9007E	20				
Club Drive	J9003E	21				
Cybermorph (1 Meg)	J9000E	21				
Cybermorph (2 Meg)	J9000	21				
Defender 2000	J9041E	22				
DOOM	J9029E	22				
Double Dragon V	21941	22				
Dragon: The Bruce Lee Story	J9036E	23				
Evolution: Dino Dudes	J9006	23				
Fever Pitch Soccer	J9106E	24				
Fight for Life	J9037E	24				
Flashback	43175-79126	24				
Flip Out	J9040E	25				
Hover Strike	J9009E	25				
Hyper Force	CF3003	26				
I-War	J9043E	26				
International Sensible Soccer	JA250	28				
Iron Soldier	J9026E	27				
Iron Soldier II	JA910	27				
Kasumi Ninja	J9012E	28				
Missile Command 3D	J9097E	28				
NBA Jam: Tournament Edition	J9089E	29				
Pinball Fantasies	J0144E	29				
Pitfall: The Mayan Adventure	J9101E	30				
Power Drive Rally	31763-11153	30				

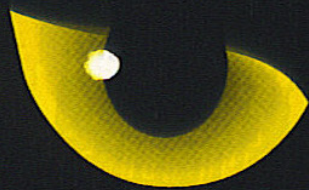
Game Title	Game-ID	Pg	C	I	B	S
Protector	CF3004	31				
Raiden	J9005	31				
Rayman	C3669T	31				
Ruiner Pinball	J9061E	32				
Skyhammer	CF3001	32				
Soccer Kid	CF3002	32				
Super Burnout	J9052E	33				
Supercross 3D	J9044E	33				
Syndicate	8002-SYNJAG	34				
Tempest 2000	J9010E	35				
Theme Park	8001-TPKJAG	35				
Towers II	JA256	35				
Trevor McFur in the Crescent Galaxy	J9001	36				
Troy Aikman NFL Football	21942	36				
Ultra Vortek	J9082E	36				
Val d'Isere Skiing & Snowboarding	J9060E	37				
White Men Can't Jump	J9070E	37				
Wolfenstein 3D	J9028	38				
Worms	JA103	38				
Zero 5	J4011	39				
Zool 2	J9042E	39				
Zoop!	J9109E	39				



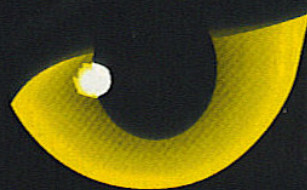
Jaguar CD

The second list is made up of only games released on CD. The CD version of a Jaguar game can be recognised by it having the Jaguar CD print on the cover.

Game Title	Game-ID	Pg	C	I	B	S
Baldies	J9055E	17				
Battlemorph	J9017E	17				
Blue Lightning	J9016E	18				
BrainDead 13	35028	19				
Dragon's Lair	35003	23				
Highlander	J9031E	25				
Hover Strike: Unconquered Lands	J9086E	26				
Myst	J9069E	29				
Primal Rage	301108-0182	30				
Space Ace	35008	33				
Vid Grid	J9078E	37				
World Tour Racing	JA152	38				



64^{EXPLODING BITS}
OF RAW POWER.



16.7^{MILLION}
BRAIN BURNING COLORS.

AND 3-D GRAPHICS REAL ENOUGH TO
MAKE YOU BLOW CHUNKS.

YOU'VE BEEN
WARNED.

