

SPACE

NEWSLETTER for May, 2003



President's Corner by Michael Current May, 2003

Auction this month! Bring your cash and be prepared to spend it, there is quite a lot of good 8-bit stuff available this time. And, don't forget to bring in anything of yours that you might try auctioning off. I hear that there may be a nice color TV available this time as well!

Had a friend visiting from San Francisco last week, and our last night together the Atari finally came out. The most popular game of the night: Robbo, the 1989 title from LK Avalon from Poland. (Yes, I have an original, not a pirate copy!)

SPACE home page counter update: as of 4/24/03, 11pm: 9653 hits since 2/9/02.

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday May 9, 2003.



Treasurer's Report by Greg Leitner For April, 2003

Wouldn't you know that the best day of the whole year so far would fall on the day of our April SPACE meeting! With only six members present we still managed to hold an interesting meeting.

Thanks to Brian we got to look at a new Atari product. It consisted of the original looking Atari joystick with ten classic 2600 type games built right into the joystick. It plugs into any TV or monitor with standard RCA audio/video jacks, and the games seem to play quite well. I understand from Brian they only cost around \$20.00. Start looking for them in your favorite electronics stores.

Now for the actual treasury report for April 2003:

Beginning balance for the month April 1, 2003 1,151.74

Receipts for the April meeting:

Memberships	+15.00
Dom's	+12.00

Total revenue for the month of April 27.00

Expenses for the April meeting:

BBS phone bill for April -10.00

Ending balance for the month April 30, 2003 1,168.74

As you can see even though there isn't much money coming in we are still building on our balance. Keep in mind we still need to pay for the room rental for the first quarter 2003 which will be \$75.00, and Mike still needs to e-mail with the costs of the last nine months of the newsletter expense. Even then we are still looking at a balance in the neighborhood of \$1,000.00.

We are planning on having an AUCTION next month at the May meeting. Anyone who wants to part with some of his or her stuff can bring it in. I have room on my auction sheet for about ten more items. I will personally be bringing in a working 21-inch color TV w/audio and video jacks for hooking up your Atari. I hope you will find other interesting items in this Auction. Come and check it out this month.



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

No Minutes Submitted.

A-T-A-R-I

Answers, Tips, And Relevant Information

by Paul Alhart, paulalhart@hotmail.com

1987.3

This month I have been using my modem a lot and I have learned a few things. I hope that some of them will be of help to you too. As a point of reference, I use 1030 Express with my XM301 modem. Several of the local BBS's are Collie Boards (L&H, Reference Point, Valley of Flowers, and others). They require you to use ASCII and not ATASCII. When you connect to one of these boards the message "CONNECTED" is displayed and everything stops there. Don't hang up. Press <RETURN> one or two times. The BBS is waiting for this to determine your baud rate before it continues. Now that you are up and running the screen will fill lots of numbers and letters that look like garbage. This is a "pretty picture" that is not compatible with the Atari. Don't waste your time waiting for it to complete. Press <CONTROL> "C" to abort the picture and to get on with the Log-On process.

When asked for your first name, tell it your first and last name to save an extra step. Better yet use your Macros as follows.

Macro #1 ... First & Last Name

Macro #2 ... Y

Macro #3 ... Your Password

Now your Log-on is as simple as 1-2-3.

You will now get one or two more "pictures". Use the <Control "C" again to skip past them.

Collie Boards as well as some others send everything in an 80-column format, which can be very hard to read on your 40-column display. Instructions start on the right of your screen and wrap around to the left side in the middle of words. I have found that setting your left margin to 5 or 6 will cause most text to at least start on the left side of the screen. Some boards like Fido and Atari Outpost let you set defaults that tell "them" how many columns to send thus eliminating the problem all together.

When Uploading or Downloading ASCII files (Text Files or LISTED Basic Programs). The transfer will go faster in ASCII then it will in XMODEM. Also XMODEM will fill the last block it transfers with zeros to make it a full block. These will show up as hearts at the end of a text file.

To download in ASCII use the Capture to Disk option. The resulting disk file can now be loaded by your word processor, copied to the screen "S:" from DOS, or in the case of a Basic Program, ENTERED from Basic.

To Upload in ASCII use the Send from Disk or Send Buffer options. A delay rate of about 15 works great for local boards. Use a slower rate (25 or 30) if you are calling long distance. After the file has been uploaded things will seem to stop again. The BBS is waiting for an EOF (End of File) character to let it know that your transfer is complete. At least on the Collie Boards this is a <CONTROL> "Z". You can use the Send from Disk or Send Buffer options to transfer text to the message base also. This will allow you to put the same message on several boards while only having to type it once. You can also type it earlier using you favorite Word Processor and spelling checker. That's a must for me. Don't include any Control Characters or printer commands in your text to send to a message base, and remember that a <RETURN> on an empty line tells the BBS that your message is complete.

Another board, The Lompoc Guide, has a different trick that you have to use to get connected to it. It is called "Ring Back". Call the board, but hang up after it rings once. Then, immediately call back and you will get Connected. This scheme is used so the phone can be shared with the computer or used by the family for normal calls. I have learned a lot just by blundering around different BBS's. Most of the Sysops are pretty tolerant and willing to help you out if you just ask.

LOS ANGELES ? April 24, 2003 ? Atari announced today the development of a videogame based on Terminator 3: Rise of the Machines, the upcoming summer blockbuster motion picture from Intermedia, IMF and C2 Pictures, scheduled for nationwide release by Warner Bros. Pictures on July 2. The film will also be released overseas through Columbia TriStar Film Distributors International and in Japan by Toho Towa. A first-person action game currently in development for all major console gaming platforms, Terminator 3: Rise of the Machines will -- for the first time on next-generation console systems -- allow players to become the Terminator Series signature icon, Arnold Schwarzenegger as the original Terminator. This marks the first time Arnold

Schwarzenegger's voice and likeness has ever appeared in a home videogame.

?The Terminator series is one of the most popular movie franchises in existence today and its latest incarnation, Terminator 3: Rise of the Machines, is one of the most highly anticipated movie releases of 2003,? said Jean-Philippe Agati, senior vice president and head of Infogrames, Inc.'s Los Angeles studio. ?Terminator 3: Rise of the Machines, the videogame, will capitalize on every aspect of the feature film's popularity from a mind-bending plot that closely follows the movie's script to the first ever appearance of Arnold Schwarzenegger's likeness and voice in a videogame. Gamers and Terminator fans alike are literally going to be blown away when we give them an opportunity to become one of the most advanced fighting machines ever created.?

Terminator 3: Rise of the Machines will feature exclusive film footage created specifically for the release of the videogame and not available in the motion picture. Filmed by director Jonathan Mostow, this 5-minute segment features Arnold Schwarzenegger and sheds new light on the mythology behind the origins of the Terminator. In addition, footage from the feature film is also used liberally throughout the game to set up key situations and story-related game elements.

'Videogames have become an entertainment medium as big as the movies they are based on,' said C-2 producers Andy Vajna and Mario Kassar. ?Now the Terminator has found the most exciting and authentic expression as a videogame of what made these movies a hit in theaters around the world and we are proud to be partnered with Atari in bringing Terminator 3: Rise of the Machines into homes everywhere.?

The Terminator 3: Rise of the Machines videogame storyline will weave in and out of the movie script as players face enemies from the present in which the War of the Machines looms on the horizon, to the apocalyptic future where the War itself is waged on all fronts. While following the feature film's plot closely, Terminator 3: Rise of the Machines will go one step further by providing fans of the Terminator series with a deeper look into the movie's universe and the role of the Terminator, a futuristic fighting machine reprogrammed to save humanity from the SkyNet holocaust.

As the Terminator, players will face all comers in first-person action from the wastelands of the future to present-day Los Angeles. Military bases, laboratories and downtown Los Angeles are just a few of the more than 20 unique locations found in the game, which have been taken straight from the current Terminator timeline of events. In addition, more than 20 futuristic and modern-day weapons will be at the player's disposal for use in terminating any enemy in the most efficient manner possible, including the SkyNet Arc-Laser, Tech-Com Micro Rocket Launcher and the AR-15 Assault Rifle with M202 Grenade Launcher.

Much like the feature film, when Terminators clash in Terminator 3: Rise of the Machines all hell is sure to break loose. Terminators are designed to utilize the most readily and efficient means available to eliminate any particular foe -- when that enemy is a Terminator this leads to absolutely brutal hand-to-hand combat. Terminator 3: Rise of the Machines will allow player's to engage in true movie-like Terminator combat as they repeatedly face the ultimate killing machine, the T-X, throughout the single-player game. Smashing opponents into walls, massive two-handed chops and crushing kicks are just a few of the dozens of moves in the Terminator's arsenal.

A unique twist in the Terminator 3: Rise of the Machines story will also allow players to operate the Terminator before it was reprogrammed in the future to save John Connor. As a result, players will be able to test their terminating skills against battle-hardened Tech Com special forces from the future as they fight alongside and utilize SkyNet's advanced weaponry, including Future Killer tanks and flyers, fixed gun emplacements as well as other Terminators in an effort to crush the last remnants of mankind.

Developed by Black Ops Entertainment, Terminator 3: Rise of the Machines will make its debut on all major console gaming systems in Fall 2003.

BEVERLY, Mass.--April 23, 2003-- Atari today revealed plans to bring Deer Hunter®, the hunting series that has continually raised the bar for outdoor adventure and excitement, onto the PlayStation®2 computer entertainment system this fall. The game marks the first time the famed hunting franchise will be launching on console, delivering an entirely new interactive hunting experience.

"Atari is the creator of the original hunting series and has defined the hunting game genre," said Paul Rinde, senior vice president of Infogrames. "The hardware lifecycle of PlayStation 2 has evolved to include a broad audience of gamers and bringing Deer Hunter onto a next generation console represents an excellent opportunity to leverage those gamers along with our loyal hunting fans."

Deer Hunter for the PlayStation 2, being developed by Coresoft Inc., features an online component for intense competition with up to eight players in tournament mode. There are also seventeen weapons to choose from including shotguns, rifles and bows, off-road vehicles, a two-player split screen co-op mode and instant replay with slow-motion bullet effect. The new Deer Hunter game on console will give gamers the adventure and excitement they crave, along with the skill and strategy required for a successful hunt.

The Deer Hunter game exploded onto the scene in 1997 and created a whole new market, which continues to thrive today. Atari's PC hunting franchise has outpaced and outsold all other competitors over the course of the past five years with more five million units sold to date, according to data from The NPD Group

Atari will also be launching a new Deer Hunter PC product this fall. Deer Hunter® 2004 is completely new from the ground up. The game features a new graphics engine that provides spectacular outdoor locales and realistic animal animations. Developed by Southlogic Studios, Deer Hunter 2004 will extend the boundaries of hunting authenticity.

LOS ANGELES--April 21, 2003-- Atari announced today that Test Drive® and Stuntman(TM) for the PlayStation®2 computer entertainment system will be relaunched as part of Sony Computer Entertainment America's "Greatest Hits" program this summer. To be eligible for the special collection, each game must be available at retail for more than nine months and boast sales in excess of 400,000 units.

Test Drive challenges players to compete in an illegal street racing league by facing off against opponents as well as the local police, who pursue the racers as they careen through city streets avoiding pedestrians, traffic signals and oncoming traffic. Test Drive features more than 20 licensed sports cars -- including the Dodge® Viper GTS, the Chevrolet® Corvette Z06 and the Lotus® Esprit V8 -- as well as a blockbuster soundtrack of thumping driving music from DMX, Ja

Rule, Saliva and others.

Developed by Infogrames' own Reflections Interactive Limited, the company behind the best-selling Driver(TM) series, Stuntman thrusts players into Hollywood-style action films, completing death-defying stunts for a series of movies and building a career to become an A-list stunt driver. After completing a series of stunts for each movie, players can watch a full-motion video trailer for the film that includes their gameplay stunts spliced in. Top stunt drivers will unlock bonus items, such as jumps, burning hoops and stacked vehicles that can be used in the game's fully customizable "Stunt Arena."

Test Drive and Stuntman "Greatest Hits" editions for PlayStation 2 are expected to ship April 29 and June 26 respectively for estimated retail prices of \$19.99 and ESRB ratings of 'T' for Teen.

LOS ANGELES--April 21, 2003--Atari announced today that Test Drive® for the Xbox(TM) video game system from Microsoft has been selected for inclusion in Microsoft's "Platinum Hits" program. The "Platinum Hits" program recognizes the most popular and best-selling games for the Xbox and repackages the titles with the "Platinum Hits" banner and a suggested retail price of \$19.99.

"Test Drive surprised Xbox gamers with its amazingly fun gameplay, beautiful graphics and an awesome soundtrack," said Jean-Philippe Agati, senior vice president and head of Infogrames, Inc.'s Los Angeles studio. "Atari is proud to have Test Drive join the blockbuster lineup in the 'Platinum Hits' program. Last summer, Xbox owners made the game one of the most popular racing titles on the system and now, a new group of gamers will be able to join in on the fun."

Test Drive challenges players to compete in an illegal street racing league by facing off against opponents as well as the local police, who pursue the racers as they careen through city streets avoiding pedestrians, traffic signals and oncoming traffic. Test Drive features more than 20 beautifully modeled licensed sports cars -- including the Dodge® Viper GTS, the Chevrolet® Corvette Z06 and the Lotus® Esprit V8 -- as well as a blockbuster soundtrack of thumping driving music from DMX, Ja Rule, Saliva and others.

Test Drive "Platinum Hits" edition for Xbox is expected to ship April 29, 2003, for an estimated retail price of \$19.99 and an ESRB rating of 'T' for Teen.

LOS ANGELES ? April 15, 2003 ? Atari has shipped Godzilla®: Destroy All Monsters Melee, a one-to-four player monster-on-monster fighting game, to the Xbox? video game system from Microsoft. 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®: Destroy All Monsters Melee, developed by Pipeworks Software, Inc., is currently available on the Nintendo GameCube?.

?The idea behind Godzilla®: Destroy All Monsters Melee is pretty simple ? awesome fun, especially with three friends,? said Jean-Philippe Agati, senior vice president and general manager of Infogrames? Los Angeles studio. ?What could be better than stomping around cities as a giant monster, throwing buildings and enemies? Godzilla®: Destroy All Monsters Melee makes you feel like you're actually in one of the Godzilla® movies, with the epic look and scale of the nuclear-powered Goliath's played out on your TV. It's the ultimate party game on the Xbox!?

Godzilla®: 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®: Destroy All Monsters Melee also features additional hidden, unlockable areas only found on the Xbox®. 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®, Megalon®, Destoroyah®, King Ghidorah®, Mothra® 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.

New features for Xbox include:

- New monster: Mechagodzilla®3 (from the latest Godzilla® 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 against ANY combination of opponents in a 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.

Godzilla®: Destroy All Monsters Melee is available at North American retail outlets for an estimated retail price of \$49.99 and an ESRB rating of "E" for everyone. For more information on Godzilla®: Destroy All Monsters Melee, please visit the official Web site at www.godzilla-game.com.

BEVERLY, Mass.--April 15, 2003--Atari today announced that the much-anticipated hit Japanese game Ikaruga(TM) for the Nintendo GameCube(TM) next generation console system has shipped to retail outlets nationwide. The game comes loaded with glorious graphics, awesome action and incredible firepower.

"Ikaruga delivers addictive gameplay combined with intense firepower that loyal fans of the shooter genre have come to expect," said Nancy MacIntyre, Vice President of Marketing for Infogrames' Beverly studio. "With a phenomenal reputation that precedes it, Ikaruga is the import core gamers have been waiting for and more."

Ikaruga was originally developed for the arcade and 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 let 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, horizontal or letterbox 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.

Ikaruga retails with an MSRP of \$39.99. For more information, please visit www.us.infogrames.com or www.ikaruga-atari.net.

BEVERLY, Mass.--April 9, 2003-- Answering the demand for information behind the concealed project known as Kya(TM): Dark Lineage(TM), Atari today revealed the first public details of the game. Developed by Infogrames' Eden Studios and scheduled for release this fall exclusively on the PlayStation®2 computer entertainment system, Kya: Dark Lineage is an adventure-action game whose beauty, depth and immersion could potentially make it the benchmark by which all others are judged.

"We believe that Kya: Dark Lineage is one of those rare, genre-defining products and as such have invested the necessary time and resources to successfully launch the property in the interactive entertainment arena," said John Hurlbut, senior vice president, U.S. marketing and General Manager of the company's Beverly studio. "Kya: Dark Lineage promises an engaging and magical experience whose beauty, brilliance and appeal will transcend established consumer demographics, and result in a product of global appeal."

"From the start, Kya(TM) has been meticulously developed from the ground up both in terms of character and story development, right down to the proprietary game engine," said Stephane Baudet, chief executive officer of Eden Studios. "Kya promises to be a game of epic

...magnitude and we are committed to delivering unprecedented gameplay to all fans of this genre."

Plunged into a mysterious world, Kya is on a quest to find her lost brother and a way back home. Along her journey of discovery, she encounters the Nativs, a peaceful tribe, oppressed by the Wolfens, the menacing army of the evil Brazul. Kya must lead the rebellion of the Nativs for their freedom, and the only way is to master magical powers to liberate the Wolfens from their mystical imprisonment and restore their Nativ identity.

Powered by a proprietary game engine that delivers high-resolution models and textures, smooth-blended animation and utilizes spectacular physics, Kya allows players a liberating sense of movement and freedom as they travel across nine massive and open worlds. Through 34 quests and side missions, Kya must increase the power and ability of her new-found mystical powers to unlock secret areas and fight off enemies.

Among the powers available is the ability to ride the wind currents of her new land and slide down waterfalls and mountains to reach previously unattainable areas. But Brazul is out to stop her and Kya will need to match wits and skills against the formidable evil warlord. In the end, Kya may ultimately discover why she was chosen to become a part of this extraordinary world.

Developed by Infogrames' own Eden Studios, Kya: Dark Lineage will be available this fall for the PlayStation®2 computer entertainment system for a suggested retail price of \$39.95.

For additional information on this product as well as the company's complete lineup of products, please visit the Atari suite, Petree #4003 during the Electronic Entertainment Expo May 14-16, 2003, or visit www.us.infogrames.com.

BEVERLY, Mass.--April 11, 2003-- Atari adds to the success of the Dragon Ball Z franchise by introducing an all new role playing adventure game for the Game Boy® Advance. Capitalizing on the success of Dragon Ball Z®: The Legacy of Goku(TM), the best-selling role playing game for the Game Boy Advance in 2002*, Atari today announced Dragon Ball Z®: The Legacy of Goku II(TM). Slated to release in June 2003, Dragon Ball Z®: The Legacy of Goku II(TM) adds a thrilling new chapter that invites players to experience even more of the Dragon Ball Z® story.

Dragon Ball Z®: The Legacy of Goku II(TM) allows fans to play as any one of five DBZ® heroes, including Trunks®, Vegeta®, Piccolo(TM), Gohan® and Goku®, as they journey from the Trunks Saga through the Cell Games. With more than 10 gigantic game maps to access and explore, Dragon Ball Z®: The Legacy of Goku II(TM) spans approximately one-third of the Dragon Ball Z® story and allows players to train, fight and fulfill quests as they advance their way to battle the evil Cell.

"We are thrilled to continue working with the massively successful Dragon Ball Z® license," Paul Rinde, senior vice president of Infogrames, said. "Partnering with FUNimation has allowed us to develop fantastic and totally engrossing Dragon Ball Z® interactive experiences, and The Legacy of Goku II is no exception."

*According to data from The NPD Group

FUNimation Productions president Gen Fukunaga said, "We have worked closely with Atari to ensure faithfulness to the rich DBZ®

universe. Atari has added several gameplay and graphics enhancements that will make the player's DBZ® experience even more exciting. The end result is another successful DBZ title that we are sure fans are going to love."

Developed by WebFoot Technologies, Inc. Dragon Ball Z®: The Legacy of Goku II(TM) is scheduled for a June release, and will have an ESRB rating of "E" for Everyone. For more information on this title and all Dragon Ball Z® titles, visit www.dbzgamer.com.

Subject: Creating Adventure Games On Your Computer book on the Web

The folks at atariarchives.org are proud to announce that the full text of the classic computer book Creating Adventure Games On Your Computer is now available on the Web. Written by Tim Hartnell and published in 1983, the book includes four complete adventure games in BASIC plus innumerable tips on creating your own text adventures.

The book's BASIC programs are compatible with Apple II, Atari 8-bit, Coleco Adam, Commodore 64 and Vic-20, IBM PC, Texas Instruments TI 99/4a (with Extended BASIC), all TRS-80 models, and MSX BASIC. All of the programs are downloadable for instant gratification.

This is the 14th classic computing book to be made available at atariarchives.org.

<http://www.atariarchives.org/adventure>

-Kevin Savetz

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Kevin Savetz <kevin@savetz.com>

Curator of Classic Computer Magazine Archive -

<http://www.atarimagazines.com> & Atariarchives.org -

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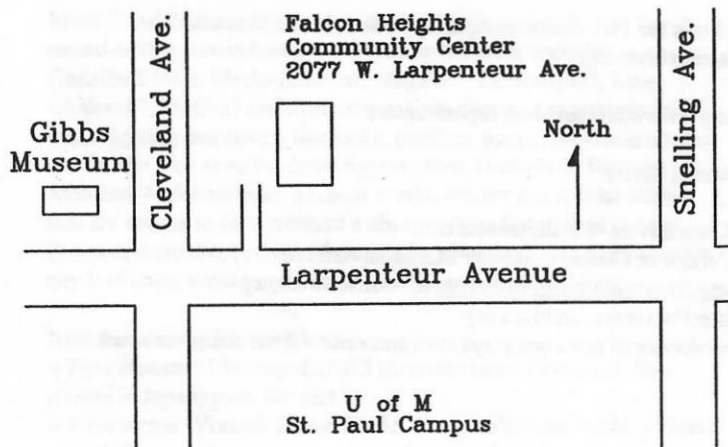
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Saint Paul Atari Computer Enthusiasts (SPACE) meets on the second Friday of each month at 7:30 PM in the Falcon Heights Community Center at 2077 West Larpenteur Ave. Doors open at 7:00 PM.



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

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