

Updated: October 6, 1994

JAGUAR DEVELOPMENT STANDARDS

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To insure consistency and to maintain the high quality of Jaguar software, the following standards must be adhered to by all developers. Please ensure that you contact Jaguar Developer Support *before* submitting code for Compatibility Coding if you have any questions regarding these guidelines. Items shown in italics apply to titles published by Atari and must be adhered to by Atari-contracted developers, in addition to the other standards.

- 1) The title screen must contain all necessary copyright information.
 - *The phrase "Licensed to Atari Corp." must follow the copyright information on games licensed to Atari Corp.*
 - The phrase "Licensed by Atari Corp." must appear following the title screen on third-party Licensee titles.
 - Programming credits may be included as desired, but they cannot replace or precede copyright information.
 - The title screen(s) must be the first visible screen(s).
- 2) The "0" button should be used on the title screen to toggle game music off and on; game sounds are unaffected by "0". The default condition of the music (upon boot-up or Restart) should be on. If the "0" button is not used in the game, it should be used to toggle game music off and on during all other game play screens as well. If the music is toggled off by the "0" button, the music volume slider should go to "0" volume as well. Alternately, the volume slider can remain fixed at the current volume and the message "mute on" can be displayed.
- 3) The Restart function of simultaneously pressing the "#" and "*" buttons should reset you back to the title screen. The order in which the buttons are pressed should not matter. Reset should occur immediately.
- 4) When the Pause button is pressed, all game actions must immediately stop and the word "PAUSED" must be displayed in the center of the screen. When the button is pressed again, all game actions should immediately resume and the word "PAUSED" should be erased from the screen. The Pause indicator should be of such color and size that it is easily seen. It is helpful to game magazines if pressing the 1 and 3 keypad keys while paused removes the pause message to facilitate screen captures.
- 5) Pause and Restart should be allowed anytime during a game with the exception that Pause is not necessary on the title screen.
- 6) We require a demo mode in all games showing some game action. This should be automatic from the title screen after a brief time of no user action and can also be an option on the option screen. Without a demo mode, retailers are much less inclined to have your game in the machine in their point-of-sale display.
- 7) Please ensure that any text you may display during the game can be read easily over all backgrounds. Either a contrasting color scheme or an outline around the text is recommended.
- 8) The "Completion of Game" logic should work as follows: When the game ends, there will probably be a "Congrats" screen, or a high score screen. No matter what screen is shown, you must construct the end of the game so that the user cannot bypass any "Congrats Text" or High Score screen accidentally. Make the program work such that a Restart is required to return to the title screen from the "Congrats" screen, OR implement a timer which ignores all input for a period of time (except timer wouldn't restrict Restart) so that the user does not miss any valuable information.
- 9) For normal "Game Over" screens, allow any fire button press to return you to the title screen.

- 10) For multi-player networked games, use the Modem/Networking developer guidelines.
 - 11) We recommend that the high score screen displays the current version number during final testing. If there is no high score screen, the version number can be displayed in the "Pause" screen. This version number must be removed prior to release of software. The last digits of the top high score in the high score table should be the version number of the software.
- 12) Joystick port 1 is to be used for a one-player game. Joystick port 2 is to be used for the second player in a two-player game. See the Enhanced Joystick/Multi-player Adapter documentation for further details.
- 13) The "B" button should be used as the primary action button; the "A" button should be used as the secondary action button. The "C" button should be used as the third action button. If a button is not used then it should be used as another "B" button. There must be an option to allow users to reconfigure the default settings.
- 14) When the game is paused, pressing the "A" button should bring up a visual indicator and allow the user to adjust music volume via the joypad. Pressing the "B" button should bring up a visual indicator and allow the user to adjust sound effects volume. The "C" button can optionally be used to adjust a specific sound such as engines or voices. The visual indicators should be toggled off by the same buttons that toggled them on. The volume level information should be saved when the high score or controller configuration information is written to the cartridge EEPROM.
- 15) The "Option" button should be used to take the user to the Option screen. There should be an option to reconfigure the default joypad controls. This should also be saved to cartridge. This option should be allowed during Pause also.
- 16) The stored information in the EEPROM should be cleared if the user simultaneously presses "#", "*", and "Option" at the title or option screens. A message "Cartridge Memory Cleared" should then be displayed.
- 17) The EEPROM data must be checksummed. If it is invalid or the EEPROM has timed out due to wear or failure, the default settings should be used. The game must never hang due to EEPROM fault.
- 18) We recommend using the keypad for passwords.
- 19) The NTSC and PAL versions of a game must both be in the same cartridge and both versions must be overscanned.
- 20) If a game has a save game feature, it must be allowed only when the game is paused. A message "Game Saved" should be displayed below the paused message when the game save feature is activated.
- 21) *Any game of a graphically violent nature must contain a parental lockout code. Default is "Lockout On". The code must be changeable by a parent following instructions in the game manual. Under lockout no extreme violence is displayed. The code should be enterable only on the option screen.*

END

JAGUAR DEVELOPMENT STANDARDS ATARI PUBLISHED TITLES

To insure consistency and to maintain the high quality of Jaguar software, the following standards must be adhered to by all developers:

- 1) The title screen(s) must contain all necessary copyright information. The phrase "Licensed to Atari Corp." must follow the copyright information on games licensed to Atari Corp. Programming credits may be included as desired, but they cannot replace or precede copyright information. The title screen(s) must be the first visible screen(s).
- 2) The "0" button should be used on the title screen to toggle game music off and on; game sounds are unaffected by "0". The default condition of the music (upon bootup or Restart) should be on. If the "0" button is not used in the game, it should be used to toggle game music off and on during all other gameplay screens as well. If the music is toggled off by the "0" button, the music volume slider in #14 below should go to "0" volume as well. Alternately, the volume slider can remain fixed at the current volume and the message "mute on" can be displayed.
- 3) The Restart function of simultaneously pressing the "#" and "*" buttons should reset you back to the title screen. The order in which the buttons are pressed should not matter. Reset should occur immediately.
- 4) When the Pause button is pressed, all game actions and sounds must immediately stop and the word "PAUSED" must be displayed in the center area of the screen. When the button is pressed again, all game actions and sounds should immediately resume and the word "PAUSED" should be erased from the screen. The Pause indicator should be of such color and size that it is easily seen.
- 5) The "B" button must be used as the primary action button; the "A" button must be used as the secondary action button. The "C" button must be used as the third action button. If a button is not used then it should be used as another "B" button. There must be an option to allow players to reconfigure the default settings.
- 6) Pause and Restart should be allowed anytime with the exception that Pause is not necessary on the title screen.
- 7) We require a demo mode in all games showing some reasonable game action. This should be automatic from the title screen after a brief time of no player action and can also be an option on the option screen.
- 8) Please insure that any text you may display during the game can be read easily over all backgrounds. Either a contrasting color scheme or an outline around the text is recommended.

- 9) The "Completion of Game" logic should work as follows: When the game ends, there will probably be a "Congrats" screen, or a high score screen. No matter what screen is shown, you must construct the end of the game so that the user cannot bypass any "Congrats Text" or High Score screen accidentally. Make the program work such that a Restart is required to return to the title screen from the "Congrats" screen, OR implement a timer which ignores all input for a period of time (except the timer wouldn't restrict Restart) so that the user does not miss any valuable information.
- 10) For normal "Game Over" screens, allow any fire button press to return you to the title screen.
- 11) For linked games follow the Jaguar Jaglink guidelines.
- 12) The last digits of the top high score in the high score table should be the version number of the software.
- 13) Joystick port 1 is to be used for a one-player game. Joystick port 2 is to be used for the second player in a two-player game.
- 14) When the game is paused, pressing the "A" button should bring up a horizontal bar to adjust music volume via the joypad. Pressing the "B" button should bring up a horizontal bar to adjust sound effects volume. The "C" button can optionally be used to adjust a specific sound such as engines. The bars should be toggled off by the same buttons that toggled them on. This information should be saved along with high score information in the cartridge EEPROM. This stored information should be cleared only at the title or options screens if the player simultaneously presses "#", "*", and "Option". A message "Cartridge Memory Cleared" should then be displayed.
- 15) The "Option" button should be used to take the player to the Option screen. There should be an option to reconfigure the default joypad controls. This should also be saved to cartridge. This option should be allowed during Pause also.
- 16) We recommend using the keypad for passwords.
- 17) The NTSC and PAL versions of a game must both be in the same cartridge. Both versions must be overscanned.
- 18) When a game is paused, simultaneously pressing the 1 and 3 keypad keys should remove the pause message while leaving the game paused. This facilitates magazine screen shots.
- 19) The EEPROM data must be checksummed. If it is invalid or the EEPROM has timed out due to wear or failure, the default settings should be used. The game must never hang due to EEPROM fault.
- 20) If a game has a save game feature, it must be allowed only when the game is paused. A message "Game Saved" should be displayed below the paused message when the game save feature is activated.

21) Any game of a graphically violent nature must contain a parental lockout code. Default is "Lockout On". The code must be changeable by a parent following instructions in the game manual. Under lockout no extreme violence is displayed. The code should be enterable only on the option screen.