

Jaguar Software Showcase

Over 25 Jaguar cartridges are currently in development at Atari, but the only release dates that appear to be set in stone are the ones for the initial test market. Many of the names are working titles. Carts will cost between \$39 and \$69, and run anywhere from 4 to 32 megabits. Check out the first screens of Jaguar software.

CyberMorph

Fly in a real-time texture-mapped, polygon-based world. Your craft can "morph" into different forms as you cruise over hills and valleys that look realistic, with lifelike

shadows. There are tons of air- and land-based enemies, and you'll even recognize a Centipede straight out of the coin-op! (Available October)

Kasumi Ninja

The Kasumi, or "invisible" Ninja will have his work cut out for him taking on the Street Fighters of the world. This one will have 20 characters (all based on digitized actors), with at least three special techniques per character. The energy bar is a totally original concept – a sword slices blood from your hand every time you take a hit!

Raiden



Based on Fabtek's spectacular, overhead shoot-em-up coin-op, this one is supposed to be every bit as good as the arcade...maybe better! Atari promises no slowdown and more detailed shading for the graphics. (Available October)

Evolution: Dinodudes

Based on Atari's own Lynx Dinolympics and Gametek's Humans, this game combines 50 of the best levels from the previous version with all-new True Color background graphics and CD-quality music. (Available October)

Tiny Toon Adventures



Time Warner provided color schematics for the Toonsters, and Atari plans to follow them to a tee. Plucky, Buster, and Babs set off on a side-scroller filled with madcap pranks and

actual character voices. Bits, such as the squirt-gun follies from "Summer Vacation," will be featured.

Club Drive



The amusement park of the future. Race through any and every setting, including a canyon, a realistically modeled San Francisco, and even a living room.

Tempest 2000

Head-trip time! This 1981 classic is translated in perfect form on the Jag. You get two modes: Tempest Classic, just like the original with new scaling effects, and 2000, a redone version with new pics and power-ups.

GAMES ON THE WAY!

Battlezone 2000: The original tank blaster gets a 64-bit facelift with a fully texture-mapped 3D world.

CyberPunk City: There's Blade Runner-esque future world with a seedy look.

Sports Games: Atari's got all the balls covered with football, basketball, baseball, and the oddball of the group, soccer.

Dracula (CD): Real actors and plenty of gore will be on this disc, based on Bram Stoker's novel.

Space Pirates (CD): Get swashbuckling space adventure with tons of worlds and comic book-style graphics.

Alien vs. Predator



This first-person tunnel maze game has texture-mapped walls and striking digitized pics of the head-lining monsters. You can play as the Alien with its tail-whip, speed, and nasty jaws; the Predator, equipped, with out-of-this-world weapons and infrared vision; or the marine, armed with grenades, guns, and flares.