

JAGUAR

#### Welcome!

Thank you for purchasing the Jaguar GameDrive (JagGD) cartridge from RetroHQ! The JagGD allows you to play Atari Jaguar games and homebrew ROM images directly from a memory card. Your game saves (where supported) will also be stored on the memory card alongside your games, so everything is stored in the one place.

### **Getting Started**

The JagGD cartridge needs to be updated with the latest firmware before it will function. To do this, insert the JagGD cartridge and power on your Jaguar. A screen will be displayed with a QR code and a website address. Either scan the QR code or visit the website manually to get the latest firmware.



# Firmware Updates

**Periodically** you may wish to check for **firmware updates**. To do this, press **OPTION** on the joypad **when instructed** to do so as the cartridge is booting. A screen similar to the **initial firmware** setup screen will be displayed with **QR code** and **website address**. Either **scan** the **QR code** or **visit** the **website** manually to check for a **firmware update**.

### **Playing Games**

The JagGD will read any FAT or FAT32 formatted memory card. Typically cards up to 32GB will already be initialised with this format.

Copy any Jaguar games to your memory card (ROM, JAG, J64, COF, BIN, and ABS are recognised game file extensions) and insert this into the JagGD and power on your Jaguar.

The game selection menu will display the folders and recognised files on your memory card and allow you to navigate the folder structure and select a game to play.

If the game supports save data, the contents of the game EEPROM will be saved to a file named the same as the game, but with the extension E2P. When the game is saving data, the red LED will light on the cartridge.

«Do not turn off your console while the red LED is on! »



(1) Game selection menu

(2) Game information and images

③ Button functions

4) Alternate button functions

Navigate: Hold for alternate button functions
Select: Enter folder or select game to play

Select: Enter folder or select game to play
Up Dir: Go back up one directory level

Move: Move up or down one line

Scroll: Scroll left or right through the game title

Version: Display firmware version information

Page: Move up or down one page

Letter: Move to previous or next letter of the

alphabet

# **Marquee Files**

Additional information, box art and screen shots for a game can be stored in a marquee (MRQ) file. If a marquee file exists for a game (the same name as the ROM file, but with an MRQ extension), the information from this file will be displayed in the menu.

A set of **pre-made marquee** files and the **tools** to **create** your own are available on the **support pages**.

## Compatibility

The JagGD is compatible with all unprotected Jaguar games. There are a few newer games which implement protection to stop them being copied. Support may be added in future firmware updates for these titles.

The **JagGD** is **not compatible** with **JagLink** network play or with the **Jaguar CD** add-on.

The JagGD is compatible with all FAT or FAT32 formatted memory cards.

# Support

Additional support and information about the JagGD can be found on the support forum pages. Scan the QR code to the right or visit:

http://retrohq.co.uk/jaggd/



### Thanks to...

Special thanks, in no particular order, goes to...

Lawrence 'CJ' Staveley, Matt 'neo\_rg' Smith and Graeme 'LinkoVitch' Hinchliffe for their tireless efforts in helping to test, perfect and improve the JagGD.

And finally to all at **AtariAge** as well as my **Twitter** and **YouTube** followers for their support and comments.



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