SPACE

NEWSLETTER   August, 2002

President's Corner
by Michael Current
August, 2002

I would say that the SPACE's 20th birthday party, held on the evening of July 12, 2002, was a smashing success! Thanks to everyone who contributed to the potluck, to those who helped with the cleanup (the place was left spotless!), and to everyone for coming. Here's to another year for our favorite Atari club!

Lance startled us by reporting that the conversion of the MAST DOM library to CD-ROM format by member Cary Christenson has already been completed! Once again Nolan Friedland and Steve Peck have volunteered to work closely with Lance on the sleeve design, and the SECOND SPACE CD-ROM for the Atari ST/TT/Falcon could be released as early as this month. We expect to be able to vote on sleeve designs at this month's meeting.

Let me put into writing here a thanks to Red for his contribution back to SPACE of older SPACE club newsletters. While this batch did not include any issues I hadn't found before, it was very effective at replenishing our supply of issues from throughout the 90's. Red says he has issues of the newsletter in storage going all the way back to the beginning, so if he's able to contribute his entire collection back to the club next year, we would finally have a complete run of our own newsletter.

I should review what I do with any back issues of the SPACE newsletter that I obtain. I keep all back issues at home. I keep one complete set of one issue each of every issue I have found, and consider this set to be the Club's archival collection. All duplicate copies, I keep arranged by month. Each month, I bring all duplicate back issues for that month, covering all past years, to the meeting, for anyone who missed them in previous years to pick up and enjoy. As I've mentioned here many times, we are still missing many copies of most issues before February 1986.

Now, we need to return to the tabled Bylaws discussion. The issue at hand: how to tailor our bylaws in such a way as to ensure that we cannot ever lose control of our local club to members who live in other parts of the country or world.

I have a fairly radical proposal to make, although it was someone else who spoke it first. Why don't we simply limit club membership to persons living, full- or part- year, in the Greater Twin Cities Metro area? This would address all of the

concerns neatly and simply, I believe. The only downside is that it would preclude memberships from people who live elsewhere, such as our friend Carey Christenson who's been doing all this incredible work on the CD-ROM projects. But perhaps we should face it: none of us seem to see SPACE stepping forward to be a national or international federation of Atari computer users. We are a club of, by, and for Twin Cities area Atari computer users. Soliciting memberships from people outside of our local region will not be a productive way to extend the life of this club, unless it eventually turns the club into something it is not now. When I think about it, I think SPACE should stay focused on serving people in our local area, and this discussion may help clarify that. This is only my opinion! Let your voice be heard at the meeting this month. Why do I think this will not be a problem? :)

With the hope that it helps speed up the process, let me put this new proposal into writing. I propose one addition to the Bylaws, under Article II, Membership:

Memberships in SPACE shall be limited to persons living, full- or part-year, in any county in or immediately adjacent to the 7-county Twin Cities Metro region, namely Hennepin, Anoka, Ramsey, Washington, Dakota, Scott, Carver, Mc Leod, Wright, Sherburne, Isanti, Chisago, Polk, St. Croix, Pierce, Goodhue, Rice, Le Suer, or Sibley counties.

I look forward to our continued discussion on this topic, and I hope you do too.

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday August 9, 2002.

Treasurer's Report
by Greg Leitner
For July, 2002

And this makes twenty. It's hard to believe when you know that buying a new PC today it will be obsolete tomorrow, and here we are twenty years later still meeting and discussing computers that have long been dismissed by the majority but still revered us, the minority. Some would think that we are totally out of our minds, but I think we know a good product when we see and use one. Time has taken its toll on some of us but for others, the diehards, time stands still. I enjoy my ST computer more now than I ever have in the past and it gives me such release after a hard day's work. I could get lost in a PC but I would rather know where I am with an Atari. I don't have to wait an agonizing five minutes to finally get to

actually do some computing, I just turn it on and away I go. I would not trade my Atari's for anything and I hope the Club goes another twenty years, God willing I will be there if it does.

We had our anniversary birthday party in July, and although I wish there were more present I can't complain seeing that eleven out of fifteen members showed up to take part in the meeting and the dinner. Thanks to all of you for contributing to our party, and for the great conversation during and after the meal.

Here is how the treasury shapes up after a busy July.

Beginning balance for July 1, 2002: 1,100.07
Receipts for July:

Membership	15.00
Dom's	18.00
ST-CD Roms	70.00

Total receipts for the July meeting   103.00

Expenses for July:

Room rental-2nd quarter 2002	75.00
Newsletters-Sept."01 thru July'02	74.10
Cake and sub for party	55.23
BBS-July	10.00

Total expenses for July meeting   214.33

Ending balance for July 31, 2002 988.74

As you can see we had a lot of expenses for July, but the Club remains very strong. We have paid our room rent through June 2002 and our BBS and newsletter through July 2002. With most of our monthly expenses caught up to date we are sure to top the thousand dollar mark again, and it will probably be at the end of the August meeting.

The second volume of SPACE's CD-ROM is about ready to roll and after we get the art work done it will be ready to roll shortly. This will bring more benefits our way and there is no end in sight. If these CD's catch on in Europe watch out. Lance already sold ten copies of volume one to a distributor in Europe and with the Ataris still in great use there, the possibilities may be astounding . Keep reading the newsletters and attending the monthly meetings to find out more about this, and of course we always relish each members input and the meetings. So I guess I will see you all in August.

Picture	**Secretary's Report**
Needed	**By Brian Little**
	For July, 2002

I Did Not Receive Any Minutes From The Secretary!

--Date: Fri, 12 Jul 2002 23:34:23 GMT

The ultimate Atari XL/XE music collection has been updated to v2.4. This update adds 94 new songs and fixes several credits errors. The total number of songs in the archive is 1480. Get the archive and players for various platforms at the archive homepage.

http://asma.atari.org
[This news item courtesy of Atari.org - http://www.atari.org]

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--Date: Thu, 11 Jul 2002 22:34:36 GMT

eXtended RAM Test 0.17.0 - tool for testing extended RAM on Atari XE -
for download and screenshots please visit:

URL: http://satantronic.atari.org
[This news item courtesy of Atari.org - http://www.atari.org]

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--From: Kevin Savetz <savetz@northcoast.com>
--Date: Thu, 11 Jul 2002 22:32:12 GMT

A new version of Atari800 emulator that emulates Atari 400/800, Atari XL/XE series and Atari 5200 (with many extensions like 320 kB RAM or stereo sound) has been released and is available for download at Sourceforge.net. This version fixes a couple of bugs hidden in previous versions and adds some new interesting features. This highly portable emulator can run on just about any machine and operating system. Binaries are (or soon will be) available for Linux, X11, DOS, TOS, Windows, WinCE and more.

URL: http://atari800.atari.org/
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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

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--From: myide@atari.myweb.nl (Mr.Atari)
--Date: 14 Jul 2002 09:09:05 -0700

Hi Atari-users.

I have had many many emails about building the interface, but I don't have the time. I think now is the time to have it build. If you want one, go to my homepage (www.atari.myweb.nl) and signup at the "I want a MyIDE" page. If I have 20 buyers, I can start the production of this interface.

Kind regards,
Mr.Atari

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Hello All,
Further to my posting of a few weeks ago, I've now decided to release a PC CD-ROM containing all the Power Per Post products, along with some of my own. The licenses problem of a few weeks ago has been resolved. It appears the licenses for the Power Per Post products transferred from PPP were theGerman versions, not the International English versions. Therefore, I am still allowed to continue selling the English versions of the PPP products.

The CD will contain the following:

Quick Programming language V2.2 (latest version) and V2.1 (for compatibility with older QUICK sources)
Quick Support Disks 1 and 2
SAM (Screen Aided Management) (latest version)
SAM Budget
SAM Designer
SAM Utility Extensions
4 Power Per Post games: Rubber Ball, Glaggs It!, Bombi, Mine Sweeper
QuickEd (Character set editor for mouse, joystick and touch tablet)
Digi-Studio
Issues 1-14 of our News-Disk on-disk magazine
Issues 15-19 of the printed magazine carrying on from the on-disk mag (scans of the original mags)
Issues 20-26 of the on-disk magazine carrying on from the printed mags
News-Disk Yearly Disk 1 (disk to go with the printed mags, includes lots of Quick source code)

Each product will be on the CD as a DCM file for transferring to Atari disks, and ATR format for running in Atari PC emulators. Manuals will be in PDF format, and will either be new versions of the manuals, or scans of the originals.

Full details of all these products can be found on the DGS website (http://www.dgs.clara.net) in the commercial software price list. Please ignore the individual prices shown in the price list.

The cost of this CD is still to be decided, but will cost no more than US$15 including shipping. This is a massive saving on the original cost of these products. You will be able to pay with a credit card, because the CD will be bought through amazon.co.uk (http://www.amazon.co.uk) zShops.

I'm in the process of getting the software on to the PC at present. Then I'll be scanning and converting the manuals over. The CD should be ready in about 7-10 days time.

What I need now are purchasing pledges. If you are likely to want to buy the CD, please e-mail me at: dgs@clara.net
Dean Garraghty

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The full text and program code from De Re Atari, a classic guide to effective Atari 8-bit programming, is now available at www.atariarchives.org/dere/

It includes downloadable program code and the programmer's reference card that accompanied the original book.

This is the eighth online book made available by AtariArchives.org.

--Kevin—

Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
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Moderator of news:comp.sys.atari.announce -- Atari computer news

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After having my old beloved 600XL sit collecting dust in a closet for over five years, I decided today it was time to do something about the dead power supply. I looked around on eBay and other places to investigate buying a replacement, but I didn't really want to spend a lot of money, and I had visions of the new one fizzing out just as my first two did. So, I went about building a replacement. It works great, it cost me zero dollars, and I'm sure someone besides me is interested in knowing how, so I'm posting a description of what I did.

WARNING: There's no reason to believe that I know what I'm doing. This worked for me. It kept my machine running for two or three hours, and I have no reason to believe it will fail any time soon, but for all I know it's slowly killing my computer. There are high voltages involved at some points, so if you're not careful you could probably kill yourself.

The power supply in question was one of the big brick ones for my 600XL; my 130XE uses the same one. I believe that a number of Atari's 8-bit machines use it. It has a round 7-pin connector to plug into the computer.

To build my replacement, I used:

- The connector cable, cut off the broken power supply.
- An AT power supply from an old 486 - Two short lengths (2") of reasonably heavy-duty wire (because of high voltages)

You'll also need a PC power cable to plug the power supply into the wall. Wire cutters and strippers are also nice, though a sharp knife will do the trick. A voltmeter/multimeter is good to have so you can check your work. A soldering gun is -not- required.

The theory: The Atari power supply is supposed to supply 5 volts DC to the computer. When mine broke, it started supplying 9-11 volts, and the computer stopped working (just a low buzz from the TV and garbled video). PC power supplies also provide 5 volts on some lines, with more than enough power, so they can be used as replacement parts, andthey're easy to get.

An AT power supply is essential - not an ATX. There are a few ways to tell the difference. The most notable is that the AT supply has two

identical plugs to connect to the PC motherboard, with six wires in each (different colours though). The ATX supply has one big block connector. The reason I used an AT supply is because ATX supplies have a soft power switch on them, meaning that circuitry inside the supplydecides if it is on or off, and some lines always supply power. An AT supply is either on, or off. AT supplies were used in machines from the original IBM PC up to Pentium-class systems. Everything from Celeron and Pentium II machines and newer uses an ATX supply.

If nothing is connected to the power supply and you plug it into the wall, nothing will visibly happen (careful, some wires go live instantly). This is because the power supply expects a power switch in the computer case to turn it on. A block of five wires comes off the supply: black, brown, blue, green, and white (these are fairly standard colours). The green wire often has a yellow stripe on it - this is the ground wire. The other four normally plug into the power switch. Since I didn't have a spare switch lying around (they're only a buck or two at a computer parts store) I hard-wired the power supply to be on, as follows:

The brown and blue wires are -always- on. If the power supply is plugged in, these wires have 110v on them. Be very careful :-) The white and black wires are used to carry the power from these wires back to the power supply when the switch is on. So, to turn the power supply on, the brown and white wires need to be connected together, and the black and blue wires need to be connected together. The green wire is normally grounded to the PC case, but it's not critical if it's left floating. I used two short lengths of heavy copper wire to make the connections, and I simply jammed the ends of the wire into each plug. Don't let the green wire touch any of the other four, and don't let the two pairs touch.

After these connections are made, plug the power supply in. The fan should go on immediately. If it doesn't, then either the supply is broken, or it isn't wired correctly to be turned on. Unplug it immediately, and check everything carefully. If the fan's not on, the power supply isn't working, and there's no point going farther.

Now that the power supply is working, we can get power out of it. Among the cables snaking out of the back, there should be two six-wire blocks for the motherboard, some four-pin connectors of about the same size, and some smaller four-pin connectors. There's normally some other random wires hanging around, which don't concern us.

The large and small four-pin connectors are normally used to hook up the hard drives and floppy drives, respectively. They have identical pinouts, and supply both 5 and 12 volts DC. Taking one of the large connectors (because it's easier to work with), look at it end-on. One of the long sides will have the corners angled, like this:

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 /-------\
|o o o o|
+---------+
 1 2 3 4
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The two center pins (#2, #3) are both ground. The one on the left in my diagram (#1) is +12 VDC, and the one on the right (#4) is +5 VDC. Here it's a good idea to use a voltmeter to measure the voltage across pins 3 and 4 (or 2 and 4) and make sure it's 5 volts. This is the power source for the Atari, so it's important to get it right. On my power supply, the 5 volt wire is red, and the 12 volt is yellow.

Now, cut the wire off of the dead Atari power supply (the wire that connects the brick to the computer). Cut it quite close to the brick, so

that you have a nice long length of cable to use.

The 7-pin connector is wired rather oddly. Looking at it end-on, with the notch on the bottom, the three pins on the left are all ground, and the three pins on the right are all +5 VDC. The middle pin isn't used at all, and the round outer shell also isn't used. So despite the fact that there's seven pins in the connector, there's only two wires on the connector cable, making it a lot easier to wire.

The cable coming off my connector is a nice two-wire cable that can be split down the middle to peel the wires apart. Both wires have black insulation, but one has a white stripe on it. The striped wire is the +5 VDC wire, and the solid black one is ground. I simply stripped about a half-inch off the end of each wire, folded the exposed ends in half, and jammed them into the 4-pin connector from the power supply. The striped wire is in the pin labeled #2 in my above diagram, and the solid wire is in #4.

Theoretically, that's it. Now it's a really good idea to turn on the power supply (making sure none of the wires you've connected are touching anything else) and test the voltage on the output pins. If it's +5 VDC, you're good to go...plug it in to your Atari, and everything should work perfectly. If it doesn't, either something's broken worse, or you've proven that I'm not as good at electronics as I think I am. I have two machines with fizzed power supplies, and with this new one my 600XL works great, but my 130XE just gives a solid black screen. I suspect it's broken on a more fundamental level.

Now, this is clearly a bit of a hack job. I plan to clean up the wiring in a couple ways:

- I want to get an AT power switch and use it instead of the hard-wired power leads. This would let me turn it on and off instead of unplugging it every time, and I feel a bit more comfortable about where 110v is going :)

- I need a better connection to the 4-pin power plug. Sockets for the plug are widely available, since they're used to hook up fans and the like; I want to clip the wires coming off the socket and use heat-shrink tubing to make a proper attachement. This way, I have a secure attachement, but I haven't actually damaged my AT power supply, so I could put it to other uses in the future.

Anyway, there you have it - my cheap solution to my broken computer. (Power without the price!) I hope someone finds this useful; I'd love to hear if this works for anyone else. It's certainly made my day :) Again, if it doesn't work, I'm terribly sorry, but electronics isn't my forte. I'm not a regular reader of the 8bit group; I'm posting this because if anyone else cares about this, it'll be the people here :-)

Darryl

P.S.: If you try this, -please- make sure you understand what you're doing. It's late at night, and I may have made a typo. If something doesn't make sense, be very careful. Your voltmeter is your friend; check the voltages. I'd really hate it if someone toasted their machine because they were following my instructions.

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FamilyNet Newsgate

As some my know, my wife and I went to St. Louis this weekend. To visit family, but also to attend a Atari Jaguar (and general video gaming) festival and to see the Amtgard group over there, the Duchy of the Western Gate.

There is a report of what happened at the JagFest that can be found at... (I show up on day two... they give a cool mention about me.) ;)

http://www.ataritimes.com/jaguar/features/fea_jagfest2k2.html

My pictures that I took of the JagFest and the Amtgard group there..

http://www.geocities.com/doctor_clu/StLouis/

(Forgive me if Geocities gives that "Too much traffic" crud)

And then there is the review I gave below...

Just wanted to say that I just got back helping JT from unloading his equipment (thanks to him, we managed to have a good 20+ monitors for the JagFest...not to mention the video gaming musuem he brought up).
I would have to say that the JagFest was indeed a central meeting ground, and met the needs of those in Texas, Florida, Japan... as well St. Louis and other places there at the fest. I know there was at least a strong showing of those of us in Texas. (Currently writing this from relatives I'm visiting in St. Louis.) It was great to meet James and see what work he has done on Native so far, and had fun playing him at various Jaguar games, getting his introduction to Super Burnout and Fight for Life (my first time to pick up and see those games... both have their moments and can be enjoyable.) Great to beat James at pong. :)

There were some guys there from Japan that were extro-oridinary. We figured they saved up money for a while and blew it on this event. They donated a N591 Nuon DVD player complete with the rare Korean Nuon game and made it a prize in one of the tournaments. That was incredible. It was also fun beating them at pong. ;) They also featured in the museum exhibit upstairs (and later gave away) a Korean NES clone that looked like they modified the Atari Jaguar casing and molded it in yellow plastic! (Called a Zenon II). I would love to get ahold of one of those, kick out the NES motherboard and put in a Jaguar motherboard!

Great meeting up with Dan and seeing some of his work with the Atari Times Newsletter. And just hanging in general. Great meeting up with Greg George. He was very helpful in getting me settled in and helping me in setting up a networked Battlesphere game and in demoing the JUGS setup and the Battlesphere Gold CD bypass system. It was great meeting up with Tim Wilson (and beating him at pong). (grin)

It should be noted, yes I won the pong tournament. Man that was fun. Tim won the Defender (on the Atari 8-bit computer) with a score like 200,000! (James came in second place with 149,000, and the third place was Jim at 121,000). For a short while my score of 34,000 did well, but that was before all of them played. ;) The Brutal Sports tournament was a smashing success, and what was great about it was that most of the people that signed up had little or no prior experience with a Atari Jaguar. I overheard one teenager saying "Man this is

cool... ok, now I want one of these just so I can get this game." They were doing great at the game. They were even making points. Usually I just ignore the ball and just kill off the other side. ;)

The Mayfair hotel was a beautiful place, made for a pleasant environment for all this to take place. We had two local game dealerships at the fest.. Slackers and Trade-N-Games. It is hilarious to mention that Trade-N-Games has a unique business card... a Atari 2600 cart with his business information on it. He gave me his "card". Definately hard to loose this business card. At the fest Trade-N-Games let me demo the new Atari 2600 game "Mr. Roboto" which was game of Berzerk with Styx's Mr Roboto song playing throughout it. It was really cute. And while I was playing that song, I was bassing away on a rare stereo chair... a chair with a speaker system built into it. I found myself buying from both of those vendors before they left.

After the fest was over, we got to talking and we started to pack up. We kept hedging toward leaving, but eventually ordered a pizza to be delivered and unpacked our Jags and stayed around for some more gaming, tinkering with music demos, and just talking in general. Didn't get out of there till roughly two in the morning. And that was just for the portion I was able to attend on Saturday. Maybe someone can shed some light to what happened on Friday.

Thanks for a great JagFest everyone!
Greg Goodwin / Doctor Clu
FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

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LOS ANGELES, April 2 -- Squeegee your TV 'cause Xbox is getting wet. Infogrames, Inc. (Nasdaq: IFGM), a leading global publisher of interactive entertainment software, is adding another smash title to its Atari lineup this summer when its wild water racer, Splashdown(TM), races onto the Xbox(TM) video game system from Microsoft. Complete with authentic Sea-Doo watercraft, a crazy cast of characters and the most insane waters found on Earth, Splashdown brings the speed and skill of watercraft racing to the stunning world of Xbox.

"Splashdown has become one of the premier water sport franchises in video gaming," said Jean-Philippe Agati, senior vice president and general manager of Infogrames' Los Angeles studio. "Xbox gamers are in for an amazing experience -- we have taken our critically acclaimed PlayStation2 game and pushed it to the next level, creating an even more extreme aquatic playground. Fast-paced and exhilarating, this is water racing like its never been done before!"

Splashdown whisks players to the four corners of the globe through 18 detailed race environments. Racers will blast through the waters of Bali, skim along the Great Barrier Reef and navigate the canals of Venice. The Xbox version introduces two new eye-popping courses, Ruminer Point, Maine and The Keys, Florida, and features bigger waves for players to catch massive air for tricks and jumps. With more than forty tracks and tons of shortcuts and hidden areas, Splashdown is loaded to the gills with a variety of challenges and amazing scenery.

Eight over-the-top characters from around the world take players on a spin around the track. To keep the action hot, each character is armed with special abilities in speed, handling, stunts and agility. Each performs unique stunts like the heart attack, superman and rollover. Racers Andy Pierce, Hailey Hollister, Kyoko Takahashi, Jeremy Wallace, Amman Ra, Sebastien Kleinemann and a secret unlockable character return to vie for the number one spot in circuit and career modes.

The power and unique handling of four authentic Sea-Doo watercraft classes gives players maximum control as they attempt 30 acrobatic stunts including ``signature tricks" like Handlebar Handstand, Lazy Boy and Metronome. Completing crazy stunts pushes the performance meter to the limit. Extra power on the performance meter skyrockets the trickmasters' Sea-Doo watercraft to gravity-defying speeds and gives them the edge over the competition.

Splashdown has three main modes: Career, Versus, and Arcade. In Career mode, the player has the opportunity to prove single-player prowess, building a team and vying for the championship of the water racing circuit. Meanwhile, Arcade mode makes competition personal with four intense events, including Circuit, Time Trials, Countdown and Free Ride. Along the way, players can collect up to five new wetsuits placed around each course. Versus mode pits two players against each other in a head-to-head showdown. Three difficulty levels, hilarious character dialogue and spectacular wrecks and bails complete this wild water racer for timeless entertainment and unparalleled fun.

In development at award-winning Rainbow Studios, the masterminds behind the PlayStation 2 game, Splashdown for Xbox will begin drenching players this Summer.

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LOS ANGELES, May 14 -- Schralp! Infogrames, Inc. (Nasdaq: IFGM), a leading global publisher of interactive entertainment software, is launching the genre-defining action sports game, TransWorld Surf(TM), onto the PlayStation(R)2 computer entertainment system this week. Falling under the newly reinvented Atari brand, TransWorld Surf boasts a PlayStation 2 exclusive new location, Todos Santos, a new multiplayer gameplay mode and pick-up-and-play controls for immediate surfing fun.

"TransWorld Surf immerses gamers in the most realistic surfing experience available on PlayStation 2," said Jean-Philippe Agati, senior vice president and general manager of Infogrames' Los Angeles studio. "Featuring enhanced character models and animations, awesome water textures and wave physics, added gameplay features and living, breathing environments, TransWorld Surf will mesmerize gamers for hours on end!"

TransWorld Surf allows players to experience what it's like to boost 12 feet out or get shacked at G-Land. All of the super-sick moves that made pros like Taj Burrows, Andy Irons and Shane Dorian famous -- including massive airs, blazing tailslides and hundreds of other mind-numbing tricks -- can be pulled off the most realistic 3D water on any system across more than 20 of the world's sweetest breaks.

Players will assume the identity of one of 13 top-ranked real world surfers to compete in a ten-city tour sponsored by TransWorld Surf magazine. Locations include Pipeline (Hawaii), Teahupoo (Tahiti), Kirra Point (Australia) and the all new PlayStation 2 exclusive location, Todos Santos (Mexico), renowned for its giant and incredibly choppy waves. At each location, surfers must successfully complete a basic photo shoot before moving on to the competition. They will also face goal challenges such as completing trick combinations or freeing trapped dolphins from fishing nets.

TransWorld Surf features seven unique gameplay modes, including single- player ProTour, Freesurf and Single Session modes, as well as two person multiplayer Freesurf, Competition, King of the Wave and the all new PlayStation 2 exclusive Shark Attack Tag mode. Shark Attack Tag plays like "tag" on the ocean -- the ultimate goal is to avoid being "it" longer than the other surfers. The game starts when all surfers pull their first trick. The scores for that trick are compared, and the surfer with the lowest score wipes out and becomes the "shark." At the end of the event, the surfer with the least amount of time as the shark wins.

In all gameplay modes, players interact with other surfers, animals and objects including porpoises, bodyboarders, boats and more. TransWorld Surf also features the Karma Meter, which tracks whether players interact with objects and people politely, leading to good karma, or rudely, leading to bad karma. Keeping the meter high in the "Good Karma" area will lead to a better ride -- other surfers will keep clear of the player's path and the sharks in the surf will not attack.

TransWorld Surf carries the TransWorld Media stamp of approval, reflecting the game's authenticity to the surf lifestyle and culture. Featuring surfing lifestyle videos, 50 industry sponsors, including Hurley, Volcom, Billabong and Nixon and a sick pumping soundtrack with more than 50 kicking tracks, TransWorld Surf is the most authentic pro surf game available.

Developed by the talented minds -- and hardcore surfers -- at the San Diego-based Angel Studios, TransWorld Surf features the most groundbreaking water technology ever seen in a video game including advanced wave physics and hyper-realistic water textures. Currently available for Xbox, TransWorld Surf for PlayStation 2 shipped to most major retail stores this week with an estimated retail price of $49.95 and an ESRB rating of 'T' for Teens.

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LOS ANGELES, May 31, 2002 -- Infogrames, Inc. (Nasdaq: IFGM), a leading global publisher of interactive entertainment software, announced today that Test Drive(R), the latest title in its Atari(R) line-up, is now available for Sony's PlayStation(R)2 computer entertainment system and is shipping soon for the Xbox(TM) video game system from Microsoft. The game's stunning visuals and arcade handling are complemented by the new story mode to ensure a power-packed ride.

Featuring more than 20 beautifully modeled licensed sports cars and a blockbuster soundtrack of thumping driving music from DMX, Ja Rule, Saliva and others, Test Drive promises to outshine, outwax and outrace the competition.

"Powerful exotic racers and muscle cars, ruthless opponent AI and huge crashes make Test Drive the new measuring stick for console arcade racers," said Jean-Philippe Agati, senior vice president and general manager of Infogrames' Los Angeles studio. "Not only is the game visually spectacular, it throws the player into the driver's seat of the most prized custom vehicles in the world and sets them loose to wreak havoc on the streets of the world."

Test Drive challenges players to compete in an illegal street racing league by facing off against opponents as well as the local police, who pursue the wreckless racers as they careen through the streets avoiding pedestrians, traffic signals and oncoming traffic.

Test Drive sizzles with 13 licensed exotic sports cars including the Dodge(R) Viper GTS, Chevrolet(R) Corvette Z06, Jaguar(R) XK-R, Aston Martin(R) DB7 Vantage, Lotus(TM) Esprit V8, Nissan(R) Skyline and others. American heavy metal provides window-rattling alternatives with nine heavy-duty muscle cars from the big three

manufacturers, including the Ford(R) Mustang, Chevrolet(R) Camaro, Plymouth(R) Cuda, Dodge '69 Charger and others.

Test Drive also includes several gameplay modes, including Underground mode, the single player mission where gamers assume the role of Dennis Black and must work their way through London, San Francisco, Monte Carlo, and Tokyo battling other illegal street racers in a series of pedal-to-the-metal showdowns; Single Race, a race against AI opponents in a battle to be first to the finish line; Drag Race, a classic showdown against a single opponent on a straight track; Cop Chase, where the player assumes the role of the police and must arrest the AI racing field; Navigation Challenge, a timed trial to finish a race before time expires; and, head-to-head Multiplayer.

Test Drive shipped to retail stores nationwide this week with an estimated retail price of $49.95. The game has an ESRB rating of T for Teen for mild lyrics.

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LOS ANGELES, June 11 -- Infogrames, Inc. (Nasdaq: IFGM), a leading global publisher of interactive entertainment software, today announced that the long awaited and highly anticipated epic, Neverwinter Nights(TM), has completed development and will ship to retail stores under the Company's Atari label as early as June 18. The most complete software adaptation of the classic pen-and-paper Dungeons & Dragons(R) role-playing game ever, Neverwinter Nights is the latest game from BioWare Corp., creators of the 4 million selling Baldur's Gate series.
"Finally, PC gamers the world over can breathe -- their dream computer game is complete and only days away from their PCs," said Jean-Philippe Agati, senior vice president and general manager of Infogrames' Los Angeles studio. "Neverwinter Nights has lived up to all of its promises -- engaging and exciting single player campaign, a groundbreaking multiplayer component, never-before-seen user editing abilities and, for the first time ever, a true translation of the D&D(R) Dungeon Master to electronic entertainment."

Neverwinter Nights redefines the electronic role-playing game genre using the fully 3D BioWare Aurora Engine and the Third Edition of the Dungeons & Dragons core rulebook, published by Wizards of the Coast, Inc. The game contains an amazing 60-100 hour single player campaign that is also playable in multiplayer mode. More than just a game, Neverwinter Nights breaks new ground as the first complete role-playing system for the computer platform, allowing its players to step into the shoes of the Dungeon Master to tell their own stories and create their own adventures in the spirit of the exciting pen and paper original.

"We're very proud of the hard work every member of our development team has put into Neverwinter Nights over the last five years," said Greg Zeschuk, Joint CEO of BioWare Corp. and Co-Executive Producer of Neverwinter Nights. "When we started developing Neverwinter Nights, we realized that technology would reach the point where we could actually have a 3rd Edition Dungeons & Dragons computer game that brought the best social elements of traditional kitchen-table pen-and-paper role-playing to people all over the world through their computer and the Internet. We're very fortunate to be able to do this."

"Neverwinter Nights was designed to be everything anybody could ever want in a D&D(TM) role-playing game," said Ray Muzyka, Joint CEO of BioWare Corp and Co-Executive Producer of Neverwinter Nights. "The development team -- a group of exceptionally creative, smart people -- has done an amazing job: Neverwinter Nights has an

incredibly engaging 60-100 hour official campaign, playable in either single-player or in multiplayer mode. Everything in the campaign has been built with the same BioWare Aurora Neverwinter Toolset that is also bundled with the game. We've enabled gamers to join their friends online and play through adventure modules created by fans and Neverwinter Nights community members, together with a Dungeon Master if they so choose! The game looks amazing -- the BioWare Aurora Engine is capable of some amazing graphical effects. Overall, we just can't wait to see what the Neverwinter Nights community comes up with when they've got the game and its powerful tools in their hands!"

The PC version of Neverwinter Nights will ship to retailers before the end of June. Linux gamers can anticipate the online release of the Neverwinter Nights server at launch and the client program shortly afterward. Linux gamers will still need the Windows version of the game to register at the Neverwinter Nights community site (http://neverwinternights.com) and to import essential game resources into their Linux server and game.

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LOS ANGELES--June 25, 2002--Infogrames, Inc. (Nasdaq:IFGM), a leading global publisher of interactive entertainment software, has shipped Stuntman(TM), the latest game in its smash Atari(R) line-up, to retail stores this week for the PlayStation(R) 2 computer entertainment system. Developed by Reflections Interactive Limited, the company behind the best-selling Driver(TM) series, Stuntman(TM) thrusts players into the middle of Hollywood-style action-packed films, completing death-defying stunts for a series of movies and building a career to become an A-list stunt driver.

"Combining precision driving skills with the excitement of Hollywood action, Stuntman puts a whole new spin on the driving genre," said Jean-Philippe Agati, senior vice president and general manager of Infogrames' Los Angeles studio. "Working with record-holding stunt man Vic Armstrong, we've created white-knuckled, death-defying stunts representative of one of the coolest jobs out there. The Reflections team has implemented the most advanced physics and damage models ever in video games. The end result is something totally unique and completely fun."
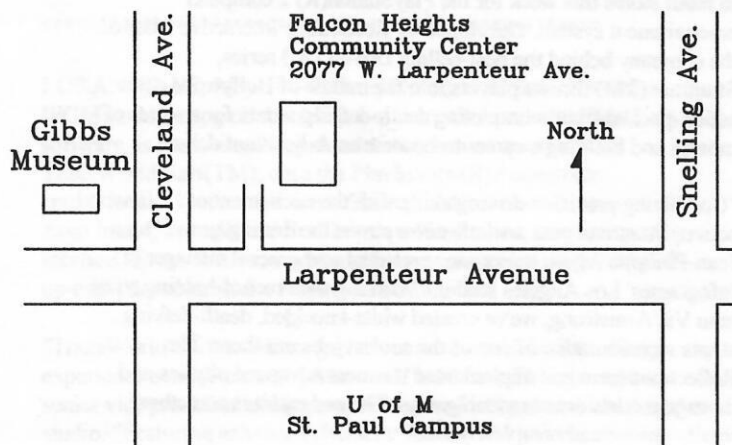
As a stunt man, players travel to movie sets around the world, filming scenes for a variety of high-action flicks. After completing a series of stunts for each movie, players can watch a full-motion video trailer for the film that includes their gameplay stunts spliced in. Top stunt drivers will unlock bonus items, such as jumps, burning hoops and stacked vehicles, that can be used in the game's fully customizable "Stunt Arena."

With 40 vehicles to drive and countless challenging stunts to perform, Stuntman gives players access to all the daredevil action they crave. Stuntman is available at most major retail stores this week for an estimated street price of $49.95 and is rated "T" for Teens.

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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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