

SPACE

NEWSLETTER April, 2000



President's Corner by Michael Current April, 2000

So SPACE were mentioned in the St. Paul Pioneer Press on March 13! Did you see it? I didn't; I saw the online version, but I haven't had a chance to look it up in good old fashioned print yet. If you have a spare copy, bring it to the next meeting!

We got a fair bit accomplished at the March meeting. We passed two of the proposed Bylaws changes, effectively dropping the idea of Special Meetings, and changing the required minimal attendance for having a meeting.

Then a new idea came up. Why not re-work the whole Bylaws document in one fell swoop, rather than spending so many months working on it piecemeal? It made sense! So, I was asked to clean up the entire Bylaws at once, and present it to the Club for consideration. If there are concerns with any of the proposed changes, we can consider alternatives and vote on those changes later, leaving us the option to vote into place the rest of the new version as presented.

I haven't had a chance to work on this yet, but maybe by May.

Also in March we discussed upcoming auctions designed primarily to liquidate the SPACE inventory of hardware, software, books, etc. Starting this month, we will announce in the Newsletter which SPACE items will be auctioned this time, so you can plan ahead.

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday April 14.



Treasurer's Report by Greg Leitner For March, 2000

I had mixed feelings about the March SPACE meeting because I really get into the NCAA championship games and also the High School Hockey Tournament. But since I have the key and none gets in unless I am there, well what could I do. So I went and it was really a good meeting. We had eleven members present and it was good to see Larry back again. He signed on for two years so I hope we get to see a lot more of him. He really adds a lot to our meetings.

Here is the SPACE activity for the month ended March 2000:

Receipts:	
Membership renewals	45.00
Dom sales	15.00
Total receipts	<hr/> 60.00
Expenses:	
BBS phone bill	10.00
Total expenses	<hr/> 10.00
Net gain to SPACE	+50.00
Beginning balance for March 1, 2000	1,201.20
Add net gain for March meeting	50.00
Ending balance for March 31, 2000	<hr/> 1,251.20

As you can see the account is growing but keep in mind that we haven't paid for the newsletter for Jan., Feb. & March and the first quarter room rental of \$195.00 will be due shortly. This will take quite a chunk of our balance next month.

We hope to offset some of the expense next month with another SPACE auction and I hope you all come to bid on some magazines and other items from our Club's stock. Check your collections and see what magazines you are missing, we may just have what you are looking for. Some of the

magazines we have to auction include: many Antics from '83 thru '86, M.A.C.E. Journals, Nybbles & Bytes, Pokey Press, Hi-Res, Rom, Compute & others.

There are titles that I haven't seen in many years and this may be your last chance to grab a copy of one of these. Don't let this chance slip by. Please come and enjoy yourselves. We have lots to discuss, including By-Law changes, the upcoming Midwinter Madness Show, and test drive the latest Dom from Glen. The Dom for March was one of SPACE's best and you can still get one next month. It includes one of the best pinball games for an 8-bit machine and you won't believe the speed at which this game plays. Come to the meeting in April and see for yourself.

Gotta run, the next game is about to start.



Secretary's Report by Mike Weist For March, 2000

Space meeting started at 7:35 PM. Michael Current, Space club president, welcomed members to meeting.

Michael asked for a secretary report. Mike Weist, club secretary, recapped minutes printed in March newsletter.

Michael asked for a Treasury report. Greg Leitner, club treasurer, gave a report. \$10 paid out for BBS phone bill to Lance Ringquist. Last month \$43 was taken in, \$31 from auction and \$12 from 4 DOM sales. Greg reported that February's club auction took in less than other past auctions. No membership renewals this month. The club treasury stands at \$1200.

DOM report was given by Glenn Kirschenmann, club DOM chairperson. Side A has Classic Pinball game and Cavern of Doom. Side B has Factor X game. Glenn noted this game has plenty of action and good graphics. Glenn also said on the Belcom CD there are 31 files with no description.

Membership report was given by Glenn Kirschenmann, club membership chair.

Membership stands at 12. Larry Serflaten, club member, renewed for 2 years. Way to go Larry!

OLD BUSINESS

Michael Current went over bylaws changes as stated in March newsletter. Article 5 Section 3 and 4 bylaws changed were voted on and approved. The rest of the changes to the club bylaws will be made by Michael Current, club president. At a future date they will be presented to the club membership for a single vote.

Michael Current, club president, brought in interview article from the Northfield newspaper for club members to see.

Michael talked about club property in the storage room in back of meeting room. Michael asked the membership what we should keep as a club.

NEW BUSINESS

Michael Current, club president, talked about the St. Paul Dispatch newspaper making contact with several club members. These members were Michael Current, Glenn Kirschenmann, Brian Little, Lance Ringquist, and Greg Leitner. The newspaper was interested in doing a article on computers.

Michael Weist told the club about the upcoming Hamfest in Rochester, MN. on April 8, 2000 at the Rochester fair grounds.

Greg Leitner said that there will be a auction at the April club meeting.

Michael Current talked about phone number area codes changes that have to be made to club phone directory. There will be two new area codes in Minnesota very soon.

Meeting adjourned at 8:20 PM.

Mike Weist
Club Secretary

BEVERLY, Mass.--(BUSINESS WIRE)--Feb. 11, 2000--Hasbro Interactive will unveil an array of interactive games at next week's American International Toy Fair, February 13-17, in New York, where digital play promises to be among the hottest categories of toys and games. Hasbro Interactive will introduce a full line of age-appropriate video games for children, leading with its TONKA® brand and the TONKA SPACE STATION for the Sony PSX®, as well as video games based on such hot children's properties as NICKTOONS(tm) and NASCAR RACERS®. The company, which helped pioneer interactive play, will also showcase new CD-ROM Playsets that combine a keytop toy and multimedia software, several new TV game show titles for the PC and Sony PSX, and racing games based on NASCAR® and FORMULA ONE® licenses.

Children's Entertainment

With the introduction of titles for the Sony PSX based on strong brands and exciting new licenses, Hasbro Interactive is enhancing its position in the area of Children's Entertainment. NASCAR RACERS, NICKTOONS RACING and TONKA SPACE STATION lead the way.

Based on the exciting, new animated TV series, which made its debut February 5 on the FOX Kids Network, NASCAR RACERS puts kids into a 3-D futuristic world of NASCAR racing. Kids live out the adventures of the TV show by taking control of one of the cars of the NASCAR Unlimited Division racing teams, as featured in the series. The racing doesn't end there, because it's a wild cross-country race for everyone's favorite Nickelodeon cartoon characters in the new NICKTOONS RACING game. Who will win the title King of all Cartoons? Ready... Set... Go!!! The fun continues as TONKA JOE reaches for the stars in TONKA SPACE STATION. The United Nations has chosen TONKA to develop an international space station. Kids are challenged to assemble, maintain and protect their very own TONKA space station. Ages: 6 and up; Platform: Sony PSX and Win 95/98; Approximate Retail Price: \$39.99 and \$29.99 respectively; Available: October 2000.

CD-ROM Playsets

Hasbro Interactive is continuing to lead the interactive game industry with the introduction of four more of the company's innovative and award-winning CD-ROM Playsets. Based on the continued success of its CD-ROM Playsets, this year's line-up includes TONKA POWER TOOLS CD-ROM

PLAYSET, TONKA DIG'N RIGS CD-ROM PLAYSET, BARNEY(tm) MAGICAL MUSIC PLAYSET and PLAYSKOOL® STORE CD-ROM PLAYSET. The CD-ROM playsets combine hands-on toy play with the magic of multimedia software. Ages: 3 and up; Platform: WIN 95/98; Approximate Retail Price: \$39.99-\$49.99; Available: Fall 2000.

Leisure Entertainment

Experience the ultimate power trip when every decision is yours with Hasbro Interactive's MONOPOLY TYCOON(tm). You decide what and where to build in an incredible 3-D MONOPOLY city environment. See a city of MONOPOLY properties come to life as you buy real estate, construct buildings and have fun watching your city grow. Interact with the characters in the game and read their thoughts to help formulate strategies! Ages: 12 and up; Platform: WIN 95/98; Approximate Retail Price: \$29.99; Available: October 2000.

Game Shows

Hasbro Interactive is not only building on its popular line of game shows, it is also continuing its tradition of being an innovative industry leader with the introduction of an entirely new game show experience: YOU'RE FULL OF IT(tm). With the introduction of YOU'RE FULL OF IT, Hasbro Interactive and Jellyvision, the creators of YOU DON'T KNOW JACK®, have brought digital entertainment to the next level with the introduction of a live, multi-player Internet game show. The hip host and television game show feel keep players constantly engaged in a fast-paced interactive experience. So whether you're good at shoveling it, spotting it, or if you've got an eye for a lie, then ... YOU'RE FULL OF IT! Ages: 12 and up; Platform: WIN 95/98; Approximate Retail Price: \$29.99; Available: Fall 2000. FAMILY FEUD®, WHEEL OF FORTUNE® 2 and JEOPARDY® 2 complete Hasbro Interactive's line of game shows. Ages: 8 and up; Platform: WIN 95/98 and Sony PSX; Approximate Retail Price: \$29.99; Available: September 2000.

Hasbro Sports

Start your engines! With the addition of NASCAR® and FORMULA ONE licenses, Hasbro Interactive has entered the race to become the leader in the motor sports category.

NASCAR HEAT delivers an incredible interactive experience through great graphics, authenticity, and ease of play. The game includes 30 of the most recognized NASCAR drivers and the hottest tracks

in NASCAR Winston Cup racing. Players fully experience the excitement of NASCAR competition! The best way to describe it is "imagine being in a 200 mph traffic jam!" Ages: 14 and up; Platforms: WIN 95/98 and Sony PSX; Approximate Retail Price: \$29.99; Available: October 2000.

A FORMULA ONE licensed race simulation that covers a complete GRAND PRIX® season, GRAND PRIX® 3 will take open-wheel racing simulations to a new level. Accurately reproducing all the circuits, teams, drivers and cars, GP 3 has also created a new physics model and full tumble that will change the world of GRAND PRIX racing on the computer. Ages: 16 and up; Platforms: WIN 95/98; Approximate Retail Price: \$29.99; Available: Spring 2000.

Atari

FROGGER(tm), the adventurous amphibian that has sold over 3 million units worldwide, is better than ever! FROGGER(tm) 2 comes with dozens of great new levels spread over wild environments. New characters, including FROGGER'S female friend Lillie, help FROGGER hop along! With vivid 3-D graphics, FROGGER 2 is ready to take hopping to a new level! Ages: 8 and up; Platforms: WIN 95/98 and Sony PSX; Approximate Retail Price: \$29.99; Available: September 2000.

The classic maze game of the 1980s returns in full 3-D action with the all-new PAC-MAN® CD-ROM! The story: Five Magical Power Pills that keep PAC-MAN's planet alive have been stolen and scattered across time by his archenemies - the Ghosts. PAC-MAN's quest is to retrieve the five Magical Power Pills from the different eras - from ancient Egypt to the Wild West of the 1800s - and return them to the planet core before it cools. But watch out! There is almost always a ghost hot on PAC-MAN's tail! Ages: 8 and up; Platform: WIN 95/98; Approximate Retail Price: \$29.99; Available: October 2000.

Microprose

MAJESTY®: THE FANTASY KINGDOM SIM CD-ROM. You have been crowned King and from the walls of your Castle you are challenged to meet the needs of your growing Kingdom and its varied inhabitants. Each decision you make may impact the well-being of your property and those on whom you rely to carry-out your wishes. Each quest will require you to determine your own unique strategy to build your tax base, collect moneys owed to the crown, explore your surroundings, and most importantly vanquish your enemies. Ages: 15 and

up; Platform: WIN 95/98; Approximate Retail Price: \$49.99; Available: March 2000.

RISK(tm) II CD-ROM. The year is 1812. Napoleon's army is on the march, and it's every empire for itself. As "Supreme Commander," players seize territories, crush their enemies and betray their allies in a fast-paced, ruthless quest for world domination. Players play the Classic Game or the "Same-Time-Turn" option for a whole new RISK experience. RISK II is the ultimate form of the game of world domination that people of all ages have enjoyed for forty years! Ages: 12 and up; Platform: WIN 95/98; Approximate Retail Price: \$29.99; Available: March 2000.

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VALLEY STREAM, NY (February 15, 2000) -- The organizers of Classic Gaming Expo have announced the dates of the 2000 show to take place at Jackie Gaughan's Plaza Hotel. On Saturday, July 29, and Sunday, July 30, the computer and gaming industry's most innovative pioneers will gather in Las Vegas to attend Classic Gaming Expo 2000. Dubbed CGE2K, the third annual event is inspired by a strong, continued commitment to classic game updates and re-releases by such major publishers as Hasbro, Midway, Namco, Activision, Konami, Capcom, and others.

Heading up this years line-up of industry pioneers is none other than the "Father of Videogames" himself, Ralph Baer. "Mr. Baer was one of THE major highlights at last year's event and we're thrilled that he has decided to join us again for CGE 2000," said Sean Kelly, co-promoter of Classic Gaming Expo.

Last year, Baer thrilled audiences by allowing some members to play with his prototype "Brown Box", which eventually became the Magnavox Odyssey. In addition to the Odyssey, Baer was the mastermind behind the Coleco Telstar Arcade and Gemini systems, Milton Bradley's Simon, and the Coleco Kid Vid peripheral for the Atari 2600. Mr. Baer has created many other products and currently has over 150 patents in his name worldwide.

"I'm proud to have had a hand in shaping the videogame hobby as we know it today," said Mr. Baer. "It was a thrill to meet so many of the attendees at last year's show as well as some of my old friends. I'm looking forward to the opportunity to share more of my experiences and to again show the 'Brown Box' prototype at CGE 2000."

The "Brown Box" prototype is just one of the technological wonders that will be on display at CGE 2000. Aside from the keynote speeches by various industry legends, Classic Gaming Expo also hosts the largest public display of classic game hardware, software, and memorabilia around. Some of the countless items to be displayed at the CGE 2000 museum include numerous hardware and software prototypes as well as many unreleased items and loads of videogame memorabilia. "What makes the Classic Gaming Expo Museum so special is the fact that it's comprised of items belonging to at least two dozen different individuals," stated co-promoter John Hardie. "This is not just a single person's collection but rather a grouping of items on loan from enthusiasts as well as many of our distinguished guests."

Among the other activities planned, CGE 2000 will play host to a large number of classic videogame vendors and exhibitors. While many of them will be selling mint-condition hardware and software from the days of old, others will be presenting new products for sale for systems such as the Vectrex, Odyssey 2, Colecovision, Intellivision, Atari 2600, Lynx, and Jaguar.

Other show highlights include various classic console game stations, tournaments, raffles, door prizes, and an incredible number of classic coin-operated videogames, all set on free play for the attendees.

"I'm delighted to see the growing commitment from the major videogame publishers to this market segment. It is becoming clear that classic gaming is a pastime enjoyed by more and more people," points out Mr. Donald A. Thomas, Jr., Curator of ICWhen.com. Thomas worked as Atari's Consumer Services Marketing Director in its later years. He currently works as a licensing director in the high-tech industry.

Now in its third year, Classic Gaming Expo remains the industry's only annual event that is dedicated to celebrating the roots of electronic entertainment; bringing together industry pioneers, gaming enthusiasts, and the media for the ultimate experience in learning, game-playing and networking. Classic Gaming Expo is a production of CGE Services, Corp. (www.cgexpo.com)

CLUB OFFICIALS

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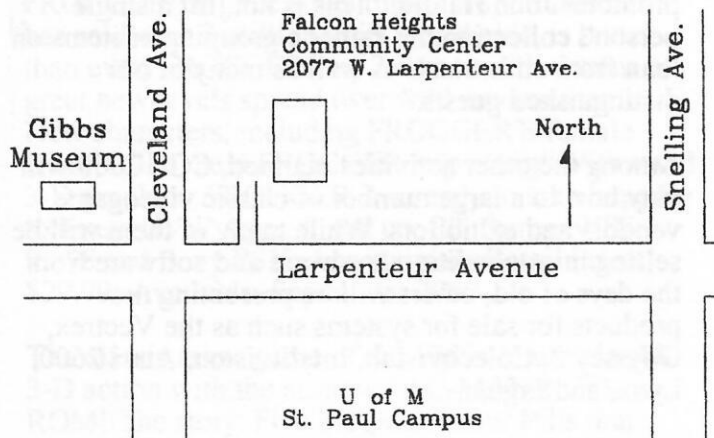
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Saint Paul Atari Computer Enthusiasts (SPACE) meets on the second Friday of each month at 7:30 PM in the Falcon Heights Community Center at 2077 West Larpenteur Ave. Doors open at 7:00 PM.

You can find the Club's home page at:
<http://www.library.carleton.edu/space/>

Articles for Publication must be received by the Newsletter Editor two weeks prior to the Club's meeting.



SPACE BBS

BBS Phone: (651)-462-3680

Sysop: None

Co-sysop: Open Position

Supporting:

ATARI 8-Bit Computers

ATARI ST Computers

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