SPACE

NEWSLETTER November, 2002

President's Corner
by Michael Current
November, 2002

It's time for the SPACE Annual Meeting! Each November, our Annual Meeting involves a final call for nominations for elected Executive Board positions (President, Vide-President, Secretary, and Treasurer), followed by elections for these positions. Then, we will (hopefully) secure volunteers for the positions of Membership Chairman, Newsletter Editor, DOM Librarian, BBS Operator, and Webmaster. Please come to this important meeting, and help secure the future of your Atari computer club!

We had a delay due to a slip-up between Lance, and me but hopefully by now Lance will have made contact with Rusty Cryer about the possibility of SPACE purchasing the old C&T ComputerActive PD software library.

As a first step toward producing a CD-ROM compilation of the SPACE 8-bit DOM library, Glen offered to research how many disks would have to be duplicated in order to be able to ship off a complete set without shipping away any of the masters. This in itself may be a lengthy operation; Glen promises to work at no more than a reasonable pace, there is no deadline.

I've contacted Paul V. Alhart about the possibility of republishing ALL of his old articles, one at a time, in our newsletter. We should know more by the meeting.

The short list of North American Atari computer clubs that I've found to be active still has grown a bit:
* IMAGE - Indiana-Michigan ATARI Group Exchange (South Bend Indiana)
* ABACUS - Atari Bay Area Computer User Society (San Francisco)
* Atari Computer Enthusiasts of Columbus (ACEC) (Ohio)
* Garden City Atari Computer Enthusiasts (GCACE) (Victoria, BC)
* Houston Atari Computer Enthusiasts (HACE)
* Portland Atari Club (PAC) (Oregon)
* San Leandro Computer Club (SLCC) (Oakland CA area)

Perhaps at this month's meeting we'll finally get an opportunity to try out one or two of the Dorsett educational tapes in our huge collection. Bring your spare 410 or 1010, we may have trouble finding one that works!

We tentatively scheduled our next auction for our January meeting.

Home page report, Sat 10/19/02, 5:15pm:
This page has been viewed:
8 times in the past hour,
20 times today (since local midnight),
136 times this week (since Sunday),
398 times this month, and
5901 times since 2/9/02.

And, before our November meeting concludes, we'll want to have planned our Christmas Party, which is the tradition for the December meeting.

The meetings have been a real blast lately, hope it continues!

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday, November 8, 2002.

(For the November newsletter)

As amended by the membership, September 13, 2002

BYLAWS FOR THE SAINT PAUL ATARI COMPUTER ENTHUSIASTS CLUB OF SAINT PAUL, MINNESOTA

ARTICLE I
NAME AND OBJECT

Section 1. The name of the Club shall be the Saint Paul Atari Computer Enthusiasts, or SPACE.

Section 2. The object of the Club shall be to bring those with a common interest in Atari computers together for the purpose of sharing hardware, software and information related to Atari.

ARTICLE II
MEMBERSHIP

Section 1. The number of members of SPACE shall not be limited.

Section 2. Any person or family interested in Atari computers shall be eligible for membership upon payment of the annual dues for the first year.

Section 3. The annual dues shall be $15.00, payable on the anniversary month of the member's joining date.

Section 4. Unused portions of dues are not refundable.

Section 5. Any member found to be in violation of the rules or spirit of the club may be expelled by a majority vote of the Executive Board.

Section 6. The Membership Chairman shall be responsible for collecting membership dues and managing the current membership list.

ARTICLE III
MEETINGS

Section 1. SPACE meetings shall be held at 7:30pm on the second Friday of each month, at the Falcon Heights Community Center, unless otherwise directed by the Executive Board.

Section 2. Club business cannot be conducted without at least one Officer and one other member present.

Section 3. All club meetings shall be open meetings.

Section 4. Minutes of each club meeting shall be recorded by the Secretary and published in the club newsletter.

Section 5. The Annual Meeting shall be held each November. At the Annual Meeting, Officers shall be elected and volunteers for other ongoing club duties shall be secured.

Section 6. The President shall preside over club meetings. In the President's absence, the Vice-President shall preside. In their absence, the Secretary shall preside. If the first three are all absent, the Treasurer shall preside.

ARTICLE IV
TREASURY

Section 1. An accounting for all incomes and charges to the SPACE balance sheet shall be published in the newsletter each month.

Section 2. Prior approval by the Executive Board is required if the club is to incur any expense.

Section 3. The Treasurer shall be responsible for the duties of managing the club's monetary assets.

ARTICLE V
NEWSLETTER

Section 1. The club shall publish the SPACE Newsletter on a monthly basis.

Section 2. All currently paid club members shall receive a copy of the Newsletter by mail each month.

Section 3. Newsletters shall also be sent free of charge each month to other Atari clubs, which are able to return the favor.

Section 4. The Newsletter Editor shall be responsible for the duties of collecting articles from the membership, publishing,

and distributing the Newsletter.

ARTICLE VI
DISK OF THE MONTH

Section 1. A new SPACE Disk Of the Month (DOM), readable by a standard Atari 1050 disk drive, shall be produced on a monthly basis. This is for the purpose of raising funds for the club.

Section 2. DOMs shall include shareware, freeware, or public domain software or other files for the Atari. DOMs shall not include pirated commercial software.

Section 3. The price of the DOM shall be $3.00.

Section 4. DOMs shall be available for sale at each club meeting, and may be sold to members and non-members.

Section 5. Other clubs may trade DOMs with SPACE on a one-for-one basis.

Section 6. The DOM Librarian shall be responsible for the production and sales of the DOM.

ARTCILE VII
BULLETIN BOARD SYSTEM

Section 1. A Bulletin Board System (BBS) supporting Atari computers shall be made available by the club. The BBS provides an online forum for Atari discussions and an optional communications medium for club matters.

Section 2. The BBS System Operator shall be responsible for maintaining a friendly and welcoming environment on the BBS. Illegal software or offensive language shall not be tolerated.

ARTICLE VIII
WEB SITE

Section 1. The club shall maintain a home page on the World Wide Web. The site shall be primarily designed to attract new club members, and provide online access to club information.

Section 2. The Webmaster shall be responsible for maintaining the web site, and keeping the information presented there current.

ARTICLE IX
OFFICERS AND EXECUTIVE BOARD

Section 1. The Officers of the club shall be President, Vice-President, Secretary, and Treasurer, and shall be referred to collectively as the Executive Board.

Section 2. The Executive Board shall collectively supervise the affairs of the club, shall be responsible for proper and orderly club operations, shall be responsible for upholding the rules of the bylaws, and shall at all times make decisions with the best interests of the membership in mind.

Section 3. The officers shall be elected by a majority vote of those present or by acclamation if only one person is running. The term shall be for one year, or until a successor is elected. The term of office shall begin at the close of the annual meeting at which the officer is elected.

Section 4. The Executive Board shall actively seek volunteers to fill the following positions: Membership Chairman, Newsletter Editor, DOM Librarian, BBS Operator, and Webmaster. These volunteers shall be subject to the approval of the club membership.

Section 5. The Executive Board shall also seek volunteers for other ongoing administrative duties, such as meeting location arrangements and post office box maintenance.

Section 6. Officers shall be subject to a Recall Vote if a majority of the membership so decries. The Recall Vote shall not take place until it has been announced in the newsletter.

Section 7. The rules contained in the current edition of "Robert's Rules of Order" shall govern the club unless they are in conflict with the bylaws, in which case the bylaws shall take precedence.

ARTICLE X
AMENDMENT OF BYLAWS

Section 1. A Quorum shall be defined as either a minimum of 50% of the entire membership, or 10, whichever is smaller.

Section 2. Provided that a quorum is present, and provided that the amendment proposal has been communicated to the entire membership in writing in advance, the Bylaws may be amended at any meeting by a two-thirds vote of the members present.

Section 3. Voting shall be by consenting AYE or NAY if a two-thirds vote can be confirmed, or by a show of hands for a precise tally.

Section 4. Proxy voting is not permitted for Bylaws amendment votes.

ARTICLE XI
CLUB DISSOLUTION

Section 1. The club may elect to disband itself by a majority vote of the current membership, provided the proposal has been printed in at least one issue of the newsletter.

Section 2. In such an event, the Executive Board members shall be responsible for the proper and orderly closing of accounts, arrangements, and all normally ongoing club activities.

Section 3. Any remaining material assets of the club shall be distributed evenly among the membership, as best as this is possible. Historical club materials shall be preserved if possible.

Section 4. When all outstanding charges are paid, the Treasurer shall distribute any remaining club funds evenly among the final group of club members.

Treasurer's Report
by Greg Leitner
For October, 2002

October delivered a beautiful evening for us and it set the tone for another great Club meeting. The meetings have taken on a more enjoyable atmosphere lately with Lance bringing in his prototype games on cartridge, and his TT for members to see and use. One game for the TT that is very popular is called Starball, a pinball game that is unmatched on any system. Just ask Mike how much fun it is and he hasn't even seen the full capability of the game yet.

We just keep rolling along and October brought in more membership renewals than I have seen in many years. We have a new out-of-state member also who joined in October, and with our renewals we had a total of six membership fees collected.

Here is the breakdown of our receipts and expenses for the October meeting:

Beginning balance for the month of October 2002	1,125.74
Receipts for the October meeting:	
Memberships (new and renewals)	90.00
Dom sales	24.00
Total receipts for October	114.00
Expenses for the October meeting:	
BBS phone for October	10.00
Ending balance for the month ended October 31, 2002	1,229.74

Wow!!! I don't know if this is the largest balance we have ever had, but it sure is one of the all-time highs. With a membership of around fifteen I find it hard to believe we can keep on growing our Treasury the way we have the past few months. I expect the third quarter rent bill to be arriving soon but even that won't put much of a dent on our Treasury. Maybe we can do something special for Xmas party this year! We will be discussing the party at the November meeting.

Don't forget the all-important November meeting. Cast you votes for the 2003 SPACE officers. It's not too late to volunteer for any of the positions even though all current officers are willing to run another year. Thanks to all the officers and other members who contribute so much of their time in making SPACE the successful Club that it is. Special thanks go to Glen and Nolan for the time they put in on the Dom's and the BBS.

Our SPACE meetings have been lively and very interesting and if you haven't been to one lately, please try to attend the November meeting and see for yourself. See you all there.

Picture Needed

Secretary's Report
By Brian Little
For September, 2002

(This is for the November newsletter - I wasn't able to write the notes due to some difficulties this past month)

SPACE Secretary's Notes - September 2002
By Angel C. Little

(I apologize for the lack of detail at times in the report, a lot of my notes ended up getting damaged when my basement flooded a few weeks ago and only a few nights ago did the bare notes from the September meeting finally turn up)

The meeting started at 7:40 as Mike welcomed the members then I recapped the minutes from the previous meeting. Greg then gave us the treasury report. He reported that we had no expenses other than Nolan's BBS report for $20. Income included 2 membership renewals and six DOM sales. Our total ended up being $1,036.74.

Glen then presented the DOM report. On Side A is Mines (Minesweeper clone) and a Zeddabomb (Tetris clone). Side B brought us Gabi, which was some kind of squirrel game.
Membership count is at 14 members including our newest member Edward.

BBS report from Nolan: 220 calls or 110 per month to the BBS plus a lot more e-mails from people on BBS issues like getting new demos for the 8-Bit. Kendirck from XLSearch.com is working on some new demos including a falling binary demo ala "The Matrix" that could be a possible download in the future. Nolan is also working on a website for the BBS.

Old Business:

ST CD-ROM: 10 sold to a dealer in the UK.
By-Law Proposal: Pass by a clear majority of 8-0.

New News:

Ham Fest will be at the Civic Center on the last Saturday in October (the 26th) Mike has kept a list of 8-Bit vendors. He decided to do an update of the listing by sending out a mailer to each of them. Most have replied that they have moved on from the 8-Bit but one person named Rusty Cryer has offered to sell us over 600 plus public domain disks. We decided that if we can get the master disks for up to $100 then we will buy it.
Meeting adjourned at 8:30 PM.

Your Secretary,
Angel C. Little

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--Date: Thursday, October 3, 2002 1:34 PM +0200
--From: Erhard Puetz <erhard-puetz@wtal.de>

Hi,
At the Uncon 2001 and 2002 I have written a new sector copier.

It will run under command line Dos's such as Sparta or BeWe DOS

and allows you to copy sectors up to 65535.

If you wanna give it a try, you will find it on my site

http://atari-central.de/floppyservice

in the download and utility area.

Use at your own risk.

Bug reports, suggestions or anything else are welcome.

Best, Erhard

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--Date: Tuesday, October 8, 2002 9:53 AM -0500
--From: Tom Hudson <tomhudson@execpc.com>
--To: Michael Current <mcurrent@carleton.edu>

You might be interested in a little history project that was done by Martin Doudoroff earlier this year -- It's a history of my Cyber Studio products and how they led to Discreet's 3D Studio MAX. While doing it, we dusted off my ST machines and created some new animations and ran them off to 8mm tape. We also created some stereoscopic animations using the old Stereotek 3D glasses. All that stuff still worked perfectly!

The history project is at http://asterius.com/atari. Tell everyone in SPACE about it -- It's pretty fun reading.

-Tom
Thomas Hudson
http://portdistrict5.org -- 5th District Aldermanic Website
http://portev.org -- Electric Vehicles, Solar Power & More
http://portgardenclub.org -- Port Washington Garden Club
http://portlightstation.org -- Light Station Restoration
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--From: "Dean Garraghty" <dgs@clara.net>
--Date: Sun, 6 Oct 2002 15:17:34 +0100

Hello All,

I'm pleased to announce that my second CD-ROM of Atari 8-bit software is now available to buy. This CD contains:

* Print-Filer from Rambit
* Alien Blast from Richard Gore
* Demo Maker/Edit 7 from Richard Gore
* AMS 96 video in MPEG-1 format
* PD: Bash-A-Drum
* PD: Dean's Desktop System
* PD: Don't Ask Software Demo Disk
* PD: Education Disk 1
* PD: Football Fantasies
* PD: Journey Into Sound Demo Disk
* PD: Parrot Demo Disk
* PD: Programmer's Speech Tool
* PD: Quick Demo Disk
* PD: This & That Disks 1&2
* PD: Tiger Developments Demo Disk
* PD: Voicemaster Demo Disk

The cost of this CD is US$12 INCLUDING shipping. Or, you can buy it as a combo with the first CD (DGS/PPP products) for US$25 the set INCLUDING shipping.

To see more detailed info, and to order the CD, please visit
http://www.dgs.clara.net and click the option for the 2nd CD-ROM.

Dean Garraghty
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--From: Kevin Savetz <savetz@northcoast.com>
--Date: Mon, 07 Oct 2002 15:08:56 GMT

The new Atari800 emulator for Macintosh OSX has been updated,
version0.2.1 It now features a full Cocoa interface, with native menus,
preferences, file associations, help and more. It is still a betarelease, as
it has had a limited number of official testers, but it has come a long,
long way.

http://members.cox.net/atarimac/
[This news item courtesy of Atari.org - http://www.atari.org]
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*ATARI SHIPS THE TERMINATOR(TM): DAWN OF FATE FOR
XBOX, PLAYSTATION 2*

October 2nd, 2002

LOS ANGELES, Oct. 2 -- Atari shipped The Terminator(TM): Dawn
of Fate, a third-person action game based on the hit movie franchise,
to retail stores this week for the PlayStation(R)2 computer
entertainment system and the Xbox(TM) video game system from
Microsoft. Developed by the masterminds at Infogrames' own
Paradigm Entertainment, creators of the highly regarded Spy Hunter,
The Terminator: Dawn of Fate is a true prequel to the first
Terminator(TM) movie and tells the story of what happened before
SkyNet sent the first Terminator back in time.

"The Terminator: Dawn of Fate is exciting for gamers and movie buffs
alike, because it doesn't just retell the story of the film, it tells a new
story and adds unseen elements to the Terminator universe," said Jean-
Philippe Agati, senior vice president and head of Infogrames, Inc.'s
Los Angeles studio. "Working closely with the licensor allowed us to
envision the fictional future of the world and create exciting new
enemies. The game plays with the same white knuckled pace as the
Terminator(TM) movies -- enemies are relentless, come in large
numbers and won't stop until the player is terminated or they
themselves are destroyed."

In James Cameron's original Terminator movie (released in 1984),
humanity dangles on the brink of extinction as ragged bands of
humans struggle for their lives against the mechanized technological
giant, Skynet. The year is 2029 and humanity's last and best chance for
survival rests in the hands of Tech Com, a group of hard-hitting
resistance fighters led by John Connor.

The Terminator: Dawn of Fate thrusts gamers into the events leading
up to 2029. Set in 2027 against the vivid backdrop of a post-
apocalyptic Earth, players must battle Terminators and other sinister
HKs (Hunter/Killer machines) across bleak, war-torn urban
battlefields, hi-tech R&D labs and heavy machine factories. By
defeating Skynet's ferocious mercenaries and completing their
missions, gamers will ultimately arrive where the first movie began-
sending Kyle Reese back in time to stop the Terminator, protect Sarah
Connor (John Connor's mother) and the fate of all humanity.

Players will face off against their robotic foes as three unique playable
characters, including Kyle Reese-the hero of the first Terminator
movie -- a hardened soldier and unknowing father to John Connor;
Catherine Luna, a special operations officer; and Captain Justin Perry,

a grizzled Tech Com veteran and Connor's right-hand man. Each
character is equipped with distinct strengths, combat style and
signature weapons that come into play during the game.

More than 20 high-energy weapons are at the player's disposal for
mowing down Terminators and other Skynet HKs, including rocket
launchers, shock batons and explosive devices. Additionally, highly
intuitive artificial intelligence (AI) fighters will join the cause, lending
their lives to assist in destroying Skynet.

Featuring 11 massive levels of cyborg-blasting mayhem and highly
interactive environments, the game will immerse players in a richly
detailed futuristic universe that reflects the original vision for the
Terminator(TM) movies. The Terminator: Dawn of Fate also features
a revolutionary dynamic camera system that allows the player to locate
and target an enemy clearly and instinctively with its dedicated combat
cam mode.

The Terminator: Dawn of Fate shipped to most retail outlets this week
with an estimated retail price of $49.99 and an ESRB rating of "T" for
teen.
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October 15th, 2002

LOS ANGELES, Oct. 15 -- Atari is bringing the franchise that
redefined the surfing video game genre, TransWorld Surf, to the
Nintendo GameCube(TM) this spring with the release of a completely
reinvented edition of the game: TransWorld Surf: (TM) Next Wave.
The GameCube title improves upon and follows up TransWorld Surf
for PlayStation® 2 and Xbox, which has been hailed as "the best
surfing title ever."

"The TransWorld Surf franchise broke new ground in the action sports
genre with its incredible graphics and lifelike gameplay and wave
physics," said Jean-Philippe Agati, senior vice president and head of
Infogrames, Inc.'s Los Angeles studio. "TransWorld Surf: Next Wave
has been rebuilt from the ground using what we learned from the first
two editions. The team at Angel is pushing the graphics even further,
incorporating the gameplay and control enhancements developed for
the PlayStation 2 and throwing in some new surprises and features that
will continue the legacy of the franchise as the best surfing game
available."

Working from start to finish with TransWorld Media, publisher of the
world's most popular action sports publications, provided access to the
world's best professional surfers, the most sought-after surfing event
locations and authentically licensed gear. With new hidden characters
and wetsuits, a surf shop and new levels like Antarctica, TransWorld
Surf: Next Wave brings gamers deeper into the world of professional
surfing than anything before it.

Players assume the identity of one of 13 top-ranked surfers like Taj
Burrow, Andy Irons, Shane Dorian, and many more to compete in an
eleven-city tour sponsored by TransWorld Surf magazine. Locations
include Pipeline (Hawaii), Teahupoo (Tahiti), Kirra Point (Australia),
Todos Santos (Mexico) and the all new location, Antarctica, renowned
for its frigid water and perilous ice caves. 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: Next Wave features seven unique gameplay modes,
including single-player ProTour, Free Surf and Single Session modes,
as well as two- person multiplayer Free Surf, Competition, King of the

Wave and Shark Attack mode. Shark Attack 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: Next Wave 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.

Developed by the incredibly talented minds -- and hardcore surfers -- at the San Diego-based Angel Studios, TransWorld Surf: Next Wave features the most groundbreaking water technology ever seen in a video game. TransWorld Surf: Next Wave for Nintendo Gamecube will be released in Spring 2003.

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ATARI'S GODZILLA(R): DESTROY ALL MONSTERS MELEE STOMPS ONTO NINTENDO GAMECUBE

October 16th, 2002

LOS ANGELES, Oct. 16 -- Atari shipped the biggest fighting game ever, Godzilla®: Destroy All Monsters Melee for the Nintendo GameCube, to retail stores this week in a worldwide launch of nuclear powered monster mayhem. Based on the classic movie license from Toho Co., Ltd., the monster-on-monster fighting game faithfully recreates the look and feel of the titanic film legends and challenges players to punch, kick, stomp, throw and blast each other in massive, city-wide arenas.

"Godzilla®: Destroy All Monsters Melee captures the epic scope and scale that is the hallmark of the landmark movies," said Jean-Philippe Agati, senior vice president and general manager of Infogrames' Los Angeles studio. "Godzilla® fans will rejoice at the authenticity of the game, made possible by our close relation with Toho. Gamers are in for the ultimate party game -- four player slugfests with buildings, gas tankers and cargo ships flying through the air. There's nothing else like it!"

Godzilla®: Destroy All Monsters Melee is a one-to-four-player fighting game that pits gamers as their favorite giant monster against other escapees from Monster Island. The game was awarded "Runner-up" as the Best Fighting Game of the 2002 Electronic Entertainment Expo in Los Angeles.

In addition to the single-player story mode, the game includes four play styles: Versus mode, pitting between one and four players against each other in an epic battle royal; Destruction mode, a timed challenge to see which player can destroy more of a city in a given amount of time; Survival mode, the ultimate test of a player's skill, pitting him against monster after monster with the score based on the number of enemies defeated before losing a match; and Melee mode, a two-to-four player multiplayer slugfest.

The game features an epic sense of scope and scale, with 10 massive real-world and fantasy fighting arenas, including San Francisco, Tokyo and the notorious Monster Island, that are fully 3D and totally interactive. Players can pick up and throw buildings and landmarks like Big Ben, toss enemies into vast fuel tank farms and stomp on

baseball stadiums. Godzilla®: Destroy All Monsters Melee also features additional hidden, unlockable areas. Each city has been created with amazing attention to detail, including working traffic lights, blinking neon signs and moving cars, buses and tanker trucks.

More than 10 licensed monsters, each carefully modeled from the record-setting movie franchise, appear in the game including Godzilla® 90's, Mechagodzilla(TM), Megalon(TM), Destoroyah(TM), King Ghidorah(TM), Mothera(TM) and many more. Each character is equipped with basic fighting maneuvers like kicks, punches, jumps, projectile attacks and blocks. For more hardcore fighting fans, Godzilla®: Destroy All Monsters Melee includes a robust combo system and special attacks that are unique to each creature's abilities from the original movies. Power-ups are dropped into the arena by alien ships and hidden within city buildings, providing health and other enhanced abilities.

While the game focuses on arcade fighting, there is also an additional strategic element involving the humans populating the cities. As each monster moves through a city, causing destruction along the way, the human military will attack with tanks, helicopters, hover jets and laser cannons, launching attacks at the monster that is guilty of the most damage. Players can leverage this element to their favor by forcing or throwing opponents into nearby buildings, thus leading the military to attack and wound their enemy.

Developed by Pipeworks Studios, based in Portland, Oregon, Godzilla®: Destroy All Monsters Melee shipped to most retail stores this week for an estimated retail price of $49.99 and an ESRB rating of 'T' for teen.

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October 25th, 2002

LOS ANGELES, Oct. 25 -- Choose a design, build a prototype and race against the world's most elite cars to build an international racing dynasty! Atari is creating APEX, the ultimate racing game for racing enthusiasts, exclusively for the Xbox(TM) video game system from Microsoft. Scheduled for release in March 2003, the game is in development by the racing geniuses at Milestone, creators of the well-respected Superbike(TM) series.

"Developing a racing game specifically for the Xbox has allowed us to create the most graphically stunning and technically sophisticated racing game," said Jean-Philippe Agati, senior vice president and head of Infogrames, Inc.'s Los Angeles studio. "With an astounding number of both prototype and licensed vehicles, more than 50 tracks, extensive single player story mode and robust multiplayer options, APEX will deliver the most exciting racing experience available."

APEX has been designed to be THE racing game for true racing enthusiasts. The game transports players into the role of a young racecar-manufacturing mogul. After inheriting a small garage, the player launches their own high-end sports car company by choosing from among 45 authentic prototype designs and building a cutting edge vehicle to their own specifications. In their quest to be the best, they must take their creations to the track and race against the world's most elite auto manufacturers.

As a simulation style racer, APEX will challenge players to execute real world racing techniques. The title of the game is a racing term that refers to the perfect line a driver should take to execute a turn. To "hit the apex" is to take a turn at the optimal angle. Taking correct racing lines and powering through turns are techniques that will achieve success in APEX.

Technically, APEX will far surpass the competition in the genre. Leveraging the power of Xbox, the developer is producing amazingly high polygon counts, long draw distances and highly detailed environments. Cars will feature up to 11,000 polygons each and real-time reflections while tracks will boast around 500,000 polygons for stunning panoramic detail and beauty. Additionally, the vehicle engine sounds have been captured from real world high performance cars to further enhance authenticity.

The game boasts more than 70 vehicles, with both licensed and original designs. Each vehicle is equipped with numerous performance enhancements and adjustments that allow the player to tailor the vehicle for each competition's track design and conditions. A complex damage model lends reality to each crash.

Races will take place across more than 50 varied environments based on real-world locations across three continents -- North America, Europe and Asia. Course designs range from winding mountain roads to narrow city streets to standard racetracks. Each track features unique characteristics that will keep players tuning and perfecting their creations for optimum performance before each encounter.

APEX will be unique in its detailed story mode that will provide gamers with a role-playing element unseen in other titles in the genre. The story will progress through cinematics and will vary based on decisions the player makes regarding the auto factory and the performance on the track. Sophisticated AI will make snap decisions based on the situation at hand and add tough competition in every race.

APEX will feature several styles of play that lead to hours of varied gameplay in both single and two-player multiplayer modes. Modes include Quick Race, for instant racing action against computer controlled opponents; Time Attack, a challenge to see how fast a single vehicle can complete a course; Story Mode, where the player builds their own prototype vehicle and strives to join the elite of performance automobile manufacturers; and Head-to-Head two-player multiplayer mode for racing against friends in Xbox split screen.

APEX is scheduled to ship in March 2003.
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October 25th, 2002

LOS ANGELES, Oct. 25 -- Atari shipped TransWorld Snowboarding(TM), the next generation action sports game, to retail stores this week for the Xbox(TM) video game system from Microsoft. Working with TransWorld Media, a major cultural force in the action sports industry, Atari has delivered the most compelling gameplay and technology to create the most authentic snowboarding experience available with real pros and tricks, extreme locations and the best real-world equipment and gear.

"You can't get any more fun than TransWorld Snowboarding," said Jean-Philippe Agati, senior vice president and general manager of Infogrames' Los Angeles studio. "From the awesome graphics that bring alive the environments and characters to the insane animations for hot tricks and wipe outs, TransWorld Snowboarding delivers 'what's next' in the action sports genre."

Developed by the snowboarding fiends at Finland-based Housemarque, TransWorld Snowboarding challenges players to fill the boots of 10 snowboarding professionals, including Tina Basich, Barrett Christy, Andrew Crawford, Kevin Jones, Peter Line, Jussi Oksanen, Todd Richards, Wille Yli-Luoma, Daniel Frank and Nicola Thost. Each pro rider is equipped with his or her real-world shredding styles, intense boarder animations and special tricks.

TransWorld Snowboarding features wide open, go-anywhere levels in 17 locations, including the USA, Finland, Switzerland, Canada, Germany, France, Austria, Italy, and Japan. Each area is rendered with the awesome graphics power of the Xbox, delivering jaw-dropping weather effects, special-effects lighting, shadows, particle effects, bump mapping, anti-aliasing and environmental details on mountainside villas, ski resorts and other obstacles. Treacherous terrain and steep cliffs, modeled after actual slopes from around the world, add to the danger and create massive hang times. Long rails and downed trees line each course, tempting players to slide and grind while natural snow kickers and ramps dot mountains for players to launch off. Players can combo tricks off picnic tables, stairs, cars and even telephone wires. Multiple half-pipes and quarter-pipes are also included to perform tons of tricks and combinations. New levels are unlocked by completing career mode objectives and perfecting tricks and getting top scores.

TransWorld Snowboarding offers six modes of play, including TransWorld Tour, Single Session, Free-ride, and Time Attack. TransWorld Tour (the career mode) features five different types of levels including, Slope Style, Straight Jump, Half Pipe, Boarder Rally and Backcountry. Along the course, photographers stand by to capture your best tricks for the TransWorld Snow Magazine cover. The game also offers exciting one-to-four player multiplayer modes.

Through the partnership with TransWorld Media, TransWorld Snowboarding includes all the elements from the real professional snowboarder lifestyle, including licensed equipment, clothing and accessory sponsorships from DC Shoes, Forum Snowboards, Burton Boards/Boots/Clothes, Hurley Clothing, Nixon Watches, Billabong Apparel, Salomon Snowboards and more.

The game also offers customizable music playlists from in-game licensed tracks and original game music spanning the hip hop, rock, electronic, and reggae genres. Music tracks include Hoobastank's "Crawling in the Dark," Quarashi's "Tarfur" and Apex Theory's "Apposibly."

TransWorld Snowboarding shipped to retail outlets this week for the Xbox with an estimated retail price of $49.99 and an ESRB rating of 'T' for Teen.
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"Paul V. Alhart's Column" - SPACE NEWSLETTER PREMIERE - 1986.7
paulalhart@hotmail.com

FADER II

FADER II by Patrick I. Dell'era appeared in ANTIC Magazine in May 1985. It was demonstrated by Paul Alhart at the June meeting.

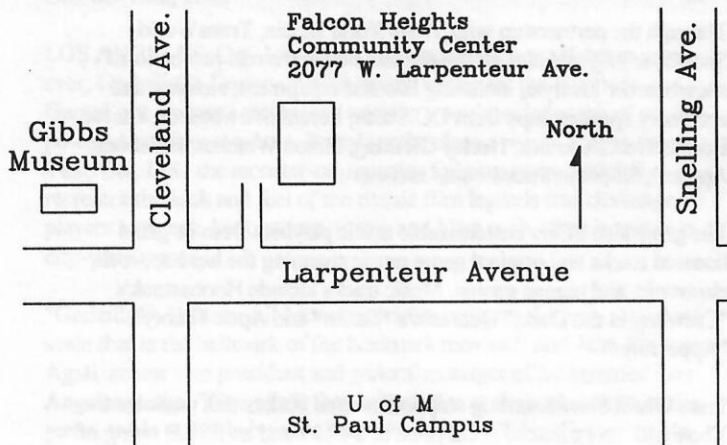FADER II will run on all 8-bit Atari's with 48K and a disk drive.

FADER II is a machine language program that will read Micro Illustrator and Micro Painter picture files from disk and present you with a slide show of those pictures. The picture on the screen appears to dissolve as the next picture replaces it. Any picture may be frozen on the screen indefinitely or replaced immediately by using the console keys or you can just sit back, relax, and enjoy the show.

Also on the disk is a BASIC program with you can modify FADER II to your taste, documentation for both programs, and a few pictures so you can enjoy FADER II immediately.

CLUB OFFICIALS

President:
mcurrent@carleton.edu   Michael Current   (507)663-9029
Vice President:
greglites@hotmail.com   Greg Leitner   (651)455-6550
Secretary:
angellittle@msn.com   Angel C. Little   (xxx)xxx-xxxx
DOM Librarian:
kirschg@netzero.net   Glen Kirschenmann   (763)786-4790
BBS Operator
friednw@tcfreenet.org   Nolan Friedland   (763)689-3711
Membership Chairman:
kirschg@netzero.net   Glen Kirschenmann   (763)786-4790
SPACE Treasurer
greglites@hotmail.com   Greg Leitner   (651)455-6550
SPACE Newsletter Editor: Michael Schmidt   (763)757-4192
mike.schmidt@andersencorp.com

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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S.P.A.C.E.
c/o Gregory Leitner
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