SPACE

NEWSLETTER   October, 2001

President's Corner
by Michael Current
October, 2001

At the September meeting, a question about MOD sound files came up. What are MOD files, and what does "MOD" stand for? I found this on the Web:

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mod
1. <filename extension, application, file format, music> (module) The filename extension for a sampled music file format that originated on the Commodore Amiga. A .MOD file is composed of digitized sound samples, arranged in patterns to create a song. There are .MOD players for most personal computers including Amiga, Archimedes, IBM PC, and Macintosh.

.MOD files differ from .MID (MIDI) files in that they contain sound samples. This allows each song to use different sounds but it also puts more load on the CPU than playing a MIDI file, since more data must be processed for each note. A slow CPU would benefit from a sound card with wavetable synthesis which handles samples instead of the CPU.

Module files come in various formats including .MOD. Formats evolved from .MOD include .S3M, .FAR and .669. Most contain improvements on .MODs.

So there you go. I didn't know they started on the Amiga!

We had a great auction last month. Things coming up include the seeking of nominations for club officers. Remember, November is our Annual Meeting, where we elect our President, Vice President, Secretary, and Treasurer, and we also secure volunteer commitments for the positions of Membership Chairman, Newsletter Editor, DOM Librarian, BBS Operator, and Webmaster. Mike Weist indicated in September that he does not intend to continue as Secretary for the coming year, so I hope someone else steps up to the plate. Get involved with SPACE, Your Atari club!

I'm also still looking to complete our collection of past SPACE newsletters. If you have any issues earlier than February 1986, please let me know, and consider contributing them back to the club, so that we can complete our records of our own history!

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday October 12, 2001.

Treasurer's Report
by Greg Leitner
For September, 2001

What a horrific week we ended the SPACE meeting with. We all are dealing with the tragedy in our own separate ways, but we know in the end we must continue with our lives and not let terrorism bring us to a standstill. So with that we held our September SPACE meeting and about eight members were present.

The auction went as planned but I was hoping more members would be there to have a chance at the great bargains. Still the Club took in a net of $57.00 and with a great Dom this month the Club did very well.

This is how the Treasury looks for the month ended September 2001:

Beginning balance on September 1, 2001	800.75
Receipts for the month:	
Memberships	30.00
Doms	24.00
Auction Sales	57.00
Total receipts for the month	111.00
Expenses for the month:	
Newsletters for Feb. thru Aug. 2001	48.61
Total expenses for the month	48.61
Ending SPACE balance for September 30, 2001	863.14

You can see that the Club just keeps getting healthier and it looks like another unbelievable year is approaching for 2002.

Don't forget that the October SPACE meeting is very important. We need nominations for Board positions and other positions also. I for one will stay on as VP and Treasurer if you so choose, but I welcome any other members to run for the positions if they so desire. I hope the other Board members will do the same.

So join us next month and let's continue this Club into another year for 2002.

Secretary's Report
By Mike Weist
For September, 2001

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

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

Michael then asked for a Treasurers report. Greg Leitner, Space club treasurer, gave a report. Greg said the club sold 2 DOMS at August Space meeting. He also paid out $48.61 to Mike Schmidt for newsletter cost. Treasurery now stands at $801.

Michael asked for a Disk of the month report. Glen Kirschenmann, Dom chair, gave a report. Glen said side one of the Disk of the month has two games on it . A solidarity game and a yatzee game. Side two has another version of a MOD program on it. With two music selections.

Michael asked for a membership report. Glen Kirschenmann, membership chair, gave a report. Glenn said membership is down by one. We now have 15 members.

Michael asked for a BBS. report. Nolan Friedland was not present, so Lance Ringquist gave a report. Lance said he asked Nolan to keep Michael Current up to dated on the BBS on the Net Project.

OLD BUSINESS:
Lance Ringquist was asked how the CD Project was going. Lance stated that he has been in contact with Terry Christianson who is developing an Atari CD product for the club to sell. Lance said a CD might be available by December 2001.

NEW BUSINESS:
Mike Weist, club member said Hamfest will be in October. Greg Leitner also said it will cost $10 to get into at the door, the day of the show.

Mike Weist announced that November 2001 is election of new Space club officers. He announced he will not be seeking reelection to position of club secretary. He also said being secretary has been a rewarding and enjoyable experience.

Meeting adjourned at 8:00 PM.

Mike Weist
Club secretary

--From: jhardie@pipeline.com (John Hardie)
--Date: Thu, 26 Jul 2001 08:37:57 GMT

Classic Gaming Expo 2001 Update 6-26-01

Well, the show is just about 2 weeks away now and we've got a ton of information to pass along to you. Don't forget that advance registration ends on Friday (6/27), so get your tickets now.
****
Dragon's Lair 3-D Update!!!

We've just been able to confirm that legendary animators and Dragon's Lair co-creators, Don Bluth & Gary Goldman, will be appearing at CGE 2001. They will be joining Rick Dyer and John Pomeroy, both of whom had already committed, for a video presentation and keynote speech.

This is the first time the four creators of Dragon's Lair have been together in the same room since 1983!
****
Incredible Arcade Collection!

Speaking of Dragon's Lair, it will be one of the many laser-disc arcade games on display at this year's show. Steven Hertz will be bringing his awesome collection of arcade games to CGE for play by all attendees. Below is a list of titles Steven has confirmed with us:

Dragon's Lair
Thayers Quest
Cliff Hanger
Begas Battle
Cobra Command (dedicated)
US Vs. THEM
Badlands (dedicated)
Badlands (UA Cab)
Super Don Quix-ote (dedicated)
Star Rider
Fire Fox
Galaxy Ranger
NFL Football
Interstellar
Time Traveler
Star Wars
Tempest

Add to that list the approximately 20 arcade machines being supplied by Blast From The Past Amusements, and many more from Tim Arnold of the Las Vegas Pinball Collector's Club, and you can see that they'll be plenty of free play all weekend!
****
Infogrames To Show New Titles!

We've just received confirmation that Infogrames plans to debut two new titles at Classic Gaming Expo. On display for the first time anywhere will be:

DIG DUG Deeper and MS. PAC-MAN Search for the Golden Maze

Stop by their booth and be one of the first people in the world to try these new titles!
****
New Game Releases!

In addition to the previously announced titles by CGE Services and Retrodesign, there are several new games that have been announced. Here's the current line-up:

Atari2600.com - Secret Agent (2600)
Digital Press - Ms. Space Fury (Coleco)
Ebivision - Allia's Quest (2600)
Joe Grand - Scsi-cide (2600)
Brian Prescott - Base Defender (2600)
Crazy Valet (Special) (2600)
Retrodesign - Combat 2 (2600)
CGE Services - Dig Dug (Coleco)
Joust (Coleco)
Pac-Man (Coleco)
Elevator Action (2600)
****
New Alumni Guests Signed On!

We've added some great new guests to the celebrity list at the show web-site. Here's a small sample of some of the people who will be joining us:

Ralph Baer - Father of Videogames
Don Bluth - Dragon's Lair creator
Garth Clowes - Founder of Entex - Adventurevision
Rick Dyer - Dragon's Lair & Halcyon creator
Franz Lanzinger - Crystal Castles (Arcade)
Alan Miller - Co-founder of Activision
...and many, many more.

Check out the latest list at:
http://www.cgexpo.com/guests.html
****
Larger Museum Exhibit!

We've added a ton of stuff to the museum this year and one of the highlights will be an incredible collection of handhelds from the personal collection of Rik Morgan, who runs www.handheldmuseum.com

Rik will be on-hand and displaying some of his best stuff. You'll be in awe when you see this collection. A lot of stuff we never even knew existed!
****
Songbird Prod. Announces Lynx/Jaguar Display!

Carl Forhan of Songbird Productions has announced that the Songbird booth will feature a display of rare and prototype Atari Lynx and Jaguar items. See some of the unreleased games that never made it out the door as well as hardware, development systems, and other goodies.

****
Time For Another Auction!

You asked for it! You got it! Many people have asked us about running another auction at CGE. While we have been hesitant to do so in the past, due to bad past experiences, we have decided to have another go at it. The auction will take place on Sat. night, right after the swap meet at 6pm. Check out the auction information page at:
http://www.cgexpo.com/auction.html
****
Twin Galaxies to Host World Championships!

Like last year, we are once again working with Walter Day and the Twin Galaxies crew to host contests on various home systems and arcade machines. Of special interest will be the Atari 2600 contest which will take place throughout the weekend. Cash prizes are planned for all winners!
****
TV Commercial Archive Volume II

The VHS compilation of classic videogame TV commercials that debuted at CGE '99 has been re-mastered and updated and will debut this year at CGE 2001!

Volume II consists of cleaned-up versions of all the commercials included in volume I PLUS about 35 new commercials including, believe it or not, a VECTREX commercial! The tape weighs-in at a full 60 minutes of video as opposed to 36 minutes on volume I.
****
Save Big $$$ with CGE Discounts!

Don't forget that we've arranged for special discounts on airline, hotel, and car rental prices for all our attendees. Airline Discounts are available on South- West and Continental Airlines, the Plaza Hotel has great rates on rooms, and you just can't beat the unbelievable prices offered by Payless Car Rental.

For more information on our special show discounts, stop by:
http://www.cgecpo.com/discounts.html
****
That's all for now. Remember, you can always check the show web-site at: http://www.cgexpo.com for all of the latest updates and information.

Be sure to stop by and say "Hi" when you get to Vegas. We look forward to meeting you!

Regards,
John, Sean, & Joe

--From: Raphael Espino <rjespino@yahoo.com>
--Date: 08 Aug 2001 19:58:23 +0100
The latest versions of a8jdpeg and family are now available:
http://a8jdpeg.atari.org / http://a8jdpeg.webhop.org

Please note the new URLs and update your bookmarks! The nbci site has NOT been updated and will probably disappear. a8jdpeg and family are based on the C=64's Juddpeg (http://www.ffd2.com/fridge/), written by Stephen L. Judd.

There are now 3 versions available:
a8jdpeg - Original Atari 8-bit greyscale JPEG viewer
JpegView - Friendlier version of a8jdpeg
JpegShow - New slideshow version

The changes made:
* Fixed HIP mode save bug
* Fixed Micropainter mode save bug
* Fixed decoder problem when a DRI segment with restart interval of 0 is found * Fixed problem with right hand side of images being darker in some modes * Improved SpartaDOS/BEWEDOS support (but see note):
- SpartaDOS style directories supported in directory list
- Added support for SpartaDOS '>' directory separator in filenames
- Fixed crash when returning to SpartaDOS
* Assorted minor bug fixes and improvements

Note:
The (64K) display modes use the RAM under the OS, and hence will crash most versions of SpartaDOS. These should work fine with BEWEDOS though.

Comments, suggestions, bug reports, etc. are welcome. (Yes, the colour version is coming =).

-- Raphael Espino - rjespino@yahoo.com
Ramdrive v1.0 ramdisk and a8jdpeg
http://rjespino.atari.org or
http://rjespino.webhop.org
Join The Atari 8-bit Computer WebRing at:
http://www.geocities.com/rjespino/a8ring.html
****

--From: Microsoft Windows User <classics@nacs.net>
--Date: Sun, 5 Aug 2001 00:17:06 -0400

Version 2.0 of ATS has been uploaded to my web site at:

http://www.atarimax.com/

ATS is a free ATASCII terminal for any PC running Windows.

ATS will also play ATASCII movies, and can be throttled to play them at as low as 300bps.

Improvements to 2.0 include:

Ability to attach to a serial port for modem use, instead of TCP/IP.
Ability to specify destination port for a TCP/IP connection.
TCP/IP Cleanup
File downloads over serial and tcp/ip connections now available.

Supported protocols:

X-Modem CRC
X-Modem 1k CRC
Y-Modem Batch
F-Modem Batch

File transfers can be performed in serial or TCP/IP mode, including raw socket connections.

Thanks,
Steve
****
--From: "Marek M" <marekm@aritech.com.pl>
--Date: Tue, 14 Aug 2001 10:30:33 +0200

I would like to introduce my SIO2IDE interface for 8bit ATARI.

Interface has the following features:
- standard SIO speed 19200 baud
- emulates ATARI disks D1 to D15
- max 16 partitions, each 16MB
- easy to build and install inside your ATARI
- interface software and utilities are available for FREE

Please look at: http://www.atari.cuprum.com.pl/ (SIO2IDE), only in Polish, sorry.

English version of the SIO2IDE will be available soon.
P.S. PCBs for the SIO2IDE will be available in September.

Regards,
Marek Mikolajewski
Gdansk Poland
****
--From: Video61@webtv.net (Lance Ringquist)
--Date: Thu, 2 Aug 2001 14:29:34 -0500 (CDT)
I am pleased to announce that the team at video 61 has almost finished the speedo rpm disk drive checker cartridge. It is in its final stages of testing, and we are about to design a label, and documentation for it. Then it should be ready for sale. It is a 100% machine language program, I have tested it on a stock xf 551, 1050, and a 810. I have yet to test it on a happy, but I have tested it on a u.s. doubler 1050, and I am quite satisfied with the results. This is a nice utility cartridge that can help in diagnostic problems with a drive that dose not boot some programs, or as a toy to play with:)

Thanks, Lance

Video 61 & Atari Sales
22735 Congo ST NE

Stacy MN 55079
www.atarisales.com

--From: Video61@webtv.net (Lance Ringquist)
--Date: Fri, 31 Aug 2001 22:15:07 -0500 (CDT)

Matt Trimby's crystal raiders is now available on cartridge for
your atari personal home computer. This amazing one, or two
player cooperative adventure style arcade game will run on all
atari personal home computers with as little as 16k. Thanks to
Matt Trimby of mastertronics fame for permission, and the
gang at video 61 for the conversion.

Thanks,
Lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com
****
--Date: Friday, September 7, 2001 2:09 PM -0700
--From: Kevin Savetz <savetz@northcoast.com>

I am proud to announce the Atari Program Exchange archive.

http://www.atariarchives.org/APX/

The APX archive offers information about the Atari Program
Exchange and downloadable software. All the software that's
available is with the permission of the copyright holders, so it's
nice 'n legal.

Currently, 62 APX titles are available for download. A list of
downloadable titles is below. The archive is far from complete,
but this is a start. Even if a program isn't downloadable, the
site offers information about it.

Want to help? If you can put me in touch with APX authors
that haven't yet been contacted, or provide APX
software/catalogs that aren't yet accounted for, the archive will
be better for it.

--Kevin Savetz

Downloadable APX titles ---
Advanced Musicsystem
Air Raid!
Alien Egg
Attank!
Babel
Blackjack Casino
Bumpomov's Dogs
Calculus Demon
Chameleon CRT Terminal Emulator
Dandy
Data Management System
Decision Maker
Deep Blue C Compiler
Deep Blue Secrets

Dice Poker
Diskette Librarian
Dog Daze
Dog Daze Deluxe
Domination
Downhill
DSEMBLER
Eastern Front (1941)
Easygrader
Excalibur
Extended fig-FORTH
Family Budget
Family Cash Flow
Family Vehicle Expense
Frogmaster
Galahad And The Holy Grail
Game Show
Getaway!
Gossip
Insomnia (A Sound Editor)
Instedit
Instedit - Microsoft BASIC version
Isopleth Map-Making Package
Lemonade
Mantis Boot Tape Development System
Math*UFO
Mathemetic-Tac-Toe
Melt-Down
Memory Match
Microsailing
Monkey Up A Tree
Newspaper Route Management Program
Polycalc
Preschool Games
Pro Bowling
Puzzler
Quarxon
Rabbotz
Real Estate Cash Flow Analysis
Seven Card Stud
Snark Hunt
Solitaire
Source Code For Eastern Front (1941)
Stereo 3-D Graphics Package
The Magic Melody Box
The Midas Touch
Weakon
Weekly Planner

Kevin Savetz <savetz@northcoast.com>
http://www.savetz.com

The PowerPoint presentations that Joe Decuir used to accompany his talks at the Classic Gaming Expo are available at atariarchives.org. You can view the slides online or download the PowerPoint files for offline viewing.

The presentations available are:

1999: 3 Generations of Game Machine Architecture
2000: Atari 2600: Stella Console Hardware & Combat Sample Game Software
2001: Atari 2600 Program Development

It's all at: http://www.atariarchives.org/dev/
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce – Atari computer news
****

NEW YORK, Sept. 25 /PRNewswire/ -- Infogrames, Inc. (Nasdaq: IFGM - news), a global publisher of interactive entertainment software, today announced operating results for its fiscal year ended June 30, 2001.

Full-year net revenue, which includes publishing and distribution revenue, was $310.5 million or virtually even with full-year net revenues of $313.2 million for the prior year. Publishing revenue for the period rose to $232.1 million from $188.4 million in the comparable year-earlier period. Distribution revenue was $78.4 million in fiscal 2001 as compared with distribution revenue of $124.8 million in the same 2000 period. The Company reported a net loss of $60.7 million for the full year, or $1.07 per share, vastly improved over the year-earlier net loss of $397.6 million, or $22.13 per share. EBITDA (earnings before interest, taxes, depreciation and amortization) for the fiscal year ended June 30, 2001 was a loss of $30.7 million as compared with a loss of $306.1 million for fiscal 2000. Adjusted EBITDA, which excludes one-time events incurred during the period, improved substantially to a loss of $8.8 million, or $0.15 per share, for the 2001 period, from a loss of $176.1 million, or $9.80 per share, in the prior twelve-month period.

The modest decline in full-year revenue was primarily attributable to the Company's decreased emphasis on third-party distribution, which was partially offset by revenue gains generated by sales of product at Infogrames Interactive, Inc. (formerly Hasbro Interactive), which was acquired by the Company's parent, Infogrames Entertainment SA (IESA) (Euronext: 5257) in January 2001. Additionally, the Company reported continued strong sales of several key titles, including Driver 2 (more than 1.25 million units sold to date), Driver Greatest Hits for PlayStation (approximately 800,000 units sold to date), and Unreal Tournament for PlayStation 2 (more than 230,000 units sold to date). The Company's financial results include the effect of its merger with Infogrames North America (Infogrames NA), which closed on October 2, 2000. Since the Company and Infogrames NA were under the common control of IESA prior to their merger, U.S. GAAP (Generally Accepted Accounting Principles) requires the Company to report its financial results as if the merger took place at the time common control began, December 16, 1999.

``We are quite pleased with the progress we made during this past year," said Bruno Bonnell, Chairman and Chief Executive Officer of the Company. ``We successfully consolidated the operations of the Company, Infogrames NA and Infogrames Interactive to emerge as the second largest third-party publisher of interactive entertainment in the U.S. In addition, we significantly streamlined our businesses to create greater cost-efficiencies and enhance our competitive position within the industry. And, we aggressively pursued new opportunities, including developing product for next-generation consoles, signed a number of new major licenses, and maximized the value of several key franchises, including Driver, Deer Hunter, Frogger, Unreal Tournament, Monopoly, the Backyard series, Freddi Fish, and Putt Putt, to name a few."

Mr. Bonnell continued, ``While we have no way of determining the effect that recent world events will have on our particular industry in the coming months, we remain confident in our current and upcoming products and believe we have the line-up to command a significant portion of holiday sales."

Net revenue for the quarter ended June 30, 2001 rose to $72.7 million from $48.5 million for the same period in fiscal 2000. Publishing revenues during the quarter ended June 30, 2001 increased to $54.2 million from $42.6 million in the comparable period of 2000, and distribution revenues more than tripled to $18.5 million from $5.9 million in the comparable year-earlier period. The Company reported a net loss for the quarter of $23.0 million, or a loss of $0.33 per share, which favorably compared with a net loss of $55.4 million, or a loss of $2.68 per share, in the same period in fiscal 2000. For the fourth quarter of fiscal 2001, EBITDA was a loss of $16.2 million, a significant improvement from a loss of $43.5 million in the fourth quarter of 2000. Adjusted EBITDA for the quarter ended June 30, 2001 was a loss of $3.1 million, or $0.04 per share, as compared with a loss of $32.5 million, or $1.57 per share, for year-earlier period.

During fiscal 2001, the Company released its first titles for the PlayStation 2 (PS2) (Unreal Tournament, NASCAR Heat 2002, LeMans 24 Hours, Motor Mayhem), which will be followed in fiscal 2002 by an extensive slate of PS2 titles, including Splashdown, MXRider, Stuntman, and Terminator, among others. The Company has also announced that it will have a large slate of titles for the Xbox(TM) video game system from Microsoft, including NASCAR® Heat(TM) 2002 and Test Drive(TM) Off-Road - Wide Open, and TransWorld Surf, which are scheduled for release

in November 2001. Throughout the period, Infogrames also announced an array of major licenses drawn from popular Hollywood and entertainment franchises, including Survivor (CBS), Mission: Impossible-2(TM) (Viacom Consumer Products), Dragon Ball Z (FUNimation), Nicktoons and Blues Clues (Nickelodeon), Men In Black (Sony Pictures), and Looney Tunes (Warner Bros.), among others.

About Infogrames

New York-based Infogrames, Inc. (Nasdaq: IFGM - news) is the second largest third-party publisher of interactive entertainment software in the U.S. The Company develops video games for all consoles (Sony, Nintendo, Sega and Microsoft), PCs, and Macintosh systems. Infogrames' catalogue of more than 1,000 titles includes award-winning franchises such as Alone In The Dark(TM), Civilization(TM), Deer Hunter®, Driver(TM), Roller Coaster Tycoon®, Test Drive®, and Unreal®, and key licenses including Survivor(TM), Warner Bros. Looney Tunes(TM), Nickelodeon's Blue's Clues(TM), Dragon Ball Z, Mission Impossible®, Harley-Davidson®, Major League Baseball®, and the National Football League®, among many others. The Company's Humongous Entertainment and MacSoft labels are leaders in children's entertainment software and Macintosh entertainment software, respectively.

Infogrames, Inc. is a majority-owned subsidiary of France-based Infogrames Entertainment SA (IESA) (Euronext 5257), a global publisher and distributor of video games for all platforms, as well as interactive digital television, mobile smart devices (WAP, HDML) and in-flight entertainment systems. In 2001, IESA acquired Infogrames Interactive, Inc. (formerly Hasbro Interactive), including its line of software based on well-known licenses such as Monopoly®, Jeopardy®, Tonka®, and Atari®, which are published in the U.S. by Infogrames, Inc. For more information, visit the Company's Web site at http://www.us.infogrames.com.

INFOGRAMES, INC. AND SUBSIDIARIES
CONSOLIDATED STATEMENTS OF OPERATIONS
(in thousands, except per share data)

For the Three Months For the Year Ended June 30, Ended June 30,2000 2001 2000 2001
(unaudited)(unaudited)(unaudited)(audited)

Net revenues $48,469 $72,660 $313,206 $310,479
Cost of goods sold 25,283 28,175 270,432 125,940

Gross profit 23,186 44,485 42,774 184,539
Selling and distribution expenses 20,764 25,098 140,077 91,541
General and administrative expenses 17,602 17,468 87,625 67,341
Research and development 17,275 16,649 72,093 56,617
Restructing costs 11,081 1,423 49,029 3,539
Merger costs -- -- -- 1,700
Gain on sale of line of business -- -- -- (5,501)
Depreciation and amortization 5,788 6,922 27,557 20,297
Operating loss (49,324) (23,075) (333,607) (50,995)
Interest expense 4,328 2,223 20,492 13,399
Other (expense) income (497) (69) (622) 1,358
Loss before provision for(benefit from) income taxes (54,149) (25,367) (354,721) (63,036)
Provision for (benefitfrom) income taxes 1,251 (2,368) 44,251 (2,368)
Net loss fromcontinuing operations (55,400) (22,999) (398,972) (60,668)

Loss from discontinued operations -- -- (477) --
Extraordinary item - gain onearly extinguishment of debt -- -- 1,888 --

Net loss $(55,400) $(22,999) $(397,561) $(60,668)
Basic and diluted net loss pershare from continuing operations $(2.68) $(0.33) $(22.21) $(1.07)
Basic and diluted net loss pershare from discontinued operations -- -- 0.03 --
Basic and diluted net income pershare from extraordinary item -- -- 0.11 --
Basic and diluted netloss per share $(2.68) $(0.33) $(22.13) $(1.07)

Weighted average shares outstanding - basic and diluted 20,646 69,524 17,963 56,839

EBITDA* $(43,536) $(16,153) $(306,050) $(30,698)

Adjusted EBITDA** $(32,455) $(3,095) $(176,121) $(8,753)

Adjusted EBITDA** per share $(1.57) $(0.04) $(9.80) $(0.15)

* EBITDA is defined as operating earnings before interest, taxes,depreciation and amortization
** Adjusted EBITDA is defined as operating earnings before interest,taxes, depreciation and amortization adjusted to exclude the effect of any one-time charges such as restructuring, merger costs, specialcustomer allowances and one-time gains such as gain on sale of a line of business

SOURCE: Infogrames, Inc.

NEW YORK, Oct. 2 /PRNewswire/ -- Infogrames, Inc. (Nasdaq: IFGM - news) today announced that its 2001 holiday line-up of games for the Sony PlayStation(R) 2 (PS2) computer entertainment system marks its largest PS2 slate to date, and includes two of the first titles to be introduced under its reinvented Atari(R) brand. Over the next several weeks, Infogrames will release the Atari titles Splashdown(TM) and MXRider(TM), which join the recently released NASCAR(R) Heat(TM) 2002, Test Drive Off Road -- Wide Open(TM), and Le Mans 24 Hours(R) to comprise the Company's PS2 holiday line-up.

In addition, Infogrames continues to support the well-established and still lucrative PSOne(R) system with the release of four new titles this holiday season including: Backyard Soccer(TM); Men In Black(TM): The Series -- Crashdown; Nicktoons(TM) Racing; and Looney Tunes(TM) Sheep Raider.

``This is our most exciting and diverse slate of PS2 and PSOne titles yet," said Bruno Bonnell, Chairman and CEO of Infogrames, Inc. ``Our development teams have harnessed the power and capabilities of PS2 to deliver games that will capture the imagination and excitement of the gaming udience. We are especially thrilled to introduce our reinvented Atari brand on PlayStation 2 and are confident that PS2 fans will be riveted by the graphics and challenges of these new games."

Mr. Bonnell continued, ``We also recognize tremendous value in continuing to develop games for legacy platforms, such as the original PlayStation, which is why we have a dynamic line-up of games for these fans, as well as fans of next-generation consoles. The demand for PS2 and PSOne games is as strong as ever, demonstrating customer loyalty to both platforms. We believe that our PS2 and PSOne holiday line-up will more than satisfy this demand ... and reinforce Sony's reputation for delivering top-quality, innovative games."

The highly anticipated Atari title Splashdown will redefine personal watercraft recreation for the gaming environment. This watersport racing game has been designed to provide high-speed fun and entertainment in realistic and exciting water-based environments. With interactive physics objects, outstanding graphics, and the freedom to roam its 3D worlds, Splashdown will have players feeling as if they are really out on the open water. In addition to licensed Sea-Doo(R) watercraft, Splashdown will offer amazing real-time water effects, and players will be able to perform more than 20 over-the-top acrobatic stunts. Splashdown will be available in mid-November at most major retail stores.

Motorcross racing comes to PS2 with the Atari title, MXrider, which immerses players in the most extreme sport around. With a large selection of game modes, easy pick-up-and-play controls and the craziest tricks and combos on two wheels, MXrider enables Federation Internationale de Motocyclisme (International Motocross League) Supercross racers to face off in five unique contests. Players can experience the excitement of off-roading on two wheels with all three motorbike sports (Motorcross, Supercross and Freestyle) and on 29 tracks, including official Motorcross tracks set in real world locations, specially designed Supercross tracks, and fantasy Freestyle arenas. MXrider will be available in mid-November at most major retail stores.

Officially licensed by NASCAR, NASCAR Heat 2002 allows players to choose between Beat the Heat(TM), Race the Pro(TM), Head-to-Head, Championship and Single Race modes in one of the most intense racing games that has ever been brought to a gaming console. Single Race and Championship modes put gamers in the seat of powerful stock cars as they try to best the stars of NASCAR on just one track or the tracks of the 2001 NASCAR Winston Cup Season. More than 36 Beat the Heat racing scenarios, introduced by drivers like Jeff Gordon, give players the feeling of a one-on-one experience with the heroes of NASCAR as they are dropped into the most intense moments in NASCAR competition; asking them to make split-second decisions and develop the same skills required by real NASCAR drivers. Geared to the console gamer and adjustable to individual skill levels, NASCAR Heat 2002 makes every race fun, competitive action for the whole family. NASCAR Heat 2002 is currently available at most major retail stores for a suggested retail price of $49.99.

Test Drive Off-Road -- Wide Open is the newest installment in the Test Drive Off-Road series. The game features advanced technology enabling ``go anywhere" environments, 15 licensed off-road vehicles and 30 wide-open tracks in three untamed landscape locations. Moab, Utah, Yosemite, Calif. and the Big Island of Hawaii set the stage for players to freely explore these real-world locations by choosing the path that is best suited to their truck while attempting to complete the course in the fastest time possible. Test Drive Off-Road - Wide Open is currently available at most major retail stores for a suggested retail price of $49.99.

Le Mans 24 Hours delivers the ultimate 24-hour endurance racing with new teams, tracks and gameplay mechanics. Highlights include real-world racing teams from the 2000 Le Mans race, fully animated pit crews and drivers, a new track from the U.S. Le Mans racing series, and advanced artificial intelligence. Le Mans 24 Hours boasts five challenging game styles, 12 real-world tracks and more than 70 licensed vehicles. Le Mans 24 Hours is the only officially licensed game of the 24 Heures du Mans(R). Le Mans 24 Hours is currently available at most major retail stores for a suggested retail price of $49.95.

Infogrames' four new PSOne titles include: Backyard Soccer, the first title of the Backyard Sports franchise to appear on a console system, shipped to most major retail stores this week with a suggested retail price of $19.99; Men In Black: The Series -- Crashdown, an action-adventure game based on the enormously popular animated television series, which will be available in mid- November; Nicktoons Racing, wild, high-speed racing action with all of the favorite Nicktoons characters, currently available at most major retail stores for a suggested retail price of $29.99; and Looney Tunes Sheep Raider, the classic sheep-stealing cartoon comes to life

with Ralph
Wolf(TM), Sam Sheepdog(TM) and many other favorite
Looney Tunes characters which recently shipped to most
major retail stores at a suggested retail price of $19.99.

About Infogrames

New York-based Infogrames, Inc. (Nasdaq: IFGM - news) is
the second largest third-party publisher of interactive
entertainment software in the U.S. The Company develops
video games for all consoles (Sony, Nintendo and Microsoft),
PCs, and Macintosh systems. Infogrames' catalogue of more
than 1,000 titles includes award-winning franchises such as
Alone In The Dark(TM), Civilization(TM), Deer Hunter(R),
Driver(TM), Roller Coaster Tycoon(R), Test Drive(R), and
Unreal(R), and key licenses including Survivor(TM), Warner
Bros. Looney Tunes(TM), Nickelodeon's Blue's Clues(TM),
Dragon Ball Z, Mission Impossible(R), Harley-Davidson(R),
Major League Baseball(R), and the National Football
League(R), among many others. The Company's Humongous
Entertainment and MacSoft labels are leaders in children's
entertainment software and Macintosh entertainment software,
respectively.

Infogrames, Inc. is a majority-owned subsidiary of France-
based Infogrames Entertainment SA (IESA) (Euronext 5257),
a global publisher and distributor of video games for all
platforms, as well as interactive digital television, mobile
smart devices (WAP, HDML) and in-flight entertainment
systems. In 2001, IESA acquired Infogrames Interactive, Inc.
(formerly
Hasbro Interactive), including its line of software based on
well-known licenses such as Monopoly(R), Jeopardy(R),
Tonka(R), and Atari(R), which are published in the U.S. by
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Web site at http://www.us.infogrames.com.

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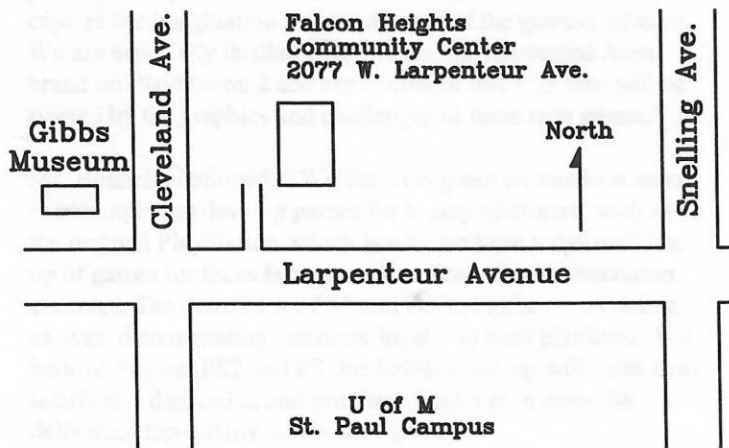
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Cleveland Ave.

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North

Larpenteur Avenue

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