

## SPACE NEWSLETTER

### January, 1994

#### Editorial by Joe Danko

The members of SPACE should probably be very concerned, possibly unhappy with their Newsletter Editor by now. There was nothing published in December and this January issue is a poor product and late to boot. There is no defense that can be made to excuse such behavior.

Speaking now as an individual, I will say that Joe Danko's life has been in disorder for the last two months. I moved my workplace from Roseville to Eagan. When I say "I moved my workplace", that is a literal interpretation. I had to move most of the computer hardware and practically all of the office from the UNISYS MRCS site to the UNISYS INFOHUB with minimal assistance. Add to that going to Metro U., dealing with Thanksgiving, Christmas, three malfunctioning automobiles and, computer problems at my church and adjusting to working rotating shifts again and we have a domestic train wreck that is just now being cleared off the tracks.

I am trying to find a place close to Maplewood Mall that has duplication cheaper than Kinkos. I will say that doing it at Kinkos is certainly a pleasure. They did 2-sided copying and stapling in about 10 minutes. I would consider help from someone who is able to spend more time and trouble getting the newsletter copied, stapled, folded, stapled and stamped. The complete process is very time consuming.

As you will see in this publication, SPACE will be needing a new Recording Secretary and a new BBS Sysop. The SPACE BBS has become something of a hot potato. My personal observation is similar to Amos Jackson's. Is it worth the expense and trouble? I believe it is but it has become apparent over the years that the ATARI 8-bit computer is a notoriously unreliable platform for a 7 day a week, 24 hour a day operation like a BBS.

#### Minutes of Space Meeting

November 12, 1993

Mike Weist  
Recording Secretary

Space meeting started at 7:40 pm. All officers present, except Nathan Block, club president. Sherm Erickson, vice president, presided over meeting. Sherm welcomed everybody to meeting.

Sherm asked for a recap of the Oct. meeting minutes from recording secretary, Mike Weist. The club treasurer, Greg Leinter gave a treasury report. Talked about some of the club's incurred expenses. The club's treasury stands at \$516.29.

Election of officers took place for the club. The motion was made to elect the slate of officers. Larry Serflaten 2nd the motion.

For old business, Sherm Erickson talked about the Hamfest, that was held Oct. 30, at the Civic Center in St. Paul, Mn. He talked about the fun time the Space Booth volunteer had at the show. Talked about the improvements this year. Better flea market items, cleaner restrooms, and no big lines for getting food and refreshments. Encouraged members to volunteer for future shows, where the club booth would be.

For new business, comments were made on the new newsletter format. Many members expressed they liked it.

Fliers advertising the Space Atari club will be circulated by club's software person, Lance Ringquist.

Discussion was brought up on how to build up the club's treasury. Sherm Erickson, club vice president brought up the idea of eliminating free membership for officers. Most of the officers agree with this. This will be brought up in January '94 when the club's bylaws can be reviewed.

The idea of finding a cheaper costing meeting spot was discussed or even a no cost location. A former location that didn't cost the club anything will be checked into.

A suggestion was made to have another fund raiser like the Bob Puff visit was suggested. Mike Fitzpatrick, club BBS. Sysop, said the Bob Puff visit is a lot of hard work and preparation. But if members would like Bob Puff to make a return, he would.

Another suggestion was made for a fund raiser. A member suggested having a club rummage sale. It was discussed when to have it, where to have it. It was suggested to have it at the next electronics show. This would be the

Midwinter madness show in Feb. '94, in Blaine, Mn. This idea will be discussed at future meetings.

Mike Fitzpatrick, club BBS, suggested having a club suggestion box for ideas for fund raisers. Sherm Erickson said arrangements for a suggestion box will be made.

A club member, Pat Krenn, made the announcement he had a printer, a 130xe computer, and a XF551 disk drive, and software and cartridges for sale at the meeting.

The last item of business to talk about was the club's Christmas Party at the Dec. Meeting. A potluck list was circulated among the membership to sign up to bring a food item. Beverage and meat will be provided by club.

A suggestion was made to extend an invitation to past members to come to Christmas Party.

Sherm Erickson reminded the membership, the more members who signed up to bring a potluck item for the party, the better the party. He thanked everyone for coming to the meeting.

Meeting adjourned at 8:25 pm.

Space Christmas Party '93

What can I say! It seems every year the Space Christmas Parties get better and better.

First the Christmas Parties are always a success because of the hard work and planning of the Christmas Party Committee. This includes The Fitzpatricks, Sherm Erickson and other people.

Second is the food at the Party. The food table was loaded with food such as delicious ham, Ray Wafer's famous potatoe salad, Al Nobles's famous special K-bars and lots of other delicious food items. And the President's great McDonald's Orange Drink(I could of drank a gallon of it).

Third was the Raffle for prizes and the trivia contest. Many nice prizes were won by club members. The trivia contest was gets better every time. Where the President comes up with Atari question I don't know. But we were lucky to have people like Larry Serflaten and Amos Jackson on our side to answer the trivia questions right so our side won. The other side was very good at answering the trivia questions too but we won. It was a very fun party and I can't wait till we have our next club birthday party.

Mike Weist

#### Minutes of Space Meeting

December 10, 1993

Mike Weist  
Recording Secretary

Nathan Block, President of Space opened the meeting at 7:40 pm. He welcomed everybody in attendance. He introduced the officers of the club. All officers were present except Joe Danko, club newsletter editor.

Nathan Block said he has always looked forwards to past Christmas parties and is looking forwards to the Christmas party after the meeting.

Mike Fitzpatrick, present B.B.S. sysop, said a new B.B.S. sysop must be found because he has to step down from the position. If any club member is interested in assuming the duties, they should contact him, Sherm Erickson, or Nathan Block. Terry Streeter, a club member expressed interested in the position.

To save money for the club, Greg Leinter, club treasurer, suggested that mail coming to a post office box come to his house. This would save the club some money that has to be paid out for a monthly post office box. This idea will be considered.

Larry Serflaten demonstrated the disk of the month. Nathan Block, club president, asked the officers of the club to step forwards to the Christmas Party food table and serve themselves first. Nathan thanked everyone for coming. Meeting adjourned at 7:50pm.

Mike Weist  
Recording Secretary

# Treasury Balance \$509.94 Nov, 1993 Accounts

es	Expenses	
Software	45.00	Newsletter 64.15
Disks	42.00	BBS Sep/Oct 24.10
Memberships	15.00	Ham Fest Booth 24.00
Disk Boxes	0.00	
Disk Notchers	3.00	

105.00 112.25

Net Deposit - 7.25

## Treasurer's Report for November, 1993 by Greg Leitner

Another year has come and is almost gone and here we still are. What do you suppose, if you were a betting person, the odds would be that an 8-bit club would survive another year? Well here are my reasons I feel that our club would be a sure bet for 1994.

1. We have Officers that want to keep their positions for another year which means they care enough about the welfare of the Club that they are willing to sacrifice their time for it.

2. The members as a whole realize when the treasury is in need of their support and everyone contributes to see that the Club remains financially strong.

3. Just to use one of many examples, we have members such as Rich who probably doesn't have much time to devote to the 8-bit anymore, but who still shows up at the meetings to give us his technical support and knowledge.

With all this going for us how can we not survive?

It looks like we are going to end the year with a balance of around \$500.00. Not too shabby.

For the month of November we pretty much broke even with expenses outpacing our receipts by just \$7.25. We took in \$105.00, including one membership renewal and had expenses of \$122.25, including monthly BBS phone bill and the newsletter. Also we had an additional expense for the rental of a table at the Hamfest late in October. So our bank balance now stands at \$509.04.

See you all at the December meeting and let's have a great party to celebrate our success for another good year.

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## STUFF I FOUND ON THE SPACE BBS \*\*\*\* by Joe Danko

Message: 93 (#6728)  
Title: Joysticks  
Author: Craig Larson  
To: All

Posted: Thu 2-Dec-93 at 9:44:00pm

I was at a newly opened store near my house in Columbia Heights call Unique Thrift Shop. It is located next to the Ace Hardware store near 37th Ave. and Stinson Blvd. I saw hanging up on a rack approximately 20 Atari type joysticks with fire buttons and a couple of those paddle sets. All of these items were marked 95 cents each. They were hanging up by the cords about 3 or 4 isles away from the west outside way on pegboard hooks. For those who don't know me, I'm an Apple II 8 bit nut who buys almost anything for Apple II computers. I am sympathetic to users of any 8 bit computer line whose manufacturer dropped support on the product. Some of the parts used in the Atari are the same as the Apple II.

## (94/100+) For Sale/Wanted:

Message: 95 (#6920)

Title: selling  
Author: TOM STELMACH  
To: All

Posted: Thu 30-Dec-93 at 2:12:00pm

I am selling my extra atari things, I have:

400 -16k 600xl -16k

800xl -48k xm301 300band modem

(I might be able to sell a 800 with 48k)

and I suppose if anybody wants one, a 410, but they suck.

Also MAYBE I could sell a 130xe with the 128k

Tom.

## (99/100+) For Sale/Wanted:

Message: 100 (#6940) - Reply to #99

Title: the scary  
Author: TIM GEARIN  
To: TOM STELMACH (Recvd)

Posted: Sun 2-Jan-94 at 12:06:01am

Well, I've got two program recorders sitting around here and I already gave my cousin my old 400, a recorder, and I transferred a bunch of M/L games to tape. There is a trick to loading M/L programs from tape. I also gave him my old 1030 modem but theres something wrong with that old 400 where it ignores devices other than a recorder which only uses the gnd., aud.in, and a data pin.

I figure I can give it to my neighbor. It'll give his kids something to do at least.

## (40/50+) Software Talk:

Message: 40 (#5632)

Title: BOULDER DASH  
Author: Larry Serflaten  
To: All

Posted: Mon 5-Jul-93 at 9:33:00pm Replies: 2

If you like this game but find you cant see all the screens because you get killed too early, I have a surprise for you!

I have found the one byte that determines how many men are given at the start of each game. This one value is normally 3 but I have successfully changed it to over 100!

The byte is 7592 bytes from the beginning of the file. The BASIC program below shows how to alter this byte to ANY VALUE you want!

10 OPEN #3,0,"D:\BLDASHX.OBJ" 20 OPEN #4,0,"D:\BOULDER.DSH"

25 REM (Use correct filename!) 30 FOR I=1 TO 7591 40 GET #4,A:PUT #3,A

50 NEXT I:TRAP 100 60 GET #4,A:PUT #3,100:REM NEW VALUE 70 GET #4,A:PUT

#3,A:GOTO 70 100 CLOSE #3:CLOSE #4 110 END

HAVE FUN!

Message: 42 (#5705) - Reply to #40 Title: BOULDER DASH

Author: Nathan Block

To: Larry Serflaten (Recvd) Posted: Tue 13-Jul-93 at 1:43:00am

I cannot believe you, this is fantastic! How on earth did you figure this out? Are you ripping code out of commercial software now?

Nathan Block

## (42/50+) Software Talk:

Message: 43 (#5710) - Reply to #42 Title: BOULDER DASH

Author: Larry Serflaten

To: Nathan Block (Recvd)

I'm just DETERMINED to have fun with my computer! I couldnt winn with only 3 men at the start so I went in and logged where every '3' was in the file. I then systematically changed every one (one at a time) untill the number of men changed.

Now I can get to every screen and have played all of level 1 (A-P) some of these screens are hard to figure out!

## (43/50+) Software Talk:

Message: 44 (#5730) - Reply to #43 Title: BOULDER DASH

Author: Nathan Block

To: Larry Serflaten (Recvd) Posted: Fri 16-Jul-93 at 1:43:00am

That is hilarious! You should bring that to the next meeting. I have passed both BOULDERDASH 1 and BOULDERDASH 2 without cheating!

Nathan Block

Message: 180 (#6854)

Title: CSS Sale



Author: Richard Mier

To: All

Posted: Mon 20-Dec-93 at 4:34:00pm Replies: 1

I just received a Sale flyer today from Computer Software Sceries. Black Box with Floppy board for \$309.95! From what I understand, the Floppy board with handle 1.44 Meg Drives. The real kicker!!! CSS is now carrying the ICD/OSS cartridges, MAC65, ACTION, Basic XL and XE. Also, along with a new 8Bit company they will making and saleing the R-Time 8!!!! (Fine Tuned Engineering is the name of the new Company.)

Richard Mier

(182/200+) Public Interest:

Message: 183 (#6857) - Reply to #180 Title: CSS Sale

Author: TIM GRARIN

To: Richard Mier (Recvd) Posted: Tue 21-Dec-93 at 1:49:00am Replies: 0

I wonder if the sale means that there just trying to get rid of there inventory before they go out of bussiness. I dont know really.

Message: 196 (#6946)

Title: I Guess It's Time!!

Author: Amos Jackson

To: All

Posted: Sun 2-Jan-94 at 11:50:00pm

Well, Bobbi and I have been paying close attention to the bbs for about the past 2 months, and have come to this conclusion....

It is no longer viable to have Spectrum Analysis BBS online. There are a total of 6 users who really bother to call the system on a regular basis and add some input to the system to keep it going.

The fact of the matter is that Spectrum Analysis BBS is now a very dead system. There is not enough activity to warrant the expense of keeping the system online.

That is really the botton line here and even though I don't like it, that is just the way it is. There is just not enough support to keep the system online anymore, despite efforts to keep things interesting to the general public.

Therefore, on Wednesday, January 5, 1993, Spectrum Analysis will cease to exist.

What I will no longer do is keep the system active for 24 hours a day, 7 days a week. I will not give up my phone line, nor will I totally take the bbs offline. I also will not sell my node to anyone. I will continue to purchase upgrades and support K-Products and any future upgrades that it may come out with.

I will concentrate all of my time to beta testing for K-Products, and I will continue to network, but reality has set in, and I know that the time that has been established for this system has long past, and even though I don't want to call it quits, it seems that the time to do so had passed.

You will find that Spectrum Analysis will continue to exist, only ecause for certain times of the week, the bbs will be online, but the userlog will only be set up for a total of two users, myself and Bobbi.

So, progress has once again beat something that could have been some kind of value, or just plain lack of interest has set in and has told a story that could not be accepted until now.

So all good things must come to an end, but then again, I guess not all good things are good to all people.

For me anyway, its been nice to serve those who have been interested in knowing what is going on. I will now go private, and continue to be available for those of you who are left, and have an interest in the 8-bit.

May peace and happiness be with all of you throughout 1994.

Amos Jackson

Message: 91 (#6747)

Title: New Sysop

Author: Sysop

To: All

Posted: Mon 6-Dec-93 at 3:38:01pm Replies: 0

SPACE will be needing a new Sysop as of Jan 1994. My time, energies, and phone line need to be dedicated to other endeavours.

(91/100+) Members' Memos:

Message: 92 (#6749)

Title: NEW SECRETARY

Author: MICHAEL WEIST

To: All

Posted: Mon 6-Dec-93 at 6:31:00pm Replies: 0

AS OF JANUARY 1994, THE SPACE CLUB WILL NEED A NEW RECORDING SECRETARY. I AM STEPPING DOWN FROM THE POSITION.

MIKE WEIST RECORDING SECRETARY

#### ATARI JAGUAR PRESS RELEASE

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The following article was published in the July 5, 1993 issue of Electronic Engineering Times. Permission to upload the text of this article was granted from CMP publications by Ms. Martha Rosaril.

(I thought the Atari community would like to read this

-- Greg Matthijetz, G.MATTHIJETZ)

"Atari Jaguar an IBM animal"

by Junko Yoshida  
Sunnyvale, Calif.

Atari Corp. will score a new level of video-game performance this fall with the introduction of Jaguar, a 64-bit RISC-based system offering real-time 3-D shaded surfaces with texture mapping.

The \$200 system, able to tap into the growing network of cable and telephone video services, will take videogames into a graphics realm once the province of midrange 3-D workstations. In yet a further departure, the system will be built by IBM Corp.

Jaguar, billed as an interactive multimedia system, is based on an Atari-designed proprietary 64-bit RISC processor and its proprietary digital signal processors. The cartridge-based system features 24-bit true color graphics, shaded 3-D polygons and real-time texture mapping.

Atari claims that Jaguar offers four times the processing power of the current 16-bit videogames from Sega and Nintendo, and believes it is even more powerful than the coming 32-bit ARM CPU-based machine from 3DO Co. "If a spaceship goes around a moon, or a person walking on a street turns on the next corner, every object, every detail in such scenes is reproduced in shaded 3-D images with texture. It's truly amazing stuff," said Atari president Sam Tramiel.

--Dense ASIC's--

The system's graphics performance is compared by the company to that of the 3-D engines in midrange Unix workstations. And like those engines, Jaguar is based on advanced, very dense digital ASIC's.

Jaguar's core consists of two chip sets, one holding the 64-bit RISC processor and the other containing DSP hardware. "But the partitioning between the two chip sets is ambiguous," said Richard Miller, vice president of research and development at Atari, as the two share some functions. The two sets apparently pack a whole range of components, including controllers, video processors and encoders, leaving outside the core only "a very small amount of TTLs and DRAMs," said Miller. They were designed at an Atari facility in England, said Tramiel.

The 64-bit RISC processor is capable of processing video data at a high rate, handling various video effects as well as full-motion video compression on its own, Miller claimed.

--Lots of bandwidth--

Atari would not disclose any more about the core ASICs, such as gate counts or data bandwidth, but Miller pointed out that Atari engineers had to concentrate most of their design efforts on bus bandwidth.

"Graphics eats a lot of bus bandwidth. What's available today for other 64-bit processors such as PowerPC is only just enough for what we want to do," he said. "What we designed is right up on the level of expensive 64-bit processors."

To meet its cost goals, Atari had to push ASIC technology to the limit. The chip sets will be manufactured by "one of the top four silicon vendors in the world" using the "smallest geometry" available, said Miller. It is believed that with Jaguar Atari has become one of the early customers for a major Japanese 0.5-micron ASIC process, but the company would not confirm this.

, manufacturing volume is essential to the Jaguar plan. The company intends to introduce an add-on PC card featuring the company's proprietary 64-bit RISC processor, said Tramiel. "It could also help minimize the cost of our chip sets," he said.

Atari is also considering licensing the chip set to other silicon vendors, but has not determined any details yet, said Tramiel.

The future holds more integration. But before working on the ultimate, a system on a chip, the next step for Atari's engineering team is to shrink what is currently a set of rather large custom chips further, reducing the whole system to "one processor, one DRAM, one ROM and one custom chip," said Miller. The company is looking at both synchronous DRAMs and Rambus DRAMs for future use, "but we are waiting to see some of the standards issues get settled first," he noted.

Miller does have a technological wish list. "First," he said, "we'd love to have 0.3-micron process technology as soon as possible for custom IC's. Second, we'd like to see some form of synchronous DRAMs appear as a standard commodity DRAM, and, naturally, a very high bus bandwidth to produce higher video performance. The existing improvements for faster bus interfaces so far have been very disappointing for us. Lastly, I'd love to play the Atari Jaguar system on a 10 X 10-foot display. I'm waiting for a very low cost, low power, large-screen-size display, using probably not an active matrix but FED-type technology."

In the long run, Jaguar is designed not just as a cartridge-based game machine. It will use a 32-bit expansions port to connect to cable and telephone networks, and a digital signal processing port for modem usage and connection to digital audio peripherals.

This I/O structure reflects Time Warner's 25 percent stake in Atari. "In the course of our product development, we've had frequent discussions with Time Warner. It has set the direction for our machine to have cable and telephone connections," said Leonard Tramiel, vice president of

operating systems.

The company designed and built a 16-bit prototype home-entertainment machine two years ago, said Sam Tramiel, but scrapped the plan in favor of a grand attempt to leapfrog the 16-bit systems that were then coming onto the market. But then Atari engineers started to look for enabling technology, "there were no RISC processors and no DSP's that fulfilled our requirements, especially at our cost," said Miller. Atari's design team even had to develop its own HDL simulation tools, he said.

"People tend to forget that, unlike business users, consumers do have much higher expectations in video quality, speed and cost," Miller said. "In order to match that demand, we had to really push the technological envelope, driving the chip counts down, designing the system to be highly manufacturable and depending on the smallest geometry process technology."

--IBM the OEM--

Atari will also push the envelope in another way, turning its back on traditional East Asian manufacturing sites and calling on IBM to build Jaguar. IBM, working with a 30-month contract worth \$500 million, will be responsible for component sourcing, quality testing, console assembly, packaging and distribution, and will build the system at its Charlotte, N.C., facility. The motherboard will come from an IBM-approved manufacturer, said Herbert Watkins, director of application solutions manufacturing at IBM Charlotte.

For IBM, producing the Atari Jaguar system makes it for the first time a major OEM for highly cost-competitive, mass consumer-electronics products, Watkins noted.

"To manufacture one of the most sophisticated game machines in the world, we needed someone who understood a high-volume, fast digital machine," said Miller. "IBM was a natural choice."

According to IBM, the prototypes of the Atari Jaguar system will come out in July, ramp-up models in August and mass-productions versions in September. The system will be available first on a limited basis in the fall in New York and San Francisco areas. A national rollout is scheduled for next year.

## ATARI JAGUAR ONLINE CONFERENCE on GENIE

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SPECIAL EDITION: DATELINE ATARI with Bob Brodie!

The Jaguar Rollout!

November 4, 1993

- Bob Brodie Host - Lou Rocha

<[HOST] ST.LOU> This is the night we've been eagerly anticipating ... the official Jaguar rollout from New York City with a live report on the news conference held just two hours ago. As usual for our Dateline Atari RTC's, our special guest is the Director of Communications, Bob Brodie. Despite a very hectic and exciting day, Bob has chosen to give GENIE users the first accounts of this evening's news conference.

Elsewhere in the Atari ST RoundTable there is growing excitement about the Jaguar, the host of new game developers and the unbelievable climb of Atari stock which hit a high of 12 1/8 today! Before we begin, a special welcome to all new participants in the Real Time Conference - and a friendly 'welcome back' to our growing number of regulars. This evening's conference may get quite busy at my end so please be patient and I will queue you for your questions and comments as soon as I can. Now, without further ado, heeeeeeeere's Bob!

<[Bob & Ron] BOB-BRODIE> Welcome one and all!! We have just returned tofrom the jungle!! Atari has just rolled out the 64-bit home entertainment system a standing room only audience on the 48th floor of the Time-Life Building in New York City.

I am joined here tonight with my wife Jerri, Ron Kovacs and John Gagne

of the Z\*Net News Service. We are coming to you live from the Paramount Hotel on 46th St in Manhattan. We invited the cast from Les Miserables, but they were too busy to attend. :) They're just across the street.

What we have witnessed tonight is a new era for Atari Corporation. The introduction and announcement of release of the Jaguar, a 64-Bit home entertainment machine. On hand at the press conference were Jack Tramiel, sons Sam, Leonard and Garry, myself, Bill Rehbock, James Grunke, Angie Ligouri, Terry Valeski, John Skrush, Susan McBride, Purple Hampton, and many other staff members from Sunnyvale. Major press agencies such as CBS, NBC, ABC, CNN and local reporters from the New York Times, Wall Street Journal, entertainment and Atari media were in attendance at the event. Heard from nearly ALL of the attendees were WOW and shouts of excitement from the presentation hosted by Sam Tramiel.

Guests were greeted by three male and female jet black leather and vinyl costumed jaguar cats. Tropical foliage, flowering bamboo, moist fog, blue and green tinted pin spots and animal cries, deep from within the heart of the jungle.

Inside the concept changed dramatically, encircling the entire event were Atari Jaguar and Lynx kiosks accented with blue neon rods, ice blue pin spots and more tropical foliage. Positioned in two corners of the room were wire cages with the jaguar-costumed dancers.

Sam gave a presentation, accompanied by video displays of the Jaguar TV commercial, and sales videos for the retail stores. There was no expense spared to convey the messages to the attendees that Atari is serious about marketing the Jaguar. No less than 12 screens positioned throughout the room carried the video, as well as Jaguar game play. 10 Jaguar kiosks were stationed throughout the room, each showing a different video game title. John Skrush and other employees were also prowling the crowd with pre-production EPROM carts in hand, ready to show the visitors the future of Jaguar gaming.

Atari announced the signing of a number of new developers for the Jaguar tonight, including Virgin, Interplay, Microprose, UBI Soft, GremlinsGraphics, Millenium, and Accolade. Accolade will bring Bobsy, Jack Nicklaus Gold, Al Michaels Announces Hard Ball, Brett Hull Hockey, and Charles Barkley Basketball to the Jaguar. Atari Games announced that they will be using the Jaguar as a board for their arcade games. There will be a few other developers that will be announced in a press release a little later on, as well as more details regarding the specific titles that they will be developing for the Jaguar.



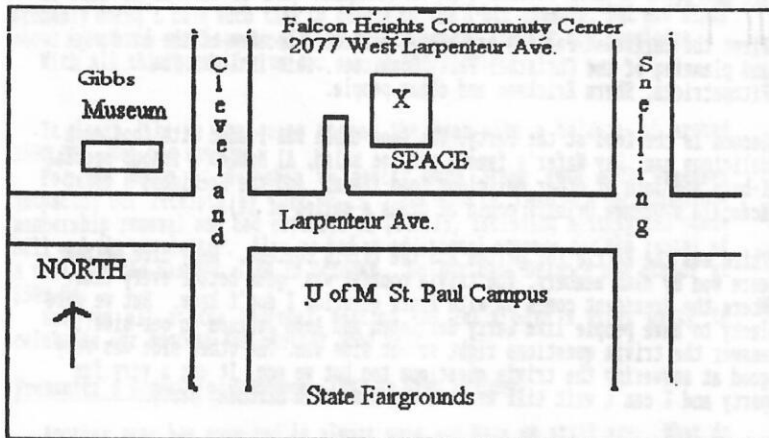
## OFFICERS

President	Nathan Block	922-8012
Vice President	Sherrn Erickson	434-5254
Secretary	Mike Weist	
Treasurer	Greg Leitner	
DOM Library	Terry Streeter	
DOM Sales/Membership	Glen Kirshenmann	786-4790
Paper Library	Jim Shieb	721-4185
Software Library	Earline Fitzpatrick	
SPACE Newsletter Editor	Joe Danko	777-9500

## SPACE MEETINGS

Saint Paul Atari Computer Enthusiasts (SPACE) meets on the second Friday of each month at 7:30 PM. Doors open at 7 PM. Vendors are welcome.

Falcon Heights Community Center  
2200 West Larpenteur Ave.  
Falcon Heights, MN



# SPACE Monthly Newsletter

# January 1994

## Disclaimer

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# SPACE BBS

**BBS Phone: (612)-427-4317**

SYSOP: Mike Fitzpatrick

Co-SYSOP: Sherm Erickson

Technical Support: Amos Jackson

Supporting: Atari 8 Bit Classics

Speed: 300-2400

Settings: 8 Bits, 1 Stop, no parity

S.P.A.C.E.

P.O. Box 120016

New Brighton, MN 55112

