JLATARI

MEMORYTRACK

For Your Jaguar CD

Capture your best gaming moments for your Atari Jaguar CD with MEMORY TRACK!

With the MEMORY TRACK for your Atari Jaguar CD you can keep track of important information that you want to save for Jaguar CD

games. You can store information on things like:

- High Scores
- Game progress to a specific point (or level) so you can pick up where you left off
- Specific character configurations (that you may have created)
- Particular Levels or Worlds (that you want to keep track of and refer to later)

And with over 125,000 bytes of storage capacity, MEMORY TRACK can store information like this for up to 250 Jaguar games!



MEMORY TRACK fits into the cartridge slot on your Jaguar CD Player. Most Jaguar CD game disks will be pre-programmed with whatever special instructions they will need to utilize MEMORY TRACK storage of important information you want to keep. You should consult the individual Jaguar CD game manual for specific "save" features and instructions (although many Jaguar CD games will provide instructions via prompts built into the game).

The simple MEMORY TRACK manager will make it easy to sort by game name or size (number of bytes of memory) to easily refer to whatever file you are looking for and allow you to delete files that you have stored that you no longer want to keep.

To access the MEMORY TRACK program manager, hold down the option key as you turn on your Jaguar (with the MEMORY TRACK cartridge inserted in the cartridge slot). To delete unwanted game information, use the joypad to move to the desired file and use the A, B or C Button to select the file. The MEMORY TRACK manager will ask if you want to delete the selected file and provide a secondary prompt to make sure you want to delete the noted file. To exit from the MEMORY TRACK manager hold down the * and # keypad buttons simultaneously.

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 the defective hardware 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 hardware has been opened and/or any parts were removed or if software or any accessories other than those authorized by Atari are used in connection with this product. Warranty 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 (along with appropriate receipt), 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 and countries 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.

U.S.A. Customer Help Hint Line

1-900-737-ATARI (1-900-737-2827)
95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required.

U.K. Jaguar Software Helpline

0839-994460

Jaguar Software Helpline, Cuckoo Wharf Units 1-4 Lichfield Rd., Aston, Birmingham. B6 7SS Please obtain permission to call from the person who pays the bill.

Calls cost 39p per minute cheap rate, 49p per minute at all other times (maximum charge £3.20).

If you wish to join the Official Jaguar Club, please send your name and address details to: Jaguar Club, Atari House, Slough. SL2 5BZ

Atari Info Consommateur

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Prices and games featured on these services are correct at time of going to press.

We reserve the right to change the games featured on the helplines without prior notice.

