SPACE

NEWSLETTER for December, 2002

President's Corner
by Michael Current
December, 2002

It's time for the SPACE Annual Christmas Party! Plans are in place for pizza, Atari users galore, and fun. See you there!

At last month's Annual Meeting, the entire Executive Board was re-elected, and each of the volunteer positions will continue with the same people in place as well. SPACE seems to be well positioned for continued success for as far as the eye can see. Thanks to one and all for keeping our favorite Atari club going into 2003!

In other business, in preliminary work toward an eventual SPACE 8-bit DOM library CD-ROM, Glen reported that there are about 354 disks in the library, about 75% double-sided; and that only a moderate handful need to be duplicated so that a complete set could be mailed out without compromising the complete set of master disks. So, this early phase of the project appears relatively straightforward.

Lance tried contacting C&T ComputerActive to express SPACE's interest in purchasing their PD/freeware/shareware library, but hasn't heard anything back yet.

We also got to play with several of the Dorsett tapes finally. Despite the miss-reads from the ancient tapes, this was very impressive technology Atari came up with way back then (about 1979-80)!

Finally, I just have to say the November DOM was one of the best ever. Besides all the great games such as "Bounce," the "Atari Drum Machine" is just the program I've been wanting for years! I've had a blast programming rhythms with it. Can anyone help me figure out how to combine different patterns into a Song, and then save it to disk?

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday, December 13, 2002.

Treasurer's Report
by Greg Leitner
For November, 2002

Only seven members showed up for the November SPACE meeting. You would think that there could not be much accomplished with such a small turnout. You would be wrong. We not only held our annual elections, but we had enough topics to discuss to keep us going until almost 9:00 p.m.

We are going to have our annual Xmas party next month and we agreed on pizza, which the Club will pick up. I will bring the pop, Glen the ice cream, Mike the plates, and others will bring the napkins, knives, forks and desserts. There will be a game tournament (Midnight Magic) pinball game that works with the buttons from the paddle controllers. It was played at the November meeting and everyone was surprised at the playability of this pinball game. Come to the party and see for yourself.

I found the Antic magazine that has the fix for the game Biker Dave and maybe we can work out a way to have this game updated on our November Dom. It looks like there was more than one problem with this game.

Now for the actual Treasury report:

Beginning balance for November 1, 2002	1,229.74
Receipts for the November meeting:	
Doms	24.00
Expenses for the November meeting:	
BBS	10.00
Ending balance for November 30, 2002	1,243.74

As you can see, there wasn't a lot of activity at the November meeting, but we still gained $14.00 in our bank account. I will be getting the rent bill for the third and fourth quarter room rental which will total $150.00 and I will e-mail Mike Schmidt to get us caught up on the Newsletter billings.

All in all we are still going strong and with an auction coming up in January 2003, we will be in very good shape to start the New Year. Please join us in celebrating our Xmas party and also another great Atari year.

Secretary's Report
By Brian-Angel C Little
For October, 2002

Mike Current started the meeting at 7:40 PM then I gave the secretary's notes of what happened at the September meeting. Greg then gave the treasury notes. The expenses ended up being $20, that being the BBS payment to Nolan. Our income ended up being a nice total of $89 after two membership renewals, two CD-ROM sales, and $39 worth of DOMs sold. All this comes to a grand total of $1,125.74.

Membership Count: Another new member named Ronald plus three renewals.

BBS - Now sitting at a total of 498 calls, but not too many new users lately but a lot of e-mail. There has been a good amount of use from both the Telnet and BBS phone line access, and Nolan is almost done with the BBS website.

DOM - Side A has a Defender clone and a Star Raiders clone while Side B has some game called "Kvadryk."

OLD - There is no progress on the Rusty Cryer/8-Bit Public Domain issue.

Lance is going to try to get word of mouth on the Internet about the CD-ROM.

8-Bit CD-ROM News: Nolan is starting to work on the artwork and Glen is starting to work on duplicating the DOMs we only have one copy of but he has no idea how long it is going to take.

NEW - Nominations for the November elections took place.

President - Mike
Vice President - Greg
Treasury - Greg
Secretary - Brian-Angel

Also, an auction has been planned for January.

The meeting adjourned at 8:25 PM.

Secretary's Report
By Brian-Angel C Little
For November, 2002

Boy what a month this last month has been. Just a few days ago I got to experience my first "Black Friday" in the retail world and let me tell you - it was very Very VERY crazy. Imagine the second the doors open that you see a FLOOD of people just rushing in to get the "hot deals" that Circuit City had on sale - like that Apex 27 inch TV for $150. In either case, I shall get to the notes and for those who do come to the December meeting - I'll share some of my stories of what the day was like.

The meeting was started at 7:40 by our president Mike. He then handed the floor to me to give my Secretary's Notes. Those notes are right before this section of notes unless you skipped those and went right to the November notes.

Greg then gave us the Treasury notes. The only expenses we had for the month is the BBS payment to Nolan but our Income ended up being $114 after six membership renewals and 8 DOM sales. Our total as of writing is at $1,209.74 so we are VERY healthy indeed.

Membership - 18 members are current, active, and paid up.

BBS - Nolan had no call count but "its up." The BBS webpage is being balanced with a school project but it should be up within the next month (stay tuned).

DOM - Side A has Exwall, a Battleship type game plus Biker Dave (which doesn't work) and The Wall. Side B has nothing but POLISH games such as Laser, ADM, and four other games.

OLD - Still no news on the Rusty Cryer/8-Bit Public Domain issue.

Glen reports that we have a total of 243 DOMs but only 16 have to be duplicated, and we will find out next month if Carry will be ready to compile the CD-ROM.

Paul Alhart has agreed to let us publish his articles from Atari Interface and Atari Classics, which is a total of 20 articles. Looking forward to reading them over nearly the next two years.

NEW - We decided for this year's Christmas Party that we would order Pizza Hut and that we would have some gaming tournaments. Sounds like fun indeed!

The November Elections also took place. Here's the results:

President - Mike C.
Vice President - Greg
Secretary - Brian-Angel
Treasury - Greg
Membership - Glen
Newsletter - Mike S.
DOM - Glen
Webmaster - Mike

The meeting was adjourned at 9 PM.

See you at the December meeting for pizza, gaming, and Black Friday tales from yours truly.

LOS ANGELES, Nov. 4 -- Shutter the windows and stock up on caffeine! Atari's Unreal Tournament 2003 for personal computers, one of the most anticipated video game sequels ever, invaded the charts as the #1 PC product, excluding expansion packs, for two weeks following shipment on September 28. Developed by Digital Extremes and Epic Games, the game is the follow-up to the 1999 smash-hit Unreal Tournament, which won "Game of the Year" honors and became the multiplayer game of choice for amateur and professional gamers alike.

"This game is what PC gamers have been clamoring for all year long," said Jean-Philippe Agati, senior vice president and head of Infogrames, Inc.'s Los Angeles studio. "Fans of the original Unreal Tournament and players new to the experience will be blown away by the amazing gameplay and the mind-blowing graphics. Beautiful environments dripping with intricate detail, detailed character models and unbelievable special effects light the way as Unreal Tournament 2003 lays claim to the throne its predecessor held as 'Game of the Year'."

During the first two weeks the game was available, September 29 to October 12, Unreal Tournament 2003 ranked as the #1 PC game, excluding expansion packs, according to NPDTechworld.

Unreal Tournament 2003 thrusts gamers back into bloodthirsty, action- packed arenas as the ultimate techno-gladiator of the future. Using the latest in Epic's Unreal technology, the game redefines multiplayer action with up to 32 players in a server with lightning fast net code. The technology is augmented by the advanced and renowned Karma math engine for in-game physics that simulates true-to-life character movement and environmental interaction.

"Unreal Tournament 2003 is the perfect sequel - it takes everything that was great about the first game and improves on it with new gameplay types, weapons and unbelievable graphics," said Tim Sweeney, founder of Epic Games. "Digital Extremes and Epic have worked together to deliver a game that completely lives up to the expectations and track record set by the original in 1999." James Schmalz, founder and creative director of Digital Extremes, adds that "seeing the resounding success of the game at retail is the ultimate reward for the team at Digital Extremes and Epic that spent long hard hours making sure it was truly a worthy successor to the original."

The game features more than 35 indoor and outdoor environments, rendered in exquisite detail and crammed with volumetrically lit particle systems and more than 100 times more polygons per frame than the original game. Some originals levels such as Curse have been recreated and redesigned and are joined by all new arenas like the sinister Inferno and the massive and snowy Kalendra.

Keeping with the franchise history, Unreal Tournament 2003 stocks players' combat arsenals with a smorgasbord of ferocious, flesh-chewing weaponry. The armory includes fan favorites from Unreal Tournament like the Flak Cannon, Shock Rifle and a retuned Rocket Launcher as well as all new and twisted innovations like the Link Gun, Ion Cannon and totally redesigned Sniper Rifle.

Classic play modes that made the original Unreal Tournament great, like Deathmatch, Capture The Flag and Team Deathmatch revive old frag-hungry appetites while completely original and exciting styles of play like Domination 2.0, Survivor and Bombing Run create a new thirst for blood and stress teamwork over individual excellence.

"Our artists, programmers, level designers and audio technician did a top notch job on Unreal Tournament 2003," said James Schmalz, founder and creative director of Digital Extremes. "And, seeing the resounding success of the game at retail is the ultimate reward for the team at Digital Extremes and Epic that spent long hard hours making sure it was truly a worthy successor to the original."

Players can select from up to 48 individualized characters, each with unique abilities and origins, to play as or against. Each character model is created with unprecedented detail utilizing high polygon counts and high resolution textures. Player abilities are enhanced with special game moves, such as double jump and the dodge move. Collecting "Adrenaline" from around the arenas will enable further power-ups like health regeneration, invisibility, increased damage and increased speed.

As with all Unreal products, the fan community is well supported with development tools bundled into the game software. Amateur mappers and development teams will find the redesigned Unreal Editor to help them build custom maps and modify the game to create their own gameplay modes. Unreal Tournament 2003 tools also include pre-fabricated sections of architecture to make level design and construction easier.

Unreal Tournament 2003 is available at retail stores for an estimated retail price of $49.99 and carries an ESRB rating of "M" for mature.

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The fall issue of TI-8xx Magazine is now online at the Classic Gaming Expo's website.

From: Kevin Savetz <savetz@northcoast.com>
Date: Sat, 02 Nov 2002 15:02:41 GMT

The first non-beta release of the Mac OSX port of the Atari800 has been released. It includes much-improved sound, printing, and palette selection, monitor, R: driver emulation and bug fixes.

http://members.cox.net/atarimac/
[This news item courtesy of Atari.org - http://www.atari.org]

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From: "Dean Garraghty" <dgs@clara.net>
Date: Sat, 2 Nov 2002 13:16:39 -0000

Hello All,

Today I launch a new way of buying commercial products from us. 'Products by e-mail' will allow you to buy commercial Atari 8-bit products from us at minimal cost. Instead of a physical shipment, the products you choose will be e-mailed to you as a ZIP file containing both ATR and DCM versions of the disk, along with a manual in text format (or PDF if the file is small enough). You can order on-line using your credit card (using PayPal). This now allows you to order products at a much reduced cost, and to have them within 24 hours (usually less).

At present, only a few of our products are available on this service, but more are to be added soon.

Prices start at just US$2.

Please visit the website at http://www.dgs.clara.net and click the 'products by e-mail' button.

Dean Garraghty

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From: Kevin Savetz <savetz@northcoast.com>
Date: Thu, 07 Nov 2002 15:57:42 GMT

A new update to the Atari SAP Music Archive was released, adding over 70 new songs to the collection which now contains 1554 POKEY tunes. Get the archive and player at the homepage.

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

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--Date: Saturday, November 9, 2002 10:32 PM -0800
--From: Kevin Savetz <savetz@northcoast.com>

The full text of Hi-Res Magazine is now online at the Classic Computer Magazine Archive.

http://www.atarimagazines.com

Hi-Res was a short-lived magazine, published from 1983 to 1984, and dedicated to the Atari 8-Bit and Commodore 64 computers. The archive includes the full text of (all?) four issues. (The publisher recalls that six issues were published, but no one we consulted has seen issues beyond number four. If anyone can verify the existence of issues 5 and 6, please let me know.)

Highlights include:

Atari, Inc.: The Early Years, An Unauthorized History
http://www.atarimagazines.com/hi-res/v1n1/atarihistory.php

Video Game Guru - Activision's David Crane
http://www.atarimagazines.com/hi-res/v1n2/davidcrane.php

Preview of the Commodore 264 Computer
http://www.atarimagazines.com/hi-res/v1n4/the264.php

Club Med & Atari
http://www.atarimagazines.com/hi-res/v1n3/clubmedatari.php

34 Atari and C64 Software Reviews
http://www.atarimagazines.com/hi-res/index/showreviews.php

Enjoy!
Kevin Savetz

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--From: Kevin Savetz <savetz@northcoast.com>
--Date: Sun, 10 Nov 2002 15:03:40 GMT

Foundation Two has released "Bremspunkt", a top down racing game in the tradition of "Super Sprint" for the ATARI XL/XE. The unconventional feature of the game is the ability to play with 4 players. Therefore the requirement is the Multijoy 8 Interface.

The game already won the title: "Best of Show - Game" at the ABBUC JHV 2002

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

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--From: Kevin Savetz <savetz@northcoast.com>
--Date: Mon, 18 Nov 2002 06:00:15 GMT

Version 3.1 of Atari800Win PLus has been released. The emulator is based on Atari800 kernel 1.2.4 (with the latest changes) and has lots of new features like network games support using Kaillera library, sector counter, emulation of XL/XE machines with memory capacity of range from 16 KB to 1088 KB, large XEGS cartridges, MegaCart cartridges and switchable XEGS cartridges support, emulation of MultiJoy4 interface.

http://atariarea.nostalgia.pl/PLus/index_us.htm
[This news item courtesy of Atari.org - http://www.atari.org]

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A-T-A-R-I

Answers, Tips, And Relevant Information

Welcome to A-T-A-R-I. This is the first in a series of articles where I will try to answer your questions concerning anything and everything about ATARI. I will also pass on tips to help you find supplies, be a better programmer, or what ever.

If you have a question or information or comments, let me know. You can contact me on the FIDO NET, talk to me at the meeting, or call 736-4624 any day from 9AM till 3PM.

Lets start with a tip. Did you know that a typewriter ribbon and the ribbon you use in your Dot-Matrix Printer are NOT the same? They may look the same and typewriter ribbons are lots easier to find at a Blue Light Special, but don't use one in your Dot-Matrix Printer. Your printer ribbon has special lubricants to keep the pins in the write head from binding up. The cloth material is also formulated to keep wear to a minimum. Ribbons are cheaper then write heads; so do yourself and your printer a favor by using the ribbon your printer manufacturer recommends.

Question: What is the BASIC command "RESTORE" used for?

Answer: It's hard to find a BASIC program that doesn't use DATA statements. Many times the program will READ DATA then POKE DATA then READ DATA then... and so on till all the DATA has been READ. But how does the program know which DATA to READ next? When you RUN a program a lot of things are going on that you don't see. Your ATARI is busy keeping track of variables, strings, For-Next loops, and many other things. One of those things is maintaining a pointer that tells the program which line the next DATA statements are on and which DATA statement in that line is the next one to READ. When you use the command "RESTORE" the pointer is reset to the first DATA statement found in the program. This will let you READ the DATA again without having to reRUN the program. The command "RESTORE 1200" will reset the pointer to the first DATA statement found starting from line 1200. You can any valid line # in conjunction with RESTORE. This is handy when you have subroutines that use DATA Statements. Your sub routine can RESTORE the pointer to where it's own DATA can be found, and frees you from having to keep track which DATA is being READ and which DATA is next.

Well, that's it for this month. Don't forget to get you questions to me in time to get them in the next newsletter. And don't forget that October's meeting will also bring the first chapter in the Advanced BASIC Sig. Don't miss it. See you there.

Paul Alhart
1986.10

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LOS ANGELES, Nov. 13 -- Atari has shipped Superman: The Man of Steel, a third person action/adventure game featuring the World's Greatest Super Hero, to retail stores this week, exclusively for the Xbox(TM) video game system from Microsoft. Based on a story co-written by DC Comics, Superman: The Man of Steel challenges players to protect Metropolis from super-villains Braveniac 13 and Lex Luthor, as well as a legion of malevolent robots intent on taking over the world.

"Finally gamers can grasp the scope of Superman's abilities and put them into action against evil super-villains," said Jean-Philippe Agati, senior vice president and general manager of Infogrames' Los Angeles studio. "Superman: The Man of Steel immediately claims the title of the best super hero game on Xbox with its immense scale, variety of challenges and, of course, the unmatched powers of the lead character, Superman. Never before has there been a video game that has been so true to the original DC Comics series."

Superman: The Man of Steel is a single-player action game based on the DC Comics Superman universe. In the game, Brainiac 13 attempts to take control of the advanced technology behind the futuristic city of Metropolis -- technology that would enable him to destroy Metropolis and rule the world. Players assume the role of Superman to protect innocent civilians and defeat the evil masterminds behind the diabolical plot.

Leveraging the power of Xbox, the developers have created incredibly vast worlds dripping with true-to-life detail. Superman battles enemies throughout the massive urban cityscape of Metropolis, light-years from earth in the vacuum of space and in distant locales, such as the mysterious Phantom Zone and the dangerous Warworld, familiar to fans of the comic series.

Gameplay challenges include unparalleled in-air combat, using a variety of techniques, including punch combos and super powers. To help fend off attackers and overcome evil, players are equipped from the start with all of Superman's amazing powers and abilities, including super strength, heat vision, flight, freeze breath, X-ray vision, telescopic vision and more.

In addition to combat missions, additional gameplay challenges involve damage and disaster prevention, civilian rescues, and more. Brainiac 13 and his minions will do everything in their power to take back the futuristic technology from Metropolis, including damaging buildings, causing train wrecks and placing civilians in mortal danger -- it is up to Superman to restore peace within the city of Metropolis, and ultimately, save the world.

Developed by Circus Freak Studios, Superman: The Man of Steel incorporates cutting-edge graphical technologies, including vertex and pixel shaders, environment mapping, real-time motion blurring, realistic cloth effects and spectacular particle effects. The game features Dolby 5.1 3D spatial sound effects and an evocative, movie-like score composed especially for the game.

Superman: The Man of Steel shipped to retail stores this week with an estimated retail price of $49.99 and an ESRB rating of "T" for teen.

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LOS ANGELES, Nov. 15 -- Atari has shipped Godzilla®: Domination!, a monster-on-monster fighting game for Nintendo GameBoy Advance, to retail stores this week. Based on the Company's licensing agreement for the classic movie franchise with Toho Co., Ltd. Godzilla®: Domination! Features one-to-four player action through GameBoy Advance link cables.

"Godzilla®: Domination! Brings one of the world's most popular movie creatures to the world's most popular mobile game console," said Jean-Philippe Agati, senior vice president and general manager of Infogrames' Los Angeles studio. "Fans of the movie franchise and of fighting games will want to face off with three of their friends in four person multiplayer. And, with the Single Pak mode, all four people can play off a single GameBoy Advance cart -- more Godzilla® action for everyone!"

Developed by WayForward Pocket Team, Godzilla®: Domination! Is a one-to-four player monster wrestling game featuring building smashing destruction and claw-to-claw combat. Players' control one of six playable officially licensed Toho monsters as they stomp around isometric landscapes grabbing, tossing, and smashing their opponents.

Each monster is equipped with a basic punch and kick move as well as a variety of monster specific special moves to perform during battle. Battles rage across five unique environments, including cities like Tokyo as well as fantasy locations like Moon Base and Meteor Glacier.

The game includes five unique modes of play, including Story Mode, where the player will choose from the six officially licensed Toho monsters, including Godzilla®, Mothra(TM) and Rodan(TM) then set out to destroy the other five creatures and, eventually, the final mystery opponent; Custom Mode, where the player can set up a single battle against a computer-controlled opponent; Multi-Pak Mode, a two-to-four player linked melee to see which will be the last monster standing; Single-Pak Mode, using only one cartridge, allows players to battle it out, but all as the same monster, in an up-to-four-player "free-for-all;" and Survival Mode, where the player faces off against the computer to see how many monsters can be defeated in a row.

Godzilla®: Domination! Shipped to most retail stores this week with an estimated retail price of $39.99 and an ESRB rating of 'E' for everyone.

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LOS ANGELES, Nov. 27 -- Atari, BioWare Corp. and FloodGate Entertainment are joining forces to expand the universe of the smash hit Neverwinter Nights(TM), the award-winning fantasy role-playing game based in the Dungeons & Dragons(TM) Forgotten Realms(TM) world created by Wizards of the Coast. Neverwinter Nights(TM): Shadows of Undrentide is the first official expansion pack and is scheduled for release in Spring 2003.

"Neverwinter Nights is the definitive role playing experience on the personal computer," said Jean-Philippe Agati, senior vice president and head of Infogrames, Inc.'s Los Angeles studio. "With Neverwinter Nights: Shadows of Undrentide, we are giving the fans all new content for their single player campaigning as well as the tools to push their own creations to the next level in the Neverwinter Nights Aurora Toolset."

Neverwinter Nights: Shadows of Undrentide will include a new 40-hour single player campaign as well as game features new to Neverwinter Nights, such as additional D&D(TM) skills, feats, classes, monsters, weapons and spells. In addition, the pack will include two new tile sets and other assets for use in the Aurora toolset that will enable amateur module designers to create completely different worlds.

The game is being co-developed by BioWare Corp., creators of the original game and the popular Baldur's Gate series, and FloodGate Entertainment; a company made up of developers largely from Looking Glass Studios. A second expansion pack with a new Neverwinter Nights campaign and even more features is also in the works for Summer 2003 and is under development exclusively at BioWare Corp.

"It's a great collaborative arrangement we've got with Floodgate," said Dr. Greg Zeschuk, joint CEO and Co-Executive Producer of Neverwinter Nights: Shadows of Undrentide. "We're providing technical and design assistance. They're using the Neverwinter Nights Aurora Toolset with some new additions (that will soon be available to Neverwinter Nights owners) and creating custom art to develop the new Dungeons & Dragons storyline and content."

Neverwinter Nights: Shadows of Undrentide offers role playing fans even more D&D features than the groundbreaking original. Additions include, new skills, including Tumble and Appraise; new feats, such as Divine Might, Extra Music and Bullheaded; new weapons, such as Holy Water Flasks and Choking Powder; new prestige classes, like Harper Scout; new monsters from the D&D universe, including Medusa, Cockatrice, Sphinx and Female Fire Giant; and dozens of new spells.

In addition, the expansion pack equips amateur module makers with additional content for the Neverwinter Nights Aurora Toolset, the groundbreaking software included with the full game that allows players to create their own universes, quests and storylines. The toolset will be augmented with all new tile sets for creation of new environments as well as new "Wizards," or automated guides, to help gamers build and play adventures of their own creation.

"Over the past few months, fans of Neverwinter Nights have been engrossed in the Official Campaign, or building their own incredible adventures with the Toolset, or guiding their friends through the thousands of user created modules as a Dungeon Master, or even tweaking the game in ways we'd not anticipated -- all very exciting for us to see. They've also been asking for more 'official content' -- and we're happy to be able to accommodate them with expansion packs," said Dr. Ray

Muzyka, joint CEO and Co-Executive Producer of Neverwinter Nights: Shadows of Undrentide. "I think Dungeons & Dragons fans will be surprised and pleased with the new content and stories we're creating."

Neverwinter Nights: Shadows of Undrentide is scheduled for release in Spring 2003.

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LOS ANGELES, Nov. 22 -- In conjunction with the launch of Xbox Live(TM), the broadband service for the Xbox(TM) video game system from Microsoft, Atari has shipped the hotly anticipated game, Unreal® Championship to retail stores this week. Exclusively for Xbox, Unreal Championship is the latest addition to the award-winning and top-selling Unreal franchise, known for its intense first-person action, fine-tuned gameplay and awe-inspiring graphics.

"This is the game that will change the way console owners look at first person action games and online gaming!" said Jean-Philippe Agati, senior vice president and general manager of Infogrames' Los Angeles studio. "With the amazing Xbox Communicator headset allowing for real-time smack-talk, an adrenaline-packed single-player campaign, as well as groundbreaking multiplayer action through the Xbox Live broadband service, Unreal Championship is not only a great single-player experience but it's setting the standard for online gaming in living rooms worldwide. Gamers are in for one hell of a ride!"

Designed and developed by Canadian-based Digital Extremes in collaboration with Epic Games, the cooperative team also responsible for Unreal and Unreal Tournament, Unreal Championship combines an incredibly immersive single-player experience with unparalleled multiplayer action via two, three and four-player split-screen, system link or over Xbox Live against up to 16 other human- controlled adversaries in fearsome head-to-head combat. Players will take on six different races featuring more than 45 highly individual characters in up to 30 maps.

"Console gamers have been yearning for this type of action for a long time and Unreal Championship delivers," said James Schmalz, founder and creative director of Digital Extremes. "Countless hours were spent fine-tuning the single player campaign and making it as addictive as the different multiplayer options. Rest assured players with or without broadband connections will enjoy the full impact of Unreal Championship."

Unreal Championship is designed specifically for Xbox and the Xbox controller. Console-specific features such as joypad-activated special moves, double jump, power-ups, unlockable features and more keep gamers glued to their couches with knuckle-whitening tension.

Utilizing the power of Xbox in conjunction with the latest Unreal technology created by Epic Games, the developer has rendered the most amazing graphical effects seen on any console to date. A dynamic and realistic world comes to life with sophisticated in-game physics that do away with canned animations and movement. Unreal Championship will also be one of the first games to take advantage of the Xbox hard drive by offering downloadable content such as new maps, characters and other items through the Xbox Live network. Specifics on the downloadable content will soon be released.

Unreal Championship features six modes of play, including traditional Deathmatch, a battle to see who can earn the most frags in a given amount of time; Team Deathmatch, in which two teams face off and aim to reach set number of frags before their opponents; Capture the Flag, where teams must steal a flag from the enemy base and carry it back to their own to score points; Double Domination, in which teams vie to control two points on a map to score; Survival, where you face an onslaught of endless opponents and Bombing Run, an American football-style game that challenges teams to carry a ball to the opponents base and carry it or shoot it through a goal to score points.

As with all Unreal games, Unreal Championship arms players with incredible weaponry that goes beyond mere blasting and requires strategy and skill to outwit and out-maneuver the enemy. Precision weapons such as the Lightning Gun and Shock Rifle eliminate opponents neatly and from great distances while earth-rocking powerhouses like the Rocket Launcher, Flak Cannon and Ion Cannon obliterate enemies on a grand scale. Each weapon is equipped with a primary, as well as secondary fire mode, and some can use both modes in combination to produce spectacular explosions and effects.

Unreal Championship shipped to retail stores this week for an estimated retail price of $49.99 and an ESRB rating of "M" for mature.

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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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S.P.A.C.E.

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DISCLAIMER

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.

SPACE BBS

BBS:
telnet://spacebbs.no-ip.com/
Sysop: Nolan Friedland

Supporting:

ATARI 8-Bit Computers

ATARI ST Computers