Manuals+ — User Manuals Simplified.

JAGUAR 64 BIT Interactive Multimedia System User Manual

Contents

64 BIT Interactive Multimedia System

Stuck? Frustrated? Need a Hint?
U.S.A. Customer Help Hint line
1·900·737-ATARI (l ·90(}737·2827)
95C per minute. Il you ore unde1 18, be sure 10 get o po1ent's permission before <oiling
A rouc-tone te-hone is required.

User Manual

U.K. Jaguar Software Helpline

0839-994460

Joguor Sol1Wo1e Helpline, Cuckoo Who-Unltl l· 4 lkhfield Rd, Astoo, 8i1minghom. 86 7SS

Pleose obtoin permission to col lrom the person who PO'fl the bill.

Coils cost 39p per minute cheap 101e, 49p pe1 minute or oll other nmes (maximum charge £3.20).

Prices ond games feo1u1ed on this sernce cOfrecl ot lime of going to i-ess.

We 1eseM1 the nght lo chonge the games featured on the helpline without P"°' notice.

Il you wish to join the Official Jogum Oub, please send your nome ond oddiess deto1ls to:

Joguor Club, Atari House, Slough. SL2 581

ATARI INFO CONSOMMATEUR

36.68.00.16 (2, 19 LA MINUTE)

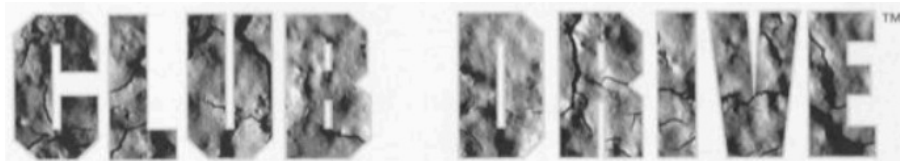**Read before using your Atari video entertainment system!**

A very smail percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen of while playing video games may induce an epileptic seizure in these individuals, Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, of anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game-dizziness, altered vision, eye of muscle twitches. loss of awareness, disorientation, any involuntary movement. or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING to owners of projection televisions:
Sull pictures of images may cause permanent picture-tube damage or mark the phosphor of the CRT.
Avoid repeated or extended use of video games on lange screen projection televisions.
This product has been rated by the Entertainment Software Raling Board. For information about the ESRB rating, of to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

JAGUAR™ 64-BIT
INTERACTIVE MULTIMEDIA SYSTEM
GAME MANUAL

INTRODUCTION

In the year 2098, where do you go on vacation? Club Drive, of course the most exciting theme park of the 21st century.
Club Drive was opened just after driving was once again legalized. Driving had been illegal for safety reasons for more than 50 years, until Doctor Lawrence Phosphorus' breakthrough discovery.
In his distributive processing study involving safety and smart materials, the doctor developed algorithms that could be mathematically proven to be safe. Thus, the driving ban was lifted for these indestructible vehicles, and Club Drive was born.
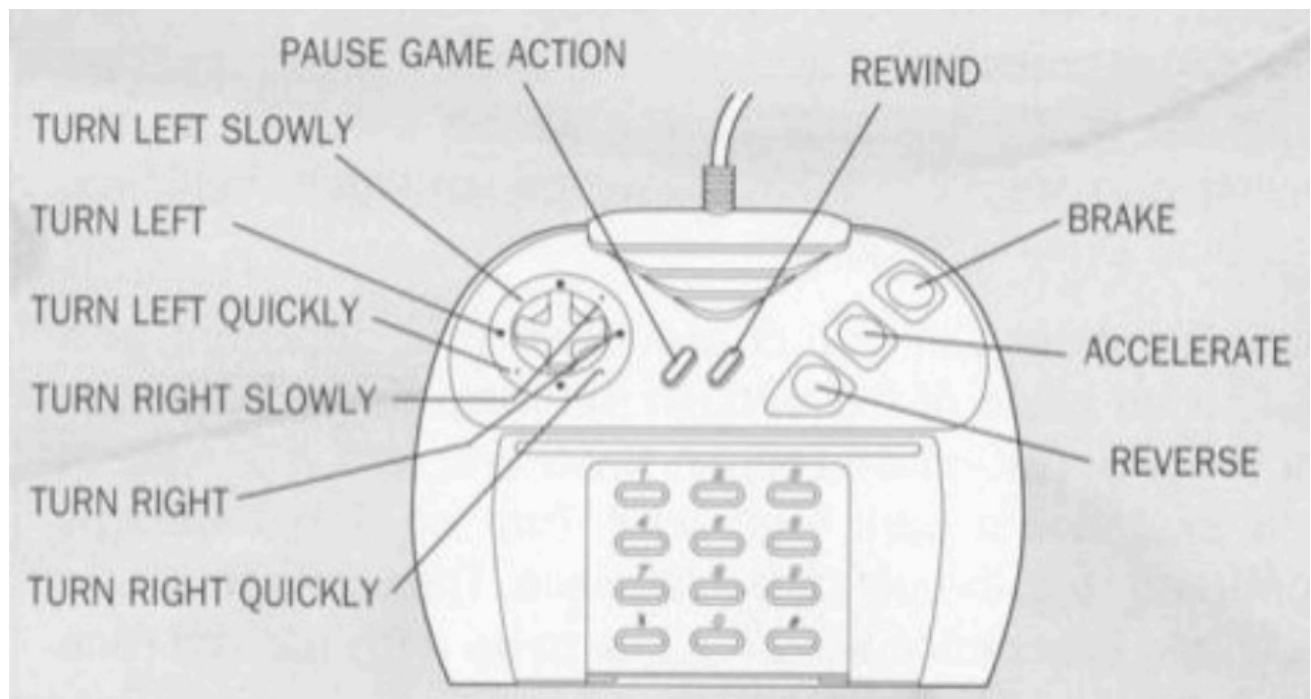Take Old West Exit and chase down your opponent In a fast-paced game of tag through the main streets of a real ghost town. Get off on Hairpin Drive and test your wheels in a skateboard park-for cars! Turn on 2010 Century Court and race through San Francisco. Then take Ho Scale Lane and experience what it's like to be a toy car and race through your neighbor's house.
It's your chance to do stuff with a car you've never dreamed of!

GETTING STARTED

1. Insert your JAGUAR Club Drive cartridge Into the slot of your JAGUAR 64-Blt Interactive Multimedia System.

2. Press the POWER button.

3. Press the A, B or C button to discontinue the title screens.

GAME CONTROLS

1. 2. 3	Stabilize
4	Front of car view
5	Camera on a stick
6	Drop camera (Collect and Tag worlds only)
7	Inside the car camera
8	Chase camera
9	Fixed cameras (Collect and Tag worlds only)
0	Muto
•	Next radio station
#	Previous radio station
* plus #	Restart game
* plus # plus option	Reset and clear high scores

MAIN GAME MENU

Press a fire button to bypass the title screens and reach the Main Game Menu. To make a selection in the Main Game Menu, press the joypad up or down to toggle through the various choices, and press a fire button to call up that selection's sub menu.

To toggle through the different game selections in the sub menu, press the joypad left or right. (Press the joypad in any direction to highlight a World.) Press a fire button to enter all your selections and return to the Main Game Menu. Move down to start and hit fire to begin play. You'll find the following in the Main Game Menu:

Game

Here you can select the game you wish to play: Collect, Tag or Race. You can also choose 1 or 2 player mode and the duration of each game:

Collect (5, 10, 20, 30, 40)

Laps (1·6)

Tag (30, 60, 90. 120, 180 seconds)

World

Here you can choose what world you'd like to drive in: Velocity Park, San Francisco, The Old West and Jerome's Pad.

Player 1 Car

Use this menu to set car color.

Player 2 Car

Use this menu to set car color.

Options

Here you can adjust the music and sound effects volume, select the speed of your car, and reconfigure your control assignments.

Start Game

Begin play

MEMORY SAVE

Music and sound effect volume, the speed of your car, control assignments and high score table, as well as the last level completed are retained in the cartridge even if you have turned off your JAGUAR 64- Bit Interactive Multitnedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear the currently saved changes, press *, Option and # while on the Club Drive Main Game Screen.

OPTIONS MENU

To access the Options Menu, select Options on the Main Game Menu. To make a selection in the Options Menu, press the joypad up or down to cycle through the available options and press the joypad left or right to make your adjustments.

CLUB DRIVE WORLDS

Cruise down Highway 64 and embark on a 30 racing adventure right out of the 21st Century-through four massive rubber-burning theme parks. Each of these worlds have two types of areas to play the different games in: one that the racing games will occur m, and another smaller arena for games like Tag and Collect.

Velocity Park

Test your wheels, and balance in a skateboard park-for cars! Push the pedal to the metal and climb banked walls, do 360s and loop-de-loops on dizzying ramps, get sideways under tunnels, and skirt around all kinds of polygonal obstructions.

San Francisco

Race through the streets of San Francisco. Floor it on a roller coaster of steep hills and dips, do doughnuts in a two-level parking garage, bury the needle along the coast, weave through towering skyscrapers and quiet residential neighborhoods, tear across the Golden Gate Bridge … and be sure to stay out of the Bay! Over 70 sun-scorched miles await you.

Please note: Tag, Collect, and 2-Player Race all take place in the parking garage only.

The Old West

Yee-haw! Chase down your opponent in a 140 mph-plus game of tag through a real ghost town. Rev on the red line through craggy canyons, blaze down Main Street, cruise through mine shafts, and tackle "boot hill." It's more fun than a porcupine in a pig trough!

Jerome's Pad

Experience what it's like to be a toy car-with a spacious duplex as your racetrack. Race under the sofa, through the hallway, between the cat's legs, around the toilet and onto the coffee table … It's your chance to do things with a car Henry Ford would've never dreamed of in the privacy of your own home.

GAMES

Collect

This game lets you earn points for crashing into stuff!

Brightly colored objects appear randomly and you've got to drive your car Into them. The first car to hit the object gets a point. The player with the most points wins.
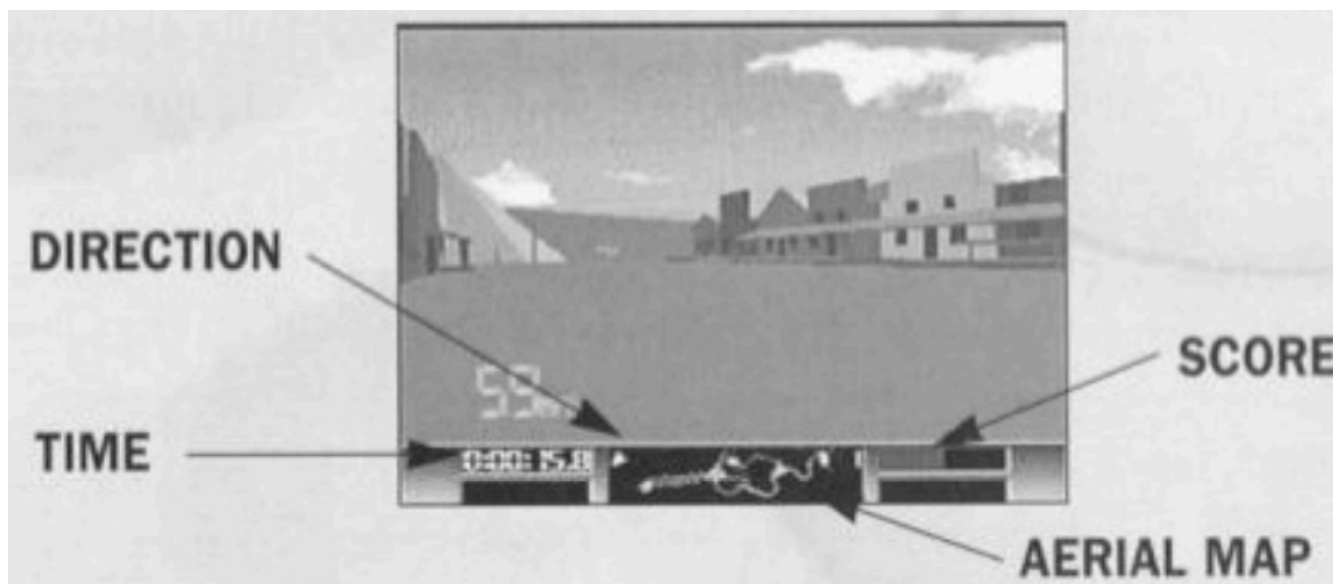
Tag (two players only)

It's crash up derby-JAGUAR style! Choose a world and take on a buddy in a metal-munching game of car tag. The first player to remain •· not it" the longest wins. "

Race

Choose a world-race solo or grab a buddy-and go for it in a 64-bit road racel There are no boundaries out here, just plenty of buildings to avoid, walls to climb, roads to tame and tunnels to scream through.

GAME PLAY

Direction
Displays the direction you are traveling
Time
Displays how much time has elapsed
Score
Displays your current score
Aerial Map
Displays a top-down view of all the action

CREDITS

Lead Programmer:	Todd Powers
Programmers:	Eric Smith Eric Ginner
Producers:	Craig Suko James "Purpte" Hampton
Lead Artist:	Ed Pearson
Artists:	Ken Saunders Jeffrey Gatrall B.J. West
Music Director:	James Grunke
Music and Sound:	M. Stevens Wiley Evans James Grunke Jerry Gerber
Lead Testers:	Lance Lewis Dan McNamee
Testers:	Hank Capra Scott Hunter Andrew Keim Joe Sousa

SOFTWARE WARRANTY

Atari warrants to the original purchaser this product to be free from defects in material and workmanship under normal authorized use for a warranty period of ninety (90) days from the date of purchase as evidenced by your receipt. Atari will replace lhe defective software free of charge. After the expiration of the warranty period, you assume the entire cost of all necessary servicing, repair or correction.

The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than lhose authorized by Atari are used in connection with this product. This warrantee does not cover accidental or intended damage or neglect. If the product displays a fault within the warranty period, the user should return it to his place of purchase, who will follow the required procedure to obtain a replacement. In no event shall Atari be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you.

Documents / Resources

JAGUAR 64 BIT Interactive Multimedia System [pdf] User Manual
64 BIT Interactive Multimedia System, 64 BIT, Interactive Multimedia System, Multimedia System, System

References

- **User Manual**