

JAGUAR DOMAIN



It's the burning question that is on every gamers mind; what is Atari up to? The Jaguar merely trickled out and, since the WCES, all has been quiet in the Atari camp. Recently, we traveled to Atari's CA office to get the latest scoop on the first, next generation video game console. First let's talk about the roll-out. What Atari does not want to do is rush out a bunch of sub-standard software in an effort to sell systems. They would rather perfect what is on the table and launch the Jag nationwide with an impressive line up of sufficiently tweaked, quality 64-bit titles. For that reason, Jaguars may be hard to come by until around June, when a full scale national roll-out is planned. By that time, Wolfenstein 3D, Doom, Checkered Flag, Tiny Toons, Kasumi Ninja, Club Drive, Hard Ball 3, Flashback and a host of third party games should be available. Alien Vs. Predator, Wolfenstein 3D and Tempest should be available, or very close, by the time you read this. The CD, along with Battlemorph, could be available by as early as July. Ocean is also developing and current-





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ly working on Shadow for the Jag CD. Over 150 development systems have been shipped and Atari plans to have fifty titles out by the end of the year. The latest third party news is the possible signing of Bally Midway. Details are sketchy, but we'll keep you posted on that one. Tradewest has signed on and has announced Double Dragon 5 and Troy Aikman Football. Both games have started programming and should be available later this year. ReadySoft has also signed and is working on Dragon's Lair 2 for the CD. Back on the home front, the first RPG for the Jag has begun development, Legions of the Undead (working title). In this 3D, texture mapped adventure, one goal is

