

Atari's *Jaguar* Delayed

Bad news for lovers of hip, happening, and hot hardware. Atari's new 64bit wonder console, the Jaguar (or the "Jag" as it's affectionately known around the HYPER office), will not be released in Australia until November. Worse news for some: Atari's Australian subsidiary has gone into liquidation and it looks like it won't be reopening until the November Jaguar launch. Sigh. But if you were saving your pennies for a Jag, try and look at the bright side: at least you've got more time to save them.

Of course, software development for the Jag should be well under way by November so you'll have a much better idea of what the machine can and cannot do and more importantly, you'll be able to judge it on the quality of its games and not its specifications - which is what we've been encouraging you to do all along. So in some ways, the delayed release might turn out to be a blessing in disguise.

While you're waiting, have a look at these screen shots from two Jag games currently being developed by English lads, Rebellion Software. The less complete of the two is a *Virtua Racing* clone currently titled *Chequered Flag II*. Like *Virtua Racing*, all the graphics will be generated using plain polygons and there's a choice of perspectives as you motor around a variety of tracks. But how does it look when it's moving and how does it play? We have no idea.

The second game (which is closer to a US release) is another *Aliens vs Predator* title, but unlike the sad SNES beat 'em up, the Jag game looks decidedly tasty. It's essentially a *Doom*-like first person, 3D shooter with seven levels full of texture-mapped rooms and corridors to explore and of course, loads of Aliens/Predators/humans to kill. You can play as one of three different characters (an Alien, Predator, or a Colonial Marine) with three different objectives so it should take quite a while to get bored of this one.

The screen shots look great, don't they? A lot of the scenery was constructed using genuine architectural models and the latex flowed

freely when they made the little alien things. The in-game screens use 16bit colour (that's about 65000 colours on screen) and the static screens will use true 24bit colour (over 16 million colours!). Some heavy duty data compression is going to be needed to whack it all onto a cart but it looks like it's going to be worth the effort.



While the Jag may not be coming for a while, you've got these treats in store. The racing game is *Chequered Flag 2*. The other is *Alien vs Predator*

