



President's Corner by Michael Current December, 2001

It's SPACE Christmas Party time! Plans are in place for a sub social event as we've done recently. More information should be elsewhere in this issue. If you aren't on the list for items to bring, just bring something else if you can. Hope to see to there!

Last month SPACE held our Annual Meeting. Election results were as follows:

President - Michael Current Vice-President - Greg Leitner Secretary - Brian Little Treasurer - Greg Leitner

The volunteer positions were mostly secured for another year as well:

Membership Chairman - Glen Kirschenmann DOM Librarian - Glen Kirschenmann Webmaster - Michael Current

Mike Schmidt, our Newsletter Editor, didn't make the meeting, but we felt very hopeful that he's still willing to continue producing our newsletter for us.

Nolan Friedland, our BBS Operator, also did not make the meeting. We're not sure of the status of the BBS, but Lance is hoping to make contact with Nolan to see what's up. We hope to see you again soon, Nolan!

At the conclusion of the November meeting Greg and I delved into the collection of Dorsett Educational Systems tapes still owned by the club. There are 360 different tapes in our possession, published by Dorsett themselves, plus one duplicate set of 8 more, published earlier (1979) by Atari themselves. We also have several copies of the Education System Master Cartridge, published by Dorsett rather than the earlier CXL4001 cartridge published by Atari. The club needs to decide at some point what to do with this collection. Greg and I have some ideas, but this needs to be a club decision. Perhaps we'll be able to try out a tape or two at our December meeting!

Another reminder of my project 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 (and Christmas Party!), Friday December 14, 2001.



Treasurer's Report by Greg Leitner For November, 2001

You would think that the Club would be in trouble if only seven members showed up for a meeting. But I must tell you and even I am shocked that this Club will survive if the last two months is any indication. It sure would be nice to have a majority of the membership each month so that important issues like changing the By-laws or making drastic decisions would have the support of its members. It would also reassure the Board of Directors that it is doing the best job it can do for all the members.

Oh well enough of that. Don't forget the Xmas party next month and make sure you check out Mike Weist's article for what to bring. The members that were present at the November meeting have already signed up for what to bring and the Club of course is going to furnish the main meal.

Now down to the important part of this article. Here is the breakdown on the Club treasury for November 2001.

Beginning balance as of November 1, 2001: 893.14 Receipts for November meeting:

Memberships	15.00
Dom's	15.00
Total Receipts for November 2001	30.00
Expenses for November 2001	00
Ending balance as of November 30,2001	923.14

If we keep on this pace the Club can almost cover it's monthly expenses on the \$30.00 revenue from each month. It would cover the room rental of \$25.00 and most of the newsletter expense. Since we are seriously considering the dropping of the BBS and the P.O. Box there isn't much more to report in the way of Club expenses. With this outlook and the current Treasury balance you can see we sitting pretty good for a long time to come.

Please join us in December and help celebrate the end of another SPACE year and the upcoming New Year. Let's all have a great SPACE Xmas party.



## Secretary's Report By Mike Weist For November, 2001

Space meeting opened at 7:45 PM. Michael Current, SPACE club president, welcomed members the meeting.

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

Michael then asked for a treasurer report. Greg Leitner, club treasurer, gave a report. Greg reported not much to report for activity in October. There was 1 membership renewal, 5 DOM sales, no expenses. Greg said he expects a room rent bill soon for 3<sup>rd</sup> quarter. The treasury gained \$30. It now stands at \$893.14.

Michael asked for a DOM report. Glen Kirschenmann, DOM chair, gave a report. Glen reported that the Disk of the Month has Bill Kendrick software on it. The games are all BASIC and hard to play.

Michael Current noted that he has a game he wrote in the past. The game was made using Atari basic and is called LIGHT CYCLES. He said he will give game to Glen to use for a future DOM.

Michael Current asked for a membership report. Glen Kirschenmann, membership chair, reported that there are 15 paid up members.

Michael asked for a BBS report. Lance Ringquist said he hasn't heard from Nolan Frieland, BBS SYSOP, in two months. Lance will try to contact Nolan. Michael Current said there will be future discussion about the BBS. The club bylaws may have to be changed if the BBS isn't there.

#### **OLD BUSINESS**

Mike Weist, club member, talked about the Hamfest in October.

Lance Ringquist, club member, said his friend is working on the club CD project. Lance said a CD program disk will probably be ready by Christmas.

### **NEW BUSINESS**

Greg Leinter said the club's post office box will expire soon. Michael Current said the club will vote on keeping the post office box at the December or January meeting. Greg reported that for the Christmas party in December, the club will pay for SUB sandwiches again. Greg will bring in pop and other members will bring pop luck items.

Michael Current said the SPACE club will celebrate 20 years as a club in July 2002.

Michael Current asked the membership if there were any further nominations for club elections of officers. Hearing no further nominations, Michael Current closed nominations. Michael noted that results of elections tonight will not take effect until end of this meeting.

Here are the results-----Volunteer positions

Glen Kirschenmann will continue as Membership and DOM chair.

The club thinks Mike Schmidt will continue as newsletter editor

The club will have to find out if Nolan Frieland wants to continue as BBS SYSOP.

Michael Current will continue as WEB master.

Officers of the club will stay the same except Brian Little will take over as club secretary. Mike Weist is retiring. Good luck and congratulations Brian and happy retirement Mike Weist.

Meeting adjourned at 8:45 PM.

Mike Weist Club secretary

--From: Video61@webtv.net (Lance Ringquist)

-- Date: Tue, 20 Nov 2001 22:26:21 -0600 (CST)

TELEGAMES the only third party publishers signed up for Atari's XEGM program announced THE QUEST FOR QUINTANA ROO for the XEGM in the late 80's but it was never released. Video 61 has acquired the rights to release this lost gem, and it is now available. Telegames will also be carrying this game soon, their shipment will arrive in the middle of December. Thanks to Terry Grantham of telegames for their permission, and thanks to the gang at video 61 for producing it.

Thanks, Lance

Video 61 & Atari Sales 22735 Congo ST NE Stacy MN 55079 www.atarisales.com NEW YORK, Nov. 6 /PRNewswire/ -- Infogrames, Inc. (Nasdaq: IFGM - news), a global publisher of interactive entertainment software, today announced results for the first quarter of fiscal 2002 ended September 30, 2001.

Revenue for the period, which includes publishing and distribution revenue, more than doubled to \$81.7 million versus \$39.6 million in the comparable year-earlier quarter. Publishing revenue soared 126% to \$61.9 million from \$27.4 million in the prior-year first quarter. Distribution revenue of \$19.8 million posted a 62% increase from distribution revenue of \$12.2 million in the first quarter of 2001. The Company reported a net profit of \$552,000, or \$.01 per share, for the first quarter of 2002, a dramatic improvement from a net loss of \$32.7 million, or \$1.58 per share, in the comparable year-earlier period. EBITDA (earnings before interest, taxes, depreciation and amortization) for the quarter ended September 30, also vastly improved, rising to \$4.5 million, or \$.06 per share, from a loss of \$22.6 million, or \$1.09 per share, in the first quarter of 2001.

The Company's financial results for both reported periods 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 parent company Infogrames Entertainment, SA 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.

Effective July 1, 2001, the Company elected the early adoption of Statement of Financial Accounting Standards 142, which discontinued the amortization of goodwill. Accordingly, while goodwill amortization of \$2.9 million was reported in the quarter ended September 30, 2000, no goodwill amortization was reported during the quarter ended September 30, 2001.

"Our turnaround is nearing completion and we are beginning to see the results of our efforts," said Bruno Bonnell, Chairman and CEO of Infogrames, Inc. "These first quarter results validate the logic behind our strategic acquisitions, our emphasis on games for the mass entertainment audience, and our continued support of all platforms, including legacy platforms such as the PC and PlayStation. During the quarter we also demonstrated our ongoing dedication to next-generation consoles, announcing five holiday releases for the PlayStation 2 and three launch titles for Microsoft's Xbox. The next-gen console products will also include our inaugural Atari titles, Splashdown, MXrider and Transworld Surf. Our message is simple: Infogrames is meeting the demand for top-quality interactive entertainment and is delivering it to every platform available."

Mr. Bonnell continued, "As to the current economic uncertainties, the gaming sector has typically prevailed in tough economic times, and so far this season appears to be bearing that out. The sector remains vibrant, customer demand is strong, and the upcoming launches of new consoles can only

create more interest and drive more traffic to retail outlets. With everything we know and see today, we remain bullish about the potential success of Infogrames' holiday line-up, and should the current trends in our industry hold or improve, we expect that this will be the first of several consecutive profitable quarters for us."

The substantial increase in publishing revenue during the quarter was primarily attributable to the inclusion of product from Infogrames Interactive, Inc. (formerly Hasbro Interactive), including: Monopoly Tycoon(TM), which the Company expects to be one of the strongest selling PC titles this holiday season; Looney Tunes(TM) Sheep Raider (PSone®), an extension of the popular Warner Bros. license; the \*NSYNC® Hotline Fantasy Phone & CD ROM, the first product from the exclusive license with the world's most popular band; and Roller Coaster Tycoon®, which has ranked among the top 10 PC games since it debuted in 1999, selling more than 2.5 million units to date.

Significant publishing revenue during the period was also generated by new and continuing titles from the Company's other publishing studios, including Test Drive Off Road -- Wide Open(TM), the hotly anticipated racing game for PlayStation®2; Driver 2(TM) Greatest Hits (PSone®), the most current expansion of the Driver franchise which has sold a combined 2.8 million units to date; and Deer Hunter® 5, the latest version of the popular PC franchise. The increase in distribution revenue was the result of additional profitable third-party and affiliate distribution deals, including the Company's recently announced agreement with Codemasters for whom the Company distributed the popular Operation Flashpoint during the quarter.

Infogrames' holiday line-up features the following key titles: For the PC, Survivor(TM): The Interactive Game, Civilization® III, Monopoly Tycoon(TM), and Backyard Basketball(TM); for the PlayStation 2, Splashdown(TM), MXrider(TM), Test Drive Off-Road Wide Open(TM), NASCAR® Heat(TM) 2002, and Le Mans 24 Hours®; for the PlayStation, Looney Tunes(TM) Sheep Raider, Men In Black(TM): The Series -- Crashdown and Nicktoons(TM) Racing; and for the Xbox, NASCAR® Heat(TM) 2002, Test Drive Off-Road Wide Open(TM), and Transworld Surf(TM).

#### **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 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.infogrames.com.

SOURCE: Infogrames, Inc.

-- Date: Sun, 04 Nov 2001 19:58:11 -0800

Lance Rinquist has announced:

Matt Trimby's awesome adventure shooter is now available on cartridge for any Atari personal home computer with at least 48k. Thanks to Matt Trimby for permission, and thanks to the guys at Video 61 for their effort. Matt's other famous game slingshot might be held up do to a source code problem. we will announce it if we are successful. Thanks,

Video 61 & Atari Sales 22735 Congo ST NE Stacy MN 55079 www.atarisales.com

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LOS ANGELES and LYON, France, Oct. 31 /PRNewswire/--Infogrames, Inc., (Nasdaq: IFGM - news) a global publisher of interactive entertainment software, announced today that its Atari® brand is returning anew this holiday. Reaching stores throughout the U.S. and Europe this past week, MXrider(TM) for the Sony PlayStation®2 computer entertainment system is the first game to launch under the new Atari banner with its over-the-top motocross racing action. Come the week of November 5th, the highly anticipated, ultra-realistic personal watercraft racer, Splashdown(TM) will also be sporting the Atari name in retail outlets around the globe.

"The Atari name is synonymous with only the best in video games," said Bruno Bonnell, Chairman and CEO of Infogrames. "Splashdown and MXrider truly embody the spirit of the reinvented Atari with game play innovation and uniqueness, next-generation quality, and hours of addictive fun that will define genres. Atari is back -- and in a big way!"

In a rare move, Infogrames is providing both MXrider and

Splashdown with a global launch, releasing the games to a estimated 15,000 retail outlets in the U.S. and 23,800 outlets internationally the week of October 22nd and November 5th, respectively.

"As our inaugural Atari titles, MXrider and Splashdown are going to get a no-holds-barred release," commented Mr. Bonnell. "We want to insure that gamers around the world will have the chance to experience these exceptional titles and begin to appreciate what the reinvented Atari brand stands for."

The most complete motocross racing game available and developed by Infogrames' highly regarded development studio, Paradigm Entertainment, MXrider features authentic motorbike speed and action with over 50 licensed Motocross World Championship riders (FIM: Federation Internationale Motocycliste) in all three motorbike classes (125cc, 250cc and 500 cc).

Each of MXrider's 29 tracks is a living, breathing environment with waving flags and animated track officials, spectators, cheerleaders and cameramen. Locations include 17 motocross tracks found in 13 countries such as France, Italy and The Netherlands. Officially licensed track designers were employed to create six specially designed Supercross tracks in cities like Tokyo and Los Angeles. In addition, six fantasy arenas were designed exclusively for freestyle sessions allowing players to pull off over 30 insane tricks -- some the pros won't even try.

MXrider features a soundtrack containing a plethora of emerging alternative bands and a music customization option where players can choose which song they want to hear during each race. For more information about the game visit the official Web site at www.mxrider-game.com.

Splashdown is an advanced personal watercraft racing game developed by Rainbow Studios featuring licensed Sea-Doo® watercraft. The title takes full advantage of the groundbreaking power of the PlayStation 2 to render advanced aquatic effects like dynamic wakes, rolling waves and turbulence. Each of these physical attributes affects the way the watercrafts ride and respond to each turn, jump and trick, leading to spectacular bails and wrecks. Advanced, photo-realistic graphical effects, including water transparency, detailed reflections, and spraying water particles complement the cutting-edge physics to bring the aquatic world to life.

Players will select from eight wild riders, each equipped with hilarious dialogue as well as unique attributes and skill levels for speed, acceleration, handling, and stability. Five licensed Sea-Doo watercraft, each tuned with different physics and performance capabilities lend an air of authenticity to the game.

Racers will blaze through 47 exquisitely detailed courses in 18 locations, including the Amazon jungle, Bali, Hawaii, the Nile River, Venice and many others. Course layouts range from narrow, twisting riverbeds to wide-open, wavy oceans.

Players will also face off in stadiums equipped with jumps and pools that create supercross-style tracks.

Splashdown includes a unique performance meter feature that when kept full, enhances character skills and increases the speed of players' Sea-Doo watercrafts. To keep the performance meter at maximum, players must navigate slalom buoys that dot courses. In addition, pulling off sick tricks during a race adds to the performance meter. Splashdown's hearty tricks system offers more than 30 acrobatic stunts per character, including an exclusive "signature trick," such as Cyclone, Top Spin, Ferris Wheel and more.

Splashdown boasts a thumping soundtrack featuring both licensed and original music from top artists and the hottest up-and-coming acts. Artists appearing on the soundtrack include Blink 182, Smashmouth, Sum 41, Groovie Ghoulies and many more. For more information about Splashdown visit the official Web site at www.splashdown-game.com.

For more information about Bombardier and their recreational products visit them at http://www.bombardier.com or http://www.seadoo.com.

MXrider shipped to most retail stores this week donning the new Atari brand with an estimated street price of \$49.95 and an ESRB rating of 'E' for everyone. Splashdown will flash its Atari colors at most retail outlets on Nov. 6th with an estimated retail price of \$49.95 and an ESRB rating of 'T' for Teens.

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SOURCE: Infogrames, Inc.

## SPACE Christmas Party December 14, 2001

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You know I can't believe it! Another Christmas SPACE Christmas party coming up and a few days later, a new year. I think it has a fun year for the SPACE club. What will the year 2002 bring for our club? I can't wait!!!!!!

The Christmas party will be another fun time like at past Christmas parties. I hope we do not have any big snow storms.

I would hope we will see some past Atarians stop in and join us. Maybe Larry Serflatten will be able to make it Like I said in the past Thanks to the people who have stepped forwards and have took on volunteer positions for the club and for officer positions especially our club president Michael Current. And Thanks to the members who show up at the monthly meetings. Thanks for renewing your memberships, buying DOMS, and buying stuff from the club auctions.

See you all at the Christmas party! Below is a list of potluck items members will be bring to party. If you weren't at the November meeting but will be at Christmas party, bring a potluck item.

**SUBS** Club Chips and Dip Lance Ringquist Ice cold pop Greg Leitner Dessert Mike Weist Ice Cream Glen Kirschmann Potato salad Michael Current Plates, napkins, silverware Brian Little Christmas music Brian Little

Larry!! mark your Calendar------December 14 SPACE Christmas party

# CLUB OFFICIALS

# DISCLAIMER

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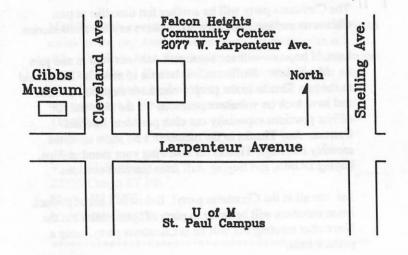
Saint Paul Atari Computer Enthusiasts (SPACE) meets on the second Friday of each month at 7:30 PM in the Falcon Heights Community Center at 2077 West Larpenteur Ave. Doors open at 7:00 PM.

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You can find the Club's home page at:

http://Space.atari.org

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



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