

# SPACE

NEWSLETTER for FEBRUARY, 2003



## President's Corner by Michael Current February, 2003

So much for the wimpy winter!

Last month's auction was short and sweet, but we managed to clear all the merchandise, with all the proceeds going back into club funds.

I believe that's the end of the inventory of club materials, except for the DOM demo equipment and the Newsletters backfile, plus the Dorsett educational tapes. Maybe now is a good time to come up with a final plan for all those tapes.

Recent club meetings have really been fun, with outstanding DOMs put together by Glen for us to enjoy (and buy), great games to play, and all the Atari talk you could ask for. I don't seem to have much to say this month, but maybe that's a good sign of just how smoothly things are going. Keep it up!

SPACE home page counter update: as of 1/25/03, 12:30pm, 7,775 hits since 2/9/02.

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday, February 14, 2003.



## Treasurer's Report by Greg Leitner For January, 2003

Well, here is how I see things after the first meeting in 2003. Only seven members were present for the January SPACE meeting but we still had a very interesting meeting. When you thought you have heard all there was to hear about floppy drives now comes a situation where a person can actually ruin a commercial disk on an official Atari floppy drive. It happened to Mike and Glen had the answer. If I peaked your interest a little then why not come to the next meeting and find out this could affect your floppies, and maybe learn a thing or two about your Atari. I guess after all these years there is still a lot of unanswered questions, and that's what makes a user group so special for us the "users".

As I was saying in my first sentence and then getting off the track, here we are with more paid up memberships than last year at this time. Our bank balance is up by almost \$150.00 from last January and our meetings just keep getting more interesting each month.

Here is how SPACE shapes up for the new year:

Beginning balance for January 1, 2003 1,059.74

Receipts for the month:

Dom sales 15.00

CD-rom sales 10.00

Auction sales 31.00

Total receipts for the month of January 56.00

No expenses for January paid out .00

Ending balance for January 31, 2003 1,115.74

Your eyes are not deceiving you. This Club is just like the Eveready Bunny it just keeps going and going and going. Even in their best days I don't think there was this kind of success with any Atari user groups. I am simply in awe of our members and the support you have all given to your Club. Please keep it going and try to find the time to make the monthly meetings. You just don't know what you are missing when you don't come and we don't know what we are missing when you are not there. I hope to see many more of you next month weather permitting.



## Secretary's Report By Brian-Angel C Little For January, 2003

The meeting started at 7:40 PM.

Secretary's Notes: Total as of the beginning of the December meeting was \$1,243.74, also the announcement for the January auction and, of course, the food!

Treasury: After \$51 in income and \$235 in expenses for the month of December, the club is now at \$1,050.49 total.

BBS: No Nolan but according to Lance a lot of calls to the BBS after X-Mas and the BBS webpage is still in the works.

DOM: Both sides of the disk are from the Brad Wilkins

Enterprises folder on the CD-ROM.  
Tons of basic games like Hangman and Trivia.

Membership: Still at 19.

Old: 8-Bit disks are ready to be mailed out.

New: None.

The meeting adjourned at 8 PM on the dot.

Before I close for this month's notes, I wish to offer my condolences towards the families and friends of the members of the Columbia space shuttle tragedy that has happened recently.

See you at the next meeting -- Angel C. Little

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--Date: Tue, 24 Dec 2002 17:45:38 GMT

Game industry veteran Steve Goss sends us word that his website, JetBookJack.com is now online. His Atari 8-bit Relics Page contains a softography of various Atari 8-bit projects he was involved with, including several games that were never released such as Contagion, Shadow of the Beast, Menace, and Pac-Land. Included are screenshots and binaries (even of the unfinished games!), and you can find them all here:

<http://www.jetbootjack.com/relics.htm>

[This news item courtesy of Atariage.com:  
<http://www.atariage.com>]

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--From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>  
--Date: 31 Dec 2002 17:07:14 GMT

Hi folks, and a Happy New Year!

It's time to announce a major release bump of the atari++ emulator, the 1.11 release is ready now.

Maybe about the most interesting feature is that it includes now a cycle-exact emulation of the 6502 that is synchronized with the GTIA video output, allowing so called "horizontal kernel" methods to alter GTIA registers within a horizontal line. Or to put this in less technical terms, atari++ 1.11 is (AFAIK) the first emulator that really emulates now "Master of the Lamps", "Dimension X", "Miner 2049er" and some others correctly by keeping care of the precise instruction timing and the horizontal position where modifications to chip set registers have been made.

As always, drop me a note. I haven't yet found the time to setup a web page... I prefer working on the software, ya' know.... (-;

Anyhow, a Happy New Year to all Atari8'bitters,

Thomas Richter

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--Date: Sat, 04 Jan 2003 07:14:34 GMT

Sunmark has announced the immediate availability of their new Real Time Cartridge for Atari 8-bit computers. This is a clock cartridge similar to ICD's R-Time Cart, and allows programs on the 8-bit access to an accurate clock. The cartridge works with Atari DOS and SpartaDOS, and will even work in the right slot of an Atari 800 so you can use it alongside other carts. You can find the Real Time Cart at Sunmark.com, along with other interesting Atari 2600 and 8-bit products.

Product info: <http://www.sunmark.com>

[This news item courtesy of Atariage.com:  
<http://www.atariage.com>]

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--From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>  
--Date: 6 Jan 2003 14:31:22 GMT

Hi folks,

the atari++ emulator has now a home page where you can find and download the latest releases of the emulator. Here we go:

[www.math.tu-berlin.de/~thor/atari++](http://www.math.tu-berlin.de/~thor/atari++)

BTW, a 1.13 of the emulator is now available (see CVS snapshot on this page). New features are cartridge support for SDX, XEGS cartridges, and the RTime-8 real-time clock pass-thru cartridge. It also contains a number of bug fixes.

So long,  
Thomas

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--Date: Thu, 09 Jan 2003 18:39:16 GMT

Mark DiLuciano has completed work on his latest Atari 8-bit project, the Hollex Cartridge.  
([http://www.atariage.com/store/product\\_info.php?products\\_id=128](http://www.atariage.com/store/product_info.php?products_id=128))

This cartridge contains 16K of SRAM, powered by a lithium battery, that once loaded with software can be used as any normal cartridge. It will also expand the memory capacity of a 32K machine to 48K. Combined with an SIO2PC cable, this is a great way to play games on an 8-bit system. Additional information, including software to use with the Hollex Cart as well as instructions on how to use it, is located at <http://www.hollex.net/>

The Hollex Cart can be purchased immediately from the AtariAge Store  
([http://www.atariage.com/store/product\\_info.php?products\\_id=128](http://www.atariage.com/store/product_info.php?products_id=128))  
as well as directly from Sunmark (<http://www.sunmark.com/>)

[This news item courtesy of Atariage.com:  
<http://www.atariage.com>]

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--From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>  
--Date: 13 Jan 2003 09:22:34 GMT

Hi folks,

a new version of the atari++ emulator is now available for  
download at

[www.math.tu-berlin.de/~thor/atari++](http://www.math.tu-berlin.de/~thor/atari++)

This is a free emulator for all \*nix systems, and about the only  
emulator I know that does horizontal timing emulation  
correctly.

New features of the 1.14 release:

- Extended emulation of various cartridge types (SDX,XEGS)
- Emulation of the 5200 BountyBob cartridge.
- Improved sound quality for Oss and ALSA.
- Highly improved sound emulation for SDL  
(simple direct media library).

The OssHQ driver will also accept ALSA emulation and will  
be able to generate software speech on ALSA and Oss. SDL  
also offers now software speech support.

I'm still looking for cart images to extend the emulation.  
Hence, if you've a cart dump you want me to support, I'd be  
glad to receive your mail.

Further, I'm also looking for descriptions for memory  
extensions as this is my next goal in the emulator development.  
Currently, it supports only the additional memory banks of the  
800XL and 130XE.

Greetings,  
Thomas

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--Date: Thu, 16 Jan 2003 17:25:21 GMT

A new version of Atari8000MacX was released today, 1.2.0. It  
has several bug fixes, and added the ability to define the  
keyboard joystick keys, and adds subdirectory support to the  
hard disk emulation.

<http://members.cox.net/atarimac/>

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

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LOS ANGELES--Jan. 8, 2003--Following in the footsteps of  
its best-selling, award-winning "Neverwinter Nights"(TM),  
Atari today announced that the World of Greyhawk, one of the  
most popular Dungeons & Dragons® campaign settings of  
all time, published by Wizards of the Coast, will make its first

interactive appearance with the upcoming release of  
Greyhawk: The Temple of Elemental Evil." Developed by  
Troika, creators of the critically acclaimed "Arcanum,"  
"Greyhawk: The Temple of Elemental Evil" will feature an  
exciting party-based single player campaign, an engaging  
storyline based on the classic D&D® adventure of the same  
name as well as a faithful translation of the latest 3rd  
Edition rules.

"The World of Greyhawk has been a staple of the Dungeons &  
Dragons universe for more than 20 years and we are extremely  
pleased to be the first to bring this exciting world to life with  
one of the most popular and exciting D&D modules ever made --  
"The Temple of Elemental Evil," said Jean-Philippe Agati,  
senior vice president and general manager of Infogrames' Los  
Angeles studio. "Greyhawk: The Temple of Elemental Evil"  
will return players to D&D's roots with the genre-defining  
adventure that started it all while taking full advantage of the  
popular 3rd Edition rule set, party-based adventuring and  
tactical turn-based combat."

The World of Greyhawk and its inaugural adventure "The  
Temple of Elemental Evil" was first introduced with the release  
of the Advanced Dungeons & Dragons® rule set in 1985.  
Developed by Gary Gygax, Greyhawk became the first  
complete D&D campaign setting detailing an entire world of  
adventure including detailed accounts of continents, countries,  
cultures, folklore, personages and much more. Greyhawk lore  
and arcana have since pervaded nearly every aspect of today's  
dynamic D&D universe from spells to monsters to famous  
characters, providing players with a more rich and robust  
playing environment.

Scheduled for release in the second half of 2003, "Greyhawk:  
The Temple of Elemental Evil" finds adventurers in a fight for  
their lives as a simple rescue mission uncovers a much more  
sinister plot with far-reaching implications. As the story  
unfolds, adventurers will travel the world of Oerth, discover  
the besieged village of Hommlet, survive the filthy shire of  
Nulb and ultimately penetrate the ruins of the Temple of  
Elemental Evil, a beacon of darkness and despair in a world  
without hope.

"Greyhawk: The Temple of Elemental Evil" will feature all of  
the game play aspects from the 3rd Edition D&D rule set  
including an entire host of feats and skills. The product's  
traditional turn-based combat engine will allow more effective  
coordination of the large party configurations possible within  
the game. In addition, adventurers can expect an entire host of  
classic D&D creatures straight from the pages of the Monster  
Manual, including lizard men, hill giants and a slew of demons.

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A-T-A-R-I  
Answers, Tips, And Relevant Information  
Paul Alhart, paulalhart@hotmail.com  
1986.12

Last month we talked about how switching power off and on



could be harmful to your computers health. This also goes for the rest of your system including printers and disk drives. For that matter, any thing electronic is subjected to stress when power is first applied. This stress is increased when power is cycled rapidly. When do most light bulbs burn out? When they are first turned on, that's when the stress is the greatest.

Along the same lines, we have all read the warnings "Turn Off All Power Before Connecting This Item To Your Computer." How many of us follow this advice? I was painfully reminded of these words of wisdom this week. In a moment of haste I managed to smoke one of my disk drives and waste my printer interface by not following the rules. Don't forget, Light Pens and Touch Tablets draw their power from your computer and are subject to the same warning.

On a happier note, I found that L&H Computers in Lompoc sells ribbons for the Star Printers. Although they are marked \$3.95 you can buy them for \$2.95 just by showing your Atari Federation Club Card. This is the best price I have found in Lompoc. Discounts are also available on all office supplies and most software to Club members. The software is marked quite high, so be sure and let them know you are a Club member before asking about price. Cheers for L&H. At least they are trying.

The popular question this month was: Suppose I type in a long program and then find that I did not boot up DOS. Can I still save my data? The answer is yes and no.

The handler for disk access is loaded in from disk as part of the boot process. The disk handler is appended to the Operating System and actually modifies parts of the operating system as it is loaded in. For this reason, once you are up and running, What you have IS what you got! The handlers for the cassette and printer, however, are a permanent part of the operating system. If you have a cassette you can save your program to cassette. If not, about the best you can do is print a listing of your program and type it in again after you have booted DOS.

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LOS ANGELES--Jan. 21, 2003-- Atari is bringing "Godzilla(R): Destroy All Monsters Melee," a one-to-four player monster-on-monster fighting game, to the Xbox(TM) video game system from Microsoft in Spring 2003. Based on the classic movie characters created by Toho Co., Ltd., the game 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(R): Destroy All Monsters Melee," developed by Pipeworks Software, is currently available on the Nintendo GameCube.

"Bringing the biggest and baddest monsters to the biggest and baddest console was a natural fit," said Jean-Philippe Agati, senior vice president and general manager of Infogrames' Los Angeles studio. "With the power of the Xbox, 'Godzilla(R): Destroy All Monsters Melee' captures the epic look and scale that is the promise of the landmark movies and the nuclear-powered goliaths have never seemed so real. Four player

slugfests with buildings, gas tankers and cargo ships flying through the air create the ultimate party game on the Xbox!"

"Godzilla(R): Destroy All Monsters Melee" 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 Adventure Mode, the game includes four additional play styles: Versus Mode, a one on one 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 one-to-four player points-based 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(R): Destroy All Monsters Melee" also features additional hidden, unlockable areas only found on the Xbox(TM). 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(R) 90's, Mechagodzilla(TM), Megalon(TM), Destoroyah(TM), King Ghidorah(TM), Mothra(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(R): 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.

New features for Xbox include:

New monster: Mechagodzilla(TM) 3 (from the latest Godzilla(R) film release in Japan) joins the cast.

New arenas: Vortaak Home World. The alien's home world, features new challenges like volcanoes, spaceship launchers, installation-protection missiles, and plenty of alien buildings to throw. Boxing Ring, the largest boxing ring in the world constructed for monster battles complete with ropes, bells and blimps.

New Computer AI: One gamer can now play a four-player melee or team game against the Xbox Artificial Intelligence.

Single-player Destruction Mode: Players can rip up a city -- all by themselves.

Soundtrack support: Rip tunes to the Xbox hard drive and play your own tracks while you're fighting as your favorite giant monsters.

Xbox Advantage Controls: The extra buttons on the Xbox make it easier to grab monsters and buildings. In addition, the Xbox features improved responsiveness, combos and collision detection.

Better visuals: The unmatched graphical prowess of the Xbox hardware allows for better visual treats, like reflection maps on buildings, true bump mapping, improved animations, smokestacks that emit smoke, better impact effects, specular highlights, bright high-resolution skies, improved lighting model, improved terrain, high resolution city selection movies and high resolution textures.

Improved Speed: Solid frame-rate and faster loading times.  
Multiple Saved Games: Up to four players can save their progress on the Xbox hard drive.

For more information on "Godzilla(R): Destroy All Monsters Melee," please visit the official Web site at [www.godzillagame.com](http://www.godzillagame.com).

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BEVERLY, Mass.--Jan. 27, 2003--Atari Interactive, a wholly owned subsidiary of Infogrames Interactive, Inc., today announced they will be releasing the much-anticipated hit Japanese game Ikaruga for the Nintendo GameCube next generation console system. With an MSRP of \$39.99, Ikaruga is expected to land in America in April 2003.

"The buzz around Ikaruga(TM) precedes it and we are thrilled to be importing this Japanese arcade hit to America for Nintendo GameCube," said Nancy MacIntyre, Vice President of Marketing for Infogrames' Beverly studio. "Stunning graphics and intense gameplay make for a powerful sensory experience and fans of Ikaruga will agree that this is the best space battle ever."

Ikaruga was originally developed for Sega DreamCast by Treasure -- a highly respected developer of console action games -- and has become one of the most beloved of all shooter titles. Those already familiar with Ikaruga will appreciate vital game upgrades such as enhanced graphics, a new demo mode that clues players in to the "perfect" round and private passwords that lets high scorers post their accomplishments on the official Ikaruga Web site and establish bragging rights within the worldwide Ikaruga community!

Ikaruga is a comprehensive, scrolling space shooter (with options for either a vertical or horizontal display) set in 2D, against a rich 3D backdrop. The game is an ideal combination of rich Japanese storytelling and high-powered, fighter pilot heroics. Players take the role of our hero, Shinra, the lone survivor of a freedom federation that was massacred by the evil, power-hungry conqueror Tenro Horai. Now Shinra, in his

newly-built ship, the Ikaruga, must fight for an aging, exiled people who are depending upon him for their survival. Join the sole warrior as he battles the evil Horai in the hopes of restoring peace.

"Treasure truly does make inventive use of its unique game system, providing one of the most intense shooting experiences we've ever had...(and) the best looking shooter ever created." IGN

For more information, please visit [www.us.infogrames.com](http://www.us.infogrames.com) or [www.ikaruga-atari.net](http://www.ikaruga-atari.net).

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LOS ANGELES--Jan. 27, 2003-- Atari shipped the eagerly-anticipated "Battle Engine Aquila" to retail stores nationwide this week for the PlayStation(R)2 computer entertainment system and the Xbox(TM) video game system from Microsoft. Developed by Lost Toys and published by Atari, "Battle Engine Aquila" is a fierce and frenetic shooter that puts players at the helm of the most advanced war machine ever created -- the "Battle Engine Aquila." Tasked with protecting a world from hostile rebel forces, players will utilize an impressive and visually stunning arsenal of pulse cannons, micro missiles, spread bombs and much more, each critical to prevailing in the game's continuously evolving war zone.

"'Battle Engine Aquila' represents an incredibly fresh and modern approach to the classic shooters of the past -- overwhelming odds, incredible weapons, and, of course, gigantic mega-bosses. The comparison really stops there, however, as 'Battle Engine Aquila' breaks new ground on nearly every game play front," said Jean-Philippe Agati, senior vice president and general manager of Infogrames' Los Angeles studio. "Epic battles featuring hundreds of land, air and sea units on screen at any given moment, a first person perspective, open-ended primary and secondary mission objectives, selectable wingmen, modifiable weapon load outs and resupply ships are just a few of the many game play features that are sure to make 'Battle Engine Aquila' a necessary addition to any gamer's library."

The battle begins on the planet Allium where climactic changes have caused sea levels to rise creating a significant reduction in habitable land. As a result, tensions have escalated to the breaking point between the two major planetary factions, the Forseti and Muspell. As Hawk Winter, players are thrust into the rapidly escalating conflict as the pilot of the "Battle Engine Aquila" -- the most powerful weapon in the war. Modified to player specifications, and operated from a first person perspective, the "Battle Engine Aquila" is capable of unleashing its considerable might in a variety of ways. By ground, in Walker Mode, players will take advantage of the Battle Engine's most powerful weaponry, including the Pulse Cannon, Rail Gun and Flux Missile. By air, in Jet Mode, players can more effectively dispatch enemy fighters and landing craft, using Micro Missiles and the Vulcan Cannon, or move quickly to critical points in the conflict to lend a helping hand.



Featuring modifiable weapon load outs, selectable wingmen and a host of allied troop, tank, air and sea craft support, "Battle Engine Aquila" presents players with a near endless variety of options with which to overcome opposing forces. However, the Battle Engine cannot accomplish the game's increasingly difficult missions alone and thus must both seek and provide support to its allied forces. Mission objectives vary significantly from surgical search and destroy strikes to minimalizing allied troop losses to escorting bomber and aircraft carrier convoys. Players who successfully complete primary and secondary objectives are graded on their performance and have an opportunity to unlock "EVO" versions of every mission in the game. "EVO" missions are significantly harder and present new challenges, such as enemy forces with more entrenched positions, greater numbers of enemy forces as well as night and daytime variations. In all, "Battle Engine Aquila" features more than 40 missions in a branching storyline with multiple endings.

In addition to the single-player campaign, "Battle Engine Aquila" features several additional modes of play, including Co-Op Mode allowing two players to team up and battle through several missions together; Skirmish Mode, which pits two players and their entire armies against each other in a fight to the finish; and, Versus Mode, a one-on-one fight between two Battle Engines in deadly arenas.

"Battle Engine Aquila" is now available for the PlayStation(R)2 and Xbox at retail stores nationwide with an estimated retail price of \$49.95 and an ESRB rating of "T" for Teen. Additional information about "Battle Engine Aquila" can be found online at [www.battleengine.com](http://www.battleengine.com), which features downloadable and streaming game play movies, screenshots, character bios, weapon and vehicle statistics and much more.

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LOS ANGELES--Jan. 30, 2003-- The wait is over! "Unreal(R) II: The Awakening" for personal computer, the most anticipated shooter sequel of the last four years, is complete and will be available to gamers in North America on Feb. 4. Developed by Legend Entertainment (an Infogrames studio) in conjunction with Epic Games and published by Atari, the game incorporates the same absorbing story-driven gameplay, cunningly ferocious enemies and nail-biting tension that made the original title a landmark event and the top choice in action for millions of fans in PC gaming.

"'Unreal II: The Awakening' is the game that first person shooter fans have been hungering for over the last four years," said Jean-Philippe Agati, senior vice president and general manager of Infogrames' Los Angeles studio. "Legend and Epic have combined their amazing talents to create the perfect follow-up to what has become an institution in PC gaming -- 'Unreal.' Like its older brother, 'Unreal II: The Awakening' will push the FPS genre to new heights, by bringing together all of the elements that made the original great and incorporating new gameplay innovations, weapons and technology."

In the game, players jump into the scarred combat boots of a grizzled lawman of the future to battle a torrent of bizarre alien creatures and hard-hitting enemy soldiers. The mission: win a brutal galactic race to collect powerful artifacts and stop a malevolent plot to awaken an ancient power. Dispatched to unique worlds with exotic new settings that range from stunningly realistic outdoor terrain to spine-chilling alien cities, archaeological dig sites and more, the player will face off with "Unreal's" legendary nemesis -- the fearsome Skaarj -- along with a host of all-new enemies, each hell-bent on eradicating the player and his compadres.

Designed to challenge both the hardcore 'fragger' and welcome the first time FPSer, "Unreal II: The Awakening" can be played fast and furious by the adrenaline junky or slowly and strategically to ease newer players into the fray. Between sorties, the player returns to an orbiting ship to interact with crew members, research items acquired during missions and refresh the arsenal.

"Unreal II: The Awakening" uses next-generation Unreal technology created by Epic Games to deliver intense life-or-death action in the most breathtaking scenery and environments ever displayed in a computer game. The game boasts a hundred-fold increase in level geometry and a ten-fold increase in character polygons over the original "Unreal." The advanced particle system creates the illusion of blazing fire, drifting smoke and weather effects. Legend's groundbreaking dialogue system allows players to start and leave conversations, issue commands and respond to events.

"Unreal II: The Awakening" combines intense, pulse-pounding action with the magic of exploration and discovery as well as in-depth character interaction. Focusing on innovative gameplay, the game poses unique tactical challenges in each mission, including rescuing hostages, assaulting enemy fortresses, escorting civilians, stealth infiltration, defending outposts and more traditional search-and-destroy sorties.

Continuing in the footsteps of the groundbreaking original, "Unreal II: The Awakening" features a devastating and unique arsenal of 15 flesh-chewing instruments of destruction. Familiar alien-bashing favorites return, including the Rocket Launcher and Combat Assault Rifle, along with all new exotic alien variants, modified by your cantankerous ship's engineer, that complement the player's attacks with discharge effects that have to be seen to be believed.

Amateur level designers and mod makers will receive the most powerful game creation toolsets ever released to the public -- the same tools the masters used to make the game. The Unreal Editor, including the Unreal Editor's "Matinee" tool for making non-interactive cinematics, is included out of the box.

"Unreal II: The Awakening" for personal computer will be available at retail stores nationwide with an estimated retail price of \$49.95 and an ESRB rating of "M" for Mature. Additional information about the game can be found online at [www.unreal2.com](http://www.unreal2.com), which features downloadable and

streaming game play movies, screenshots and other game information and background.

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--Date: Mon, 27 Jan 2003 22:34:14 GMT

The team at AtariArchives.org is proud to announce that the full text of the classic book \_Electronic Computer Projects For Commodore and Atari Personal Computers\_, by Soori Sivakumaran, is online at <http://www.atariarchives.org/ecp/>

Published in 1986 by Compute! Publications, this little-known book includes schematics and software for projects to turn your 8-bit Atari, Commodore 64, or Vic-20 into a burglar alarm, robotic motor control system, and digital light sensor. Other projects show how to build a joystick, paddles, light pen, and logic probe for your computer.

The site includes the complete program code and text from the book, with permission from the publisher. This is the 10th classic computing book to be made available at AtariArchives.org.

-Kevin Savetz

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Kevin Savetz - <http://www.savetz.com/contact/>  
Curator of Classic Computer Magazine Archive - [www.atarimagazines.com](http://www.atarimagazines.com)  
& Atariarchives.org - [www.atariarchives.org](http://www.atariarchives.org)  
Moderator of news:comp.sys.atari.announce - Atari computer news

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--Date: Sun, 02 Feb 2003 17:35:15 +0100

Hello,

today I've released the game "Kaiser II" as free software (GNU Public License). The game sold approx. 600 copies between 1990 and 1992 in germany.

Kaiser II is a strategic game for up to 4 players where your a medieval sovereign on the way to become the Emperor of the world.

It has some nice hi-res graphics done by Bjoern Israel, some digi-sound and a long lasting gameplay.

On the webpage you can find the versions for 64Kb, 128Kb and 320Kb ATARI, as well as all Turbo-Basic Sourcecode, two Disks with the Source and all Pictures/Music/Resources and a Demo for the SAG Fair in 's Hertogenbosch back in 1989.

The gameplay is all in german language, but now that the sources are free and it's mostly turbo-basic, it should not difficult to translate the game to an other languages.

Please contact me if you're interested in doing a new localized version.

Website

<http://www.strotmann.de/twiki/bin/view/APG/GameKaiserZwo>

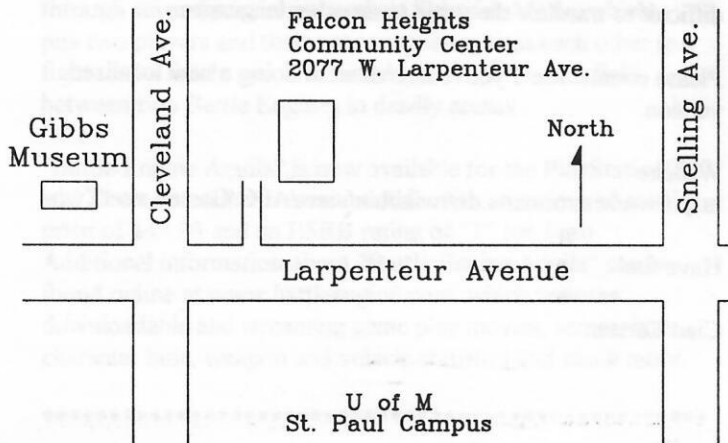
Have fun!

Ciao Carsten

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



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You can find the Club's home page at:  
<http://Space.atari.org>  
Articles for Publication must be received by the Newsletter Editor two weeks prior to the Club's meeting.

## SPACE BBS

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

Supporting:

ATARI 8-Bit Computers

ATARI ST Computers

