

SPACE

NEWSLETTER for January, 2004



President's Corner by Michael Current January, 2004

Happy 2004! I hope your holidays went well, and that you're rested and ready for life to resume, ever forward!

I didn't make it, and I haven't heard from anyone since, but I assume the Christmas party went as scheduled last month, and I hope it was enjoyable for all.

Did you buy anything for your Atari for Christmas this year? I ordered the new "A8 A/V BOB" from More Than Games for myself, though at this writing I haven't received it yet. This is a cable/adaptor that connects to the Atari 8-bit's monitor port, and allows you to connect to a color composite monitor, a monochrome composite monitor, a color monitor with separate chroma/luma inputs, or a TV via an S-video connector. Just what I've been waiting for! Should be a very useful device. I almost ordered two. More details about it at the More Than Games web site:

<http://www.a8maestro.com/sites/mtgcat/mtgcat.htm>

SPACE home page counter update: as of 12/21/03, 10:40pm: 1,051 hits since June 7, 2003.

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday January 9, 2004.



Treasurer's Report by Greg Leitner For December, 2003

There it goes, another year and if you blink 2004 will soon pass also. I don't know if it is just my age or my imagination but it seems like the years are just sailing on by. I am looking forward to another grand year from SPACE, and if the Christmas party is any indication it should be another banner year.

We had ten of our sixteen SPACE members show up for the party and three guests. It was good to see Larry once again. I sure miss his input at the meetings. The Xmas party lasted until about 9:00 and if anyone left hungry it wasn't because of a lack of food. I think I can say for everyone that the food was just delicious and Applebee's ribs were outstanding. Thanks to

those who brought other goodies for all to enjoy.

Our SPACE bank balance for December 1, 2003 was: 1102.17

Receipts for the month:

Membership renewal	
15.00	
Dom's	9.00
Total receipts for December	24.00

Expenses for the month:

BBS	10.00
Applebee's chicken & ribs	100.00
Cub Foods-three salads	28.08
8-bit cd-rom	9.99
Total expenses for December	148.07

Ending SPACE balance for December 2003 978.10

Just a reminder that we have not received the third and fourth quarter room rental billing form Falcon Heights as of the end of December, but it will be \$150.00 when I do get the bill. Also, I am trying to get Mike Schmidt to send me the bill for the Newsletters of the last seven months. That will be about \$65.00. So if all our expenses for 2003 were accounted for we would actually have about \$750.00 in our account. Still not bad.

I want to share with all of you the night of our SPACE Xmas party. My wife and I left the party at about 7:00 PM to pick up the food at Applebee's. We got there way too early as I thought the traffic would be terrible on a Friday night. The food was scheduled to be picked up at 7:30 PM and we got there at about 7:15, so we sat at the bar waiting for the food. The bar was very busy and we sat down next to a regular who was very talkative with the bartender. The guy turned to me and said something about the Xmas music that was being piped in and how he missed the old time Xmas music. I said he was

right, I missed it too but I also liked a lot of the new stuff also. Then he said out of the blue that Xmas wasn't the same without family, and I agreed, but I didn't really want to pursue this conversation any further. Then the bartender overhearing us said he shipped his family up north for the holidays, and all he needed was his Playstation. I then told him that I was picking up the food for our computer group, SPACE, and the proceeded to tell them it stood for St. Paul Atari Club Enthusiasts. The bartender said his sister still had a 2600 she played with and then the guy next to me said he loved the old games, and Pole Position was one of his favorites.

We chatted for a few more minutes and I could see their eyes light up every once in a while when I mentioned some of the old games. I told them how relaxing the old games were when

you just played them and didn't have to worry about a million things clogging your brain. Anyway the food was ready and we said our good-byes and I thought to myself, I could go home tonight and play any one of the games we talked about. How lucky we Atarians are that we have a gold mine at our fingertips. I suppose I could have talked to any of the other hundred patrons in the restaurant and I bet we would have had a conversation very much like the one I had with the bartender and the regular. Do we really know what we have? Do you still play the games? I'm thinking there are a lot of people out there that wish they still could. We can!!!

See you in the New Year.



**Secretary's Report
By Nolan Friedland
For December, 2003**

Meeting started at 7:45 PM - Just after Greg arrived with the ribs and chicken from Applebee's.

The bank balance went from \$1064.17 to \$1102.17. We had \$30 in membership renewals, sold 6 DOM's for \$18, and \$10 went out for the BBS. With all that said we still netted \$38 for last month. We still are waiting for the \$150 room rental. Also, SPACE bought an Atari CD-ROM for \$9.95, which will also be taken out of the balance for next month.

As of the start of this month's meeting there are 15 paid up members. There are some out-of-state members that could pay - One of those will be paid after the meeting.

For the DOM this month we have side A full of BellCom disks - Ones like Devils, Bugs, and Robot Raid. Side B is "Burger". It takes up the whole side and is approximately 30 screens.

The BBS is still going very well. The Telnet BBS Listing counter is up to 840 and the Dialup BBS Listing counter is up to 343. Total number of hits to the SPACE BBS website was at 442 prior to the meeting. A backup BBS is now in the works to handle any calls that might come through while the main BBS is down or under maintenance. More work has been put into the SPACE web site as well. It was discussed about making the website more accessible to a wider range of computers, i.e. text-mode only browsers such as Lynx which most real Atari's might use if telnetting.

We've received the first super-newsletter from David Sherwin. It looks very nice and there's a lot of content - A definite treasure for those at tonight's SPACE meeting.

No new old business. So, at 7:52 PM, the meeting adjourned and everyone made their way over to the table of food. Quite possibly one of the shortest SPACE meetings ever :)

A-T-A-R-I
Answers-Tips-and-Relevant Information
by Paul Alhart
paulalhart@hotmail.com
1987.12

As most of you know I service disk drives. Most service requires nothing more than cleaning. Over the years many people have asked me if they can clean their own disk drives. My answer has always been, "If you have to ask, then NO". Cleaning disks do not always do a very good job and (going inside) is the only effective way to clean a drive. The inside of your disk drive is a delicate, precision, complex piece of electro/mechanical equipment. However, with a little caution it is really very easy to clean it yourself. At the December meeting I will show you how it is done. Gary Williams has offered to sacrifice his 1050 drive for this demo. Even if you don't want to clean your drive you will find it interesting just to see what is inside and what makes it tick. Don't forget that this will be a special meeting. Bring along your whole family, some cookies, and be ready to have a great time. I also want to take this opportunity to tell Shirl that she will be missed. This will be Shirl's last meeting with us before her move to Florida. We have all seen The Atari Federation grow into a mature organization with Shirl as President the past two years. Let's all work to keep it that way by supporting Bob in the coming year. Thank you Shirl for all your hard work. It HAS been noticed and it HAS been appreciated.

LOS ANGELES – Dec. 9, 2003 – Atari and Artifact Entertainment today announced that Horizons: Empire of Istaria, one of the most closely followed and highly anticipated massively multiplayer online role-playing games (MMORPG), has shipped to retail stores nationwide. Available now for PC CD-ROM, Horizons will allow players to experience online gaming like never before in a massive, ever-changing, online world primed for exploration, brimming with adventure and rife with danger. For the first time in a MMORPG, players will have the opportunity to experience the power and might of ancient dragons as a playable character race. In addition, Humans, fiends, dwarves, elves, gnomes, as well as the cat-like Saris and the reptilian Sslik, round out the first nine playable races available in the game.

“Artifact Entertainment has spent the last few years making sure that Horizons will present MMORPG players with an experience like none other,” said Steve Allison, vice president of marketing, Atari Inc.’s Los Angeles studio. “Just imagine beautiful, massive, zone-free environments, epic level combat on a scale never seen before, an extremely intuitive, deep and self-sustaining trade skill system, extensive support for player-run communities and guilds within the game world and, for the first time in any MMORPG, playable dragons!”

Horizons takes place within the world of Istaria -- filled with cities and towns, castles and strongholds, villages and mystical structures, in environments ranging from tropical jungle and arctic tundra to windswept plains and mountainous wilderness. Whether adventuring by themselves or questing with a group of friends, players are free to choose their own paths and encouraged to create their own stories. Fierce warriors, arcane spell casters and challenging combat will rule the frontier lands, but skilled craftspeople will play an absolutely critical role in overall character and world development.

“With Horizons we wanted to create a world where players would have a massive impact on their environment -- a dynamic place where cataclysmic events could change the appearance and function of the world in real time right before your eyes,” said David Bowman, Creative Director and Co-President of Artifact Entertainment. “And, that’s exactly what players can expect. Our

advanced world building capabilities, the seamless integration of changes into the Horizons universe and, most importantly, the inherently dynamic nature of extensive player-run communities are sure to deliver a level of immersion and interaction not seen before.”

Nine playable character races are available in Horizons; Humans, Dwarves, Elves, Fiends and Dragons are among them. Each player character can be further customized with a near endless variety of visual tweaks, including gender, ethnicity, age, skin color, body and facial types, hair styles and color, as well as wings, horns and other exotic alterations associated with select species. In much the same way, Horizons allows players to specialize their character's class from a number of base adventuring schools such as, Warrior, Healer, Wizard and Scout as well as base crafting schools, including Blacksmith, Gatherer, Outfitter and Scholar.

Races:

- Humans -- Humans are the paragons of versatility. Their frames are strong and dexterous, and they exhibit above-average power and focus. Humans are adept at many fields of endeavor, though they tend to gravitate towards scholarly and arcane-oriented pursuits.
- Fiends -- The Fiends are ethereally beautiful beings. Their horns and tails and blued, icy skin are the marks of their deity, Niatha Moraven, Goddess of Vengeance and Power. Fiends are the descendants of altered outcast Humans of long ago, who sacrificed physical strength for mental power. Fiends excel in all fields of scholarly and arcane endeavor.
- Dwarves -- Physically, Dwarves are one of the shorter Living Races; however, they are quite stocky for their height, and are known for their superior strength and resilience. While Dwarves prefer to achieve their ends through strength and physical exertion, there are several highly adept Dwarven mages in Istaria. Dwarves excel in all professions, but tend to gravitate toward the roles of Warrior and Healer.
- Dragons -- The Dragons are scaled, winged beasts who become capable of flight as they mature. They are the largest of the races, with the eldest of the Dragons being at least twice the size of the largest specimens of other races. Dragons are blessed with an unbridled strength, making them fearsome Warriors. Dragons also strike a balance between power and focus, making them solid practitioners of the arts arcane.
- Elves -- The Elves strive to create order from chaos. Physically, Elves share the same build as Humans, though on average they are slightly taller and lankier. Elves typically exhibit superior senses of balance and dexterity; many of Istaria's famed scouts and explorers have been Elves. Likewise, Elves are renowned for their superior ranged combat skills, especially archery. Elves tend to favor power over focus in the matters of the arcane, making them excellent Wizards.
- Saris -- The Saris are a proud race, originating from feline ancestry. They are of average height, their bodies covered in a light fur. The Saris are by far the most dexterous of all the Living Races, and they make for superb Scouts. The Saris are also noted for being some of the foremost Monks in the land.
- Gnomes -- Gnomes are as strong of mind as they are agile of thought. While Gnomes are not as physically powerful as the other Living Races, they make up for it in their solid dexterity and their gifted power and focus. Gnomes make excellent spellcasters and scholarly tradespeople; they also make fine Scouts.
- Sslik -- The Sslik are strong, sleek, reptilian bipeds who are genderless. The Sslik are extremely strong and focused beings and this contributes to their exceptional adeptness as Warriors and Healers equally, calling upon both skills to aid their people in times of need.
- Half-Giants -- Half-Giants possess a brute strength matched only by Dragons. On average, they tend to focus more on physical endeavors rather than pure mental pursuits, but this does not mean that Half-Giant society is without noted arcanists and scholars. Half-Giants are creatures of reason, patience, and focus; they seldom raise their

dander, but when they do anger, they are quite formidable opponents. Consequently, they are often found in the role of Healer.

Combat:

For many, combat in Horizons will be an all encompassing passion, but even a simple tailor minding his or her own business can run into the occasional zombie – so training a few fighting skills can never hurt. Combat in Horizons takes the art of war to an entirely new level as lunges, parries; blocks and evasions are all fully represented with detailed animations. Monsters will no longer stand still as your mighty sword cleaves them in two. As players' progress in skill by using standard attacks in combat situations they gain new special abilities that could be the difference between life and death in later levels.

These special abilities are granted to characters by the schools to which they belong. As players demonstrate mastery of current abilities, they are promoted in status and will be rewarded for this progress with new special abilities. When leaving a school, the school will revoke some of the special abilities that were granted to a character, but will be restored if the character later rejoins the school.

Tradeskills:

The crafting system in Horizons is the most robust system ever put into a massively multiplayer game. Players have several design choices when making an item. Swords, for example, are made of hilts and blades while a smelting tong is made of a handle and head. As the player becomes more skilled in weapon crafting, blade and hilt styles will become available at the time of item construction. A person who has learned techniques is able to attach such things as tassels using the cloth system, visual effects using the shader system, fire using the particle system, and runes using the decal system. Crafting techniques further differentiate the items that can be created using tradeskills leading to millions of permutations.

Player Properties:

In Horizons, the Empire controls the land. However, the Empire will sell the rights to pieces of property to anyone with the ability to meet the conditions of sale. In most cases this is simply pay the Empire and the rights are yours. In some cases, it might be necessary for you to clear the land of hostile creatures such as the Undead or to go on a quest for the Empire. Player plots come in many different sizes. As the Frontier is pushed back and more of the world is explored, new individual plots will become available.

Community Building:

Community building in Horizons is not just about constructing a home on your personal plot (see above). Community building involves developing a multitude of structures that provide benefits of different types to the owner of the property. Structures can be buildings for storage, decoration, defense, entertainment, transportation, resource management, socialization, vending, construction or crafting. After sufficient construction has occurred on individual plots within a community, computer-controlled characters will begin construction on the community plots that adjoin the player-controlled properties.

Those communities that are nearest the frontier will be exposed to the greatest risk of hostile encounters from creatures in those outlying areas. These frontier attacks range from loose groups of merely hostile creatures, to carefully orchestrated invasions of undead hordes. If conflict of this nature does not appeal to you, be sure to obtain a plot in the more sedate portions of the long-settled world.

“Artifacts” are another form of community building, but unique in that they provide enchantment benefits to either all members of local communities and/or all characters within the physical range of influence that the Artifacts possess. When enough player built

communities within an area have been established and developed, an Artifact-only community plot becomes available for development. Artifacts must be both maintained and protected by the communities they serve.

Another unique community class of building in Horizons is the “empire” structure, which is designed to benefit everyone in the world and not just a particular community. An example of an empire structure is a bridge that is not within a community, but provides the entire world of Istaria with access to a newly discovered landmass. Much like artifacts, empire structures can come under attack from hostile forces and must be maintained and protected.

Horizons: Empire of Istaria is now available at retail stores nationwide with an estimated retail price of \$49.95 and an ESRB rating of “T” for Teen. Additional information about Horizons can be found online at www.istaria.com.

LOS ANGELES – Dec. 9, 2003 – Infiltrating stores nationwide today, Atari’s Mission: Impossible® - Operation Surma brings all the action and intrigue of the Mission: Impossible movie franchise to the PlayStation®2 computer entertainment system, the Xbox® video game system from Microsoft and the Game Boy® Advance. Developed by Atari’s Paradigm Entertainment, Mission: Impossible – Operation Surma presents players with a true mission impossible as they become IMF agent Ethan Hunt in an effort to stop the diabolical plans of the Surma Corporation.

“With Mission: Impossible – Operation Surma, players will be thrust into an authentic Mission: Impossible experience, complete with the latest spy gadgets, stealth action, incredible combat and plot-twisting suspense fans have come to expect from the franchise,” said Steve Allison, vice president of marketing, Atari Inc.’s Los Angeles studio. “The stealth action category continues to surprise gamers with new and innovative game play experiences and Operation Surma is no exception. Our unique connection to one of today’s strongest Hollywood movie franchises, will complement our focus on delivering incredible game play with all of the powerful lead characters, fascinating villains, elaborate double-crosses and cunning treachery of a real Mission: Impossible.”

In Mission: Impossible – Operation Surma, players step into the role of Ethan Hunt as he traverses the globe uncovering the insidious mysteries behind the malevolent Surma Corporation and its newly developed virus, the Ice Worm, which allows Surma to break into any computer system in the world. Armed with the hyper-cool, super spy technology and weaponry inspired by the Mission: Impossible movies, such as miniature remote-controlled devices, micro cameras, tranquilizing darts and character disguises, Hunt must lead his elite team in preventing Surma Corp. from taking over the world.

Mission: Impossible – Operation Surma features groundbreaking gameplay that empowers players to choose the tactics and game play style they wish to use in tackling mission objectives. For example, as Hunt, a player can forge an uneasy alliance with questionable characters in order to gain the upper hand against an overwhelming enemy force; or, the player can charge in, blasting away with the latest top secret IMF weapon; or, the player can slide silently in and out of the shadows, penetrating enemy lairs unnoticed.

Ultimately, the nature of the adventure lies in the player’s hands. Ving Rhames, who played Luther Stickell in both Mission: Impossible feature films, reprises his role by lending his voice and likeness in the game. As part of the IMF team assigned to assist Ethan Hunt in his efforts, Luther will provide critical mission intelligence, hack security systems and generally sweep target areas

clear of enemy detection devices, thus allowing Hunt to penetrate more effectively.

Mission: Impossible – Operation Surma Features:

- Open-Ended Gameplay: Players will be empowered to play the game the way they like. Take out a guard and dispose of his body, sneak behind the guard and slip by unnoticed, distract the guard to another area, tranquilize the guard remotely or even take him prisoner are just a few options at the players disposal for nearly every situation.

- Super Spy Gadgets: As with any Mission: Impossible, the gadgets are where it’s at. Operation Surma will put dozens of super-cool gadgets at players fingertips, including: The Wasp, a miniature remote-controlled “bug” with a devastating “sting”; a directional microphone used to overhear distant conversations; binoculars featuring a digital camera for evidence gathering; Electronic Warfare darts for disabling critical electronic devices; and, much more.

- Agent Moves and Abilities: As Ethan Hunt, players will have at their disposal all the moves that any respectable super agent has spent years perfecting, including: vaulting and mantling of objects; hand walking on ledges; wall hugging through tight spaces; crouching and creeping to keep a low profile; hand-over-hand maneuvering on pipes and girders. In addition, players will be able to execute numerous stealth disabling, restraining and finishing maneuvers on enemy characters.

- Gameplay Locations: Led by Mission Commander Swanbeck, players will follow clues and undertake missions in exotic locations around the world, including: the Los Muertos research facility in the southwestern United States; Sansara Prison in Northern Africa; and, Yugaria, a fictional eastern European country.

Mission: Impossible – Operation Surma is now available at retail stores nationwide with an estimated retail price of \$49.95 and an ESRB rating of “T” for Teen. Additional information about Mission: Impossible – Operation Surma can be found online at www.mi-game.com.

LOS ANGELES – Dec. 4, 2003 – Atari is expanding the gameplay of Unreal® II: The Awakening this December with Unreal® II: The Awakening – Special Edition for the personal computer. The Special Edition package will include the original single-player campaign, first released in February 2003, as well as an all-new multiplayer experience called XMP, or “Expanded Multiplayer.” Developed by Legend Entertainment (an Atari studio) in conjunction with Epic Games, Unreal II: The Awakening is the follow-up to Epic Games’ 1998 smash hit Unreal and incorporates the same story-driven gameplay, cunningly ferocious enemies and nail-biting tension that made the original title a best seller.

“Unreal II: The Awakening was one of the most anticipated and celebrated single-player first person shooters of the year, but fans have been hungry to play against one another online,” said Steve Allison, vice president of marketing in Atari’s Los Angeles studio. “Unreal II: The Awakening – Special Edition will deliver the same epic single-player game to those who may have missed out, along with the all-new multiplayer mode fans have been waiting for.”

In the single-player 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 ranging from stunningly realistic outdoor terrain to spine-chilling alien cities,

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.

The all new XMP mode is a class-based multiplayer game where teams use vehicles, cooperation and Unreal II: The Awakening's devastating weaponry to battle it out across large-scale terrain maps. Teams fight for control of energy sources to power their war machines, deployment points to get to the front lines quickly, and ultimately, four artifacts that are required to win each match. Current owners of Unreal II: The Awakening standard edition will be able to download the XMP multiplayer mode for free on the day the Special Edition package is released.

Unreal II: The Awakening – Special Edition will include: -- Innovative Game Play – Unreal II: The Awakening combines intense, pulse-pounding action with the magic of exploration and discovery as well as in-depth character interaction.

-- Advanced Technology – Under the hood lays the latest Unreal technology from Epic – a hundred-fold increase in level geometry and a 10-fold increase in character detail over the original Unreal. The advanced particle system creates the illusion of blazing fire, drifting smoke and weather effects

-- Knuckle-Whitening Enemy AI – Enemies use their new AI to find cover during fire-fights, work together in teams and react believably based on the caliber of weapon the player is carrying.

-- Devastating Arsenal – Fifteen flesh-chewing instruments of destruction are available, ranging from familiar alien-bashing favorites like the Rocket Launcher and Combat Assault Rifle to all new exotic alien variants modified by your cantankerous ship's engineer.

-- A Large Bestiary of Creatures – The fearsome Skaarj return along with a host of all-new enemies

-- Unreal Editor -- 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 – Special Edition will be available for personal computer at retail stores in North America in December with an estimated retail price of \$29.95 and an ESRB rating of "M" for Mature. Additional information about the game can be found online at www.unreal2.com, which features downloadable and streaming game play movies, screenshots and other game information and background.

Beverly, MA – December 4, 2003 – Atari, Inc. (Nasdaq: ATAR) has announced that the sequel to last year's hugely successful Dragon Ball® Z: Budokai™ game has shipped to retail stores nationwide. Dragon Ball® Z: Budokai™ 2 for the PlayStation®2 computer entertainment system, takes the best-selling fighting game of 2002 and 2003 (through October)*, Dragon Ball® Z: Budokai™, and transforms it into a heart-pounding new way to immerse fans in a quest to recover the seven Dragon Balls and the battles between good and evil that define the DBZ® world.

Dragon Ball® Z: Budokai™ 2 features many new and updated features, including the addition of the mighty villain Buu™, an all-new single player mode, and the ability of certain characters to perform Fusions and Absorptions to create even stronger fighters. The game's combat system has been improved, and the graphics in

Dragon Ball® Z: Budokai™ 2 get a complete overhaul with the addition of cel-shaded character models that are much closer to DBZ® creator Akira Toriyama's original style and immerse players more deeply into the DBZ® universe than ever before.

"Atari has sold over 3.5 million units of Dragon Ball® Z games worldwide, which speaks to the enormous passion fans have for this compelling epic" said Nancy MacIntyre, vice president of marketing for Atari. "We're confident that Dragon Ball® Z: Budokai™ 2 will surprise and thrill fans with its new features and animation style."

*According to The NPD Group, Inc.

Dragon Ball® Z: Budokai™ 2 brings players a whole new way to experience the most explosive DBZ® confrontations of all time. The game features over 30 of the toughest Dragon Ball Z® fighters ever created, including the mighty villain Buu™, who can be played in three forms. Characters battle in one of eight destructive arenas, and certain characters have the ability to perform Fusions, the merging of two characters to become even more powerful. Some Fusions are exclusive to the video game and cannot be seen on the TV show. Also, players will be able to earn valuable capsules based their original Dragon Ball Z®: Budokai™ saved game data.

Dragon Ball® Z: Budokai™ 2 also features an entirely new single player experience. Dragon World is an all-new single player mode that lets players join forces with a team of Z Fighters that they control on a quest to find all seven Dragon Balls. Dragon World offers more variety in selectable characters and match-ups, including some that never occurred in the animated series, and it allows players to earn more capsules through combat. This, in turn, grants players the ability to customize their characters faster with more powerful capsules. It also gives players the opportunity to create their own DBZ® adventures.

In addition to Dragon World there are a variety of multi-player modes, including Versus Mode, Tournament and Training modes, giving a massive range of Dragon Ball Z® playing experiences that players will be able to enjoy time and again.

Developed by Dimps, Dragon Ball Z®: Budokai™ 2 is currently available at retail stores for a suggested retail price of \$49.99. For additional information on Dragon Ball Z®, visit www.dragonballz.com.

LOS ANGELES – Dec. 3, 2003 – Atari shipped Terminator®3: War of the Machines™ today to retail stores for the personal computer, a single-player and online multiplayer first-person shooter set in the ravaged battlefields of the Tech Com-versus-SkyNet conflict. Developed by Hungary-based Clever's Games, Terminator 3: War of the Machines allows up to 32 players to face off online as either technologically-advanced SkyNet Terminators or battle-hardened Tech Com Special Forces in an epic multi-player struggle for supremacy.

"PC gaming fans can now suit up as The Terminator and defend the fate of humanity against an onslaught of online foes, or, power on as SkyNet and try to exterminate the human race," said Steve Allison, vice president of marketing for Atari's Los Angeles studio. "Terminator 3: War of the Machines recreates the dark futuristic vision of the Terminator film series like no other PC game before, putting gamers on the front lines in the Epic battle between man and machine. Dominance over planet Earth now rests in the balance – online!"

Terminator 3: War of the Machines thrusts players into the very center of the conflict outlined in the Terminator world – the struggle

of the humans against the sentient machines. The battle rages in both single- and multi-player modes across a variety of vast landscapes taken straight from the theatrical release, Terminator 3: Rise of the Machines, including downtown Los Angeles, a ruined ocean harbor, devastated highways, Tech Com and SkyNet bases, crumbling factories and more.

In Terminator 3: War of the Machines' vast multi-player mode, players compete online as either a member of Tech Com or as a SkyNet Terminator model. Eight playable character classes are available for SkyNet and Tech Com forces and up to 32 players can wage war in each server. Humans have the advantage of cunning and stealth while SkyNet brings to bear the awesome power of overwhelming force, brutality and durability. Each class offers unique advantages and disadvantages in numerous battle situations. For example, SkyNet T-900 Endoskeletons can utilize their unique vision to quickly and easily identify even the most camouflaged opponents, but will be unable to heal or repair themselves in combat like their human counterparts.

Terminator 3: War of the Machines' also features the voice and likeness of Arnold Schwarzenegger for the first time in a PC video game. In the special multiplayer "Termination" mode, players on the Tech-Com side compete for the highest frag count. The human player with the most frags has the option to respawn as The Terminator himself. The Terminator fights alongside the humans, adding a more powerful character to the Tech-Com side.

Weapons in Terminator 3: War of the Machines run the gamut from modern-day and near-future weaponry. Humans have the option of a variety of rocket launchers, sniper rifles and automatic machine guns. SkyNet features many futuristic weapons, including phased plasma rifles, plasma cannons and other assault weapons.

A number of armored and weapon-equipped Tech Com and SkyNet vehicles are at the player's disposal both in single- and multi-player modes. Vehicles included modified trucks, cars and personnel transports for the humans with mounted guns, plasma rifles and rockets. SkyNet vehicles include a variety of land- and air-based machines. In addition, the player is able to call in air strikes by targeting an object and issuing commands to offscreen allies.

Gamers who purchase Terminator 3: War of the Machines are eligible to enter to win the Ultimate Gaming Machine -- an Aurora system from Alienware, featuring an AMD Athlon™ 64 FX-51 processor and an NVIDIA® GeForce™ FX 5900 Ultra. Terminator 3: War of the Machines owners should visit www.alienware.com/T3 to enter the contest or for more information.

Terminator 3: War of the Machines is now available for personal computer for an estimated retail price of \$39.95 and an ESRB rating of "T" for Teen.

BEVERLY, MA – December 2, 2003 – Adding to its library of successful anime properties, Atari, Inc. (Nasdaq: ATAR) today announced the release of Yu Yu Hakusho: Spirit Detective™ for the Game Boy® Advance. From the licensors of Dragon Ball® and Dragon Ball Z®, Yu Yu Hakusho: Spirit Detective™ is based on one of the top-rated TV series for males 9-14 and can be viewed on the Cartoon Network.

The Yu Yu Hakusho™ franchise has already established itself as a hit in Japan, with approximately \$273 million in life-to-date video game retail sales. According to Japanese magazine Brutus, the series is the sixth-best anime of all time. In addition to the animated series, the brand is supported in the U.S. by home video, as well as licensees in trading cards, action figures, apparel, and more.

"We are thrilled to be the first publisher to bring the Yu Yu Hakusho™ franchise to gamers in the United States," said Nancy MacIntyre, vice president of marketing for Atari. "The popularity of the Yu Yu Hakusho™ series and FUNimation's dedication to delivering quality licenses made it a logical follow-up to our Dragon Ball Z® catalog of games."

Developed by Sensory Sweep Studios and Screaming Games, Yu Yu Hakusho: Spirit Detective™ tells the saga of Yusuke Urameshi and his struggle for redemption as he battles evil in both the universe of the living and the spirit world. In Spirit Detective, players guide Yusuke through exciting adventures taken directly from the popular series, chronicling approximately the first third of the hero's 112-episode animated journey.

Players can assume the role of six major characters from the show including Yusuke, Kuwabara, Kurama, Hiei, Botan and Kayko. Additionally, the game includes the major enemies from the television series' Spirit Detective Saga and offers more than 20 levels of gameplay. Beautiful artwork, real-time battles, several special attacks and a creative storyline will deliver the experience that Yu Yu Hakusho™ fans crave.

Rated 'T' for Teen, Yu Yu Hakusho: Spirit Detective™ for the Game Boy Advance is currently available for a suggested retail price of \$29.99. For additional information on the Yu Yu Hakusho™ game, visit www.atari.com.

LOS ANGELES--Dec. 2, 2003--Atari has signed a blockbuster Hollywood cast to lend voices to its greatly anticipated video game, DRIV3R, scheduled for release in Spring 2004. Michael Madsen, Ving Rhames, Mickey Rourke and Michelle Rodriguez will play the lead roles in the third installment of the gritty, crime-fighting Driver video game series, one of the most successful video game franchises of all time. DRIV3R is being developed by Atari's Reflections Interactive for the PlayStation®2 computer entertainment system and the Xbox(TM) video game system from Microsoft.

"DRIV3R recreates the excitement of a Hollywood-style blockbuster action film and combines it with the adrenaline rush of an action-adventure video game full of sinister criminals, nail-biting car chases and international crime syndicates," said Steve Allison, vice president of marketing in Atari Inc.'s Los Angeles studio. "By casting the game with top Hollywood talent, DRIV3R truly solidifies the look and feel of an interactive movie. Atari is well known for pushing the envelope of collaboration between the video game industry and Hollywood, and DRIV3R will once again raise the bar for what gamers will come to expect from interactive entertainment."

Michael Madsen, who has starred in blockbuster crime films like Kill Bill, Donnie Brasco and Reservoir Dogs, will give voice to DRIV3R's lead character Tanner, the jaw-breaking undercover cop and master "Wheelman" who dominated the first two installments of the Driver series, and who in DRIV3R will stop at nothing to bring down an international car theft syndicate. Ving Rhames, who has appeared in films that include the Mission: Impossible series, Pulp Fiction and Con Air, will provide the voice of Tanner's hardnosed partner, Tobias Jones. Mickey Rourke, famous for his roles in Once Upon a Time in Mexico, The Thin Red Line and 9 1/2 Weeks, will be the voice of Jericho, the sinister leader of the international crime syndicate. Michelle Rodriguez, best known for her roles in S.W.A.T., The Fast and the Furious and Blue Crush, will provide the voice for Calita, the sexy leader of a Miami car theft ring.

Developed by Reflections Interactive (an Atari studio), the masterminds behind Driver and Driver 2 - which have sold more than

12 million copies worldwide - DRIV3R is an action-packed driving adventure game that stays true to its roots, incorporating the cinematic gameplay and gritty street crime of its predecessors with ground-breaking graphics and three mammoth, wide-open city environments: Miami, Florida; Nice, France; and Istanbul, Turkey.

Featuring Hollywood-caliber production values and a gripping, narrative story line, DRIV3R casts players once again as undercover cop Tanner who, alongside his partner Tobias, must infiltrate a global car theft ring, an assignment that leads to tire-squealing chases and fierce on-foot firefights while tailing gangsters, chasing witnesses, stealing cars and unloading massive clips of ammo to bring the criminals to justice.

DRIV3R is expected to be available worldwide in Spring 2004 for PlayStation 2 and Xbox. Additional information about DRIV3R can be found online at www.atari.com.

BEVERLY, MA – November 24, 2003 – Featuring many of the most popular and powerful Dragon Ball Z® warriors of all time, DBZ® battles come alive as Atari (Nasdaq: ATAR) today announced they have shipped Dragon Ball Z®: Taiketsu™ for the Game Boy® Advance. Created by WebFoot Technologies, Dragon Ball Z: Taiketsu™ features 15 DBZ fighters, including, for the first time in the U.S., the Legendary Super Saiyan, Broly™.

“Dragon Ball Z® is the consummate tale of good versus evil, and nothing depicts that tension better than Atari’s newest DBZ® fighting game, Dragon Ball Z: Taiketsu,” said Nancy MacIntyre, vice president of marketing for Atari.

Dragon Ball Z®: Taiketsu™ allows players to choose from single-player mode or challenge friends using the Game Boy® Advance Game Link® cable in multiplayer mode, and unleash blistering combos and super moves. Battle opponents on the ground or in the air with DBZ flight action and power-up well-known characters such as Goku®, Vegeta®, Cell® and Buu® into their strongest forms. Can you fight your way to the top?

Rated “T” for Teen, Dragon Ball Z: Taiketsu for the Game Boy Advance is currently available for a suggested retail price of \$29.99.

For additional information on Dragon Ball Z, visit www.dbzgamer.com.

BEVERLY, MA - Nov. 24, 2003 – Atari, Inc. (Nasdaq: ATAR) today announced that Beyblade™: Ultimate Blader Jam for the Game Boy® Advance has shipped to retail outlets nationwide. Based on the Japanese anime sensation that has become a hit TV series and a blockbuster line of Hasbro toys, Beyblade: Ultimate Blader Jam invites legions of fans to accept a new Beyblade challenge that will encourage them to perfect their Beyblading techniques.

The Beyblade™ phenomenon comes to Nintendo Game Boy Advance with more than 50 V-Force challenges and an amazing Beyblade adventure story. In Ultimate Blader Jam, a sinister group is out to steal Bit Beasts from the World Champion Bladebreakers. Players must defend against the mysterious force using skill, balance and endurance. Players can unlock a collection of more than 100 Beyblades, battle head-to-head in multiplayer mode, and play as Tyson, Kai and other Bladebreakers.

“We are excited to bring this red-hot franchise to the hand held category allowing kids to immerse themselves in the world of Beyblade whenever and wherever they want,” said Nancy MacIntyre, vice president of marketing for Atari. “Ultimate Blader Jam offers the

best of the TV show and toy, with the added element of interactivity and mobility that legions of Beyblade fans crave.”

Licensed by d-rights through its representative Nelvana, Beyblade is an enormously popular animated television show. It is the 2nd highest-ranking kids program on ABC Family, Mondays-Fridays 7:30-8 am, with Males 6-11 and Males 9-14. It is also a hugely successful toy based on customizable, high performance tops that compete. To date, over seven million tops have been sold in the US alone.

Developed by Full Fat, Beyblade: Ultimate Blader Jam has a rating of ‘E’ for Everyone and is available for a suggested retail price of \$29.95. For more information on this title, please visit <http://www.atari.com/>.

--From: "Rick D."

--Date: Sun, 07 Dec 2003 17:18:20 -0600

07 Dec 2003:

I have 4 new products ready:

<http://www.a8maestro.com/sites/mtgcat/mtgcat.htm>.

For the Atari 8 bit computers:

an audio/video breakout box using the monitor jack:

<http://www.a8maestro.com/sites/mtgcat/prodhtml/a8avbob.htm>.

For the Atari Jaguar game system:

an audio/video breakout box using the video connector:

<http://www.a8maestro.com/sites/mtgcat/prodhtml/jagavbob.htm>.

the parts kit and instructions on a pc/st game transfer system:

<http://www.a8maestro.com/sites/mtgcat/prodhtml/jagbjlm.htm>.

the adapter to connect the computer to the jaguar:

<http://www.a8maestro.com/sites/mtgcat/prodhtml/jagbjla.htm>.

These 4 adverts are pictures about 150K in size each.

For inquiries and questions email [mtg2003](mailto:mtg2003@a8maestro.com) at a8maestro.com ([mtg2004](mailto:mtg2004@a8maestro.com) in 2004)

Payment is check or money order, cash, or paypal in extreme circumstances.

Thanks,

Rick D.

More Than Games