SPACE

NEWSLETTER September, 1998

Treasurer's Report

by Greg Leitner
September, 1998

What a great time we had at the August SPACE meeting. The Auction went very well and the Club has Mike Schmidt, Brian Little, Lance Ringquist and LR Data to thank for bringing in items to sell. A special thanks to LR Data because all of the ST items that were sold were donated so the Club made a 100% profit. Counting the 1040ST I sold last month and the Auction Sales, LR Data contributed over $200.00 to our treasury.

I still wish we could attract more members to the SPACE meetings. I am not talking about new members per se, but current members who don't seem to find the time to come. There isn't much going on any more with ATARI so our meetings tend to be very short. If more members would attend the meetings and give their input I think we could have some pretty lively discussions. It's amazing to me that so few can have such an impact on the survival of our Club.

Our Treasury rebounded to $845.23 this month with another $41.00 still outstanding to be added to the total. The Auction netted the Club $172.00 after payouts and four membership renewals in August was very encouraging. Our only expenses for August and comming up in September is for SPACE Newsletter and the BBS. It will only take one Membership renewal to offset these expenses so the Club is looking very strong going into the fall months.

All we have to do now is get you to come to the meetings each month. With summer almost over, I hope you find more time to attend. The elections we be upon us very soon and I hope some of you will grasp the opportunity this year to support your Club by running for officer positions. The Club needs not only your support financially but also physically. Please attend your Club's meetings.

Secretary's Report

by Brian Little
September, 1998

No Minutes From The Secretary This Month.

The following are postings submitted by Michael Current.

Subj: Computer game show brings back the Pac Man era
Date: 98-09-06 17:19:02 EDT

Yahoo! News Technology Headlines
Tuesday August 25 12:26 PM EDT
Computer game show brings back the Pac Man era
By Lauren Fielder

SAN FRANCISCO (Wired) - Trade shows that tout PlayStation, Nintendo, Sega, and their ilk would seem to signal the death of the classics.

But there are still enough Atari, Intellivision, and Coleco enthusiasts breathing life into the old computer game systems to conjure up a Pac-Man-sized convention of their own.

The International Classic Video/Computer Game Expo, or more casually, World of Atari '98, took place over the weekend in Las Vegas, Nevada, marking what Atari Gaming Headquarters Web site editor Keita Iida hopes is the first of many such shows to come.

Atari Gaming Headquarters, along with the World of Atari's main sponsor and show promoter, Rich Tsukiji, sponsored the production with hopes of creating an atmosphere for serious classic game fans and new patrons on the retro game bandwagon.

While the attendance was in the hundreds rather than the tens of thousands, Iida said the atmosphere was cozy, fun, and even more focused than the corporate spreads E3 (Electronic Entertainment Expo) and Comdex have become.

``Everyone there had a shared interest in classic games. It was definitely more of a niche audience," said Iida. ``Everyone was smiling and talking about games-it was friendly. There wasn't the same sense of competition you find at an E3 or Comdex. You didn't have the companies competing for everyone's attention."

The show was more than just a bunch of dusty systems and reminiscing game-players. Third-party peripheral company Nyko set up a booth to show off its new PlayStation Trackball Controller, an item that fans of Marble Madness, Missile Command, and Centipede will appreciate when trying to simulate the arcade feel on their Sony console systems.

The showstoppers were the speeches by gaming industry legends: Rob Fulop, the designer of Cosmic Ark, Demon Attack, Missile Command, and many others; Leonard Herman, the video game historian and author of Phoenix: The Fall and Rise of Videogames; and John Harris, the designer of Frogger and Mouseattack, among others, for the Atari 8-bit systems. ``Reading in a history book is one thing," Iida said. ``But doing that, you really can't get into the same detail. Someone who is really into this stuff will dig seeing these people."

Iida said he hopes that next year's event will grow in attendance, and he wants to begin planning the event even earlier. It's not likely, even with the dedicated followers, that the World of Atari show will ever be the size of E3. But that's not necessarily a bad thing.
(Reuters/Wired)

Subj: Rare And Historic Items To Be Shown At The World Of Atari '98 MuseumExhibit
Date: 98-09-06 16:49:11 EDT

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NON-ATARI ITEMS
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APF MP-1000/MP-1000 Console (1980)
A short-lived game machine that was the hub of the first expandable computer system called "Imagination Machine."

Bally Home Arcade (aka. Astrocade)

Coleco ColecoVision
Coleco ColecoVision Driving Controller (Expansion Module 2)

Coleco Frogger Tabletop machine
One of the early Vacuum Flourescent Display (VFD) games that set the standard for handhelds in the early 80's. Coleco also released Pac-Man, Donkey Kong, Ms. Pac-Man, Galaxian and Zaxxon in tabletop format.

Coleco Telstar Arcade
Not to be mistaken with the Coleco Telstar (a dedicated early Pong machine), the Telstar Arcade was a color game console designed by Ralph Baer of Odyssey 1 fame.

Emerson Arcadia 2001

Entex Adventurevision
Perhaps the weirdest handheld ever designed, this rare system uses LED's that are shown onto a spinning mirror to display the game screens. The Adventurevision takes cartridges, but only 4 games were released for the system.

Entex Select-A-Game
This handheld uses Vacuum Flourescent Display in a different way. The unit itself doesn't contain a game. The games were cartridges that when plugged into the unit, provided "different" games. Only 8 games were released for the system: Baseball 4, Basketball 3, Battleship, Football 4, Pac-Man 2, Pinball, Turtles and Space Invaders, which was packed with the system.

GCE Vectrex
GCE Vectrex 3-D Imager
GCE Vectrex Light Pen

Fairchild Channel F

Magnavox Odyssey (1972)
THE very first home game system, released in 1972 and designed by Ralph Baer of Sanders and Associates. Although the coin-op game Computer Space was first to hit the market, it was Baer who first designed a videogame that was commercially feasible, and he was subsequently awarded numerous videogame-related patents which Magnavox vigorously pursued (and made plenty of money doing it.) The games for the Odyssey were in black and white but much like the Vectrex, one could place colored plastic overlays on the TV screen for an enhanced visual effect.

Magnavox Odyssey 2

Mattel Auto Race (1976)
Designed when Michael Katz (later of Coleco and Sega fame) had an idea for a new technology, this handheld can be credited as the first LED based handheld. It was followed by the hugely popular Baseball, Football and Football 2.

Mattel Intellivision w/voice module
Mattel Intellivision II with ECS and System Changer

Milton Bradley Merlin

Milton Bradley Microvision
The very first cartridge-based handheld machine that is similar to the Nintendo Game Boy in more ways than one. Although it seemed like an idea ahead of its time, the system with a 2" monochrome LCD display never quite hit the big time. The design of this system led to a severe problem with screen rot, which rendered many systems useless.

Nintendo Donkey Kong Game & Watch

RCA Studio II (1977)

Texas Instruments 99/4-A (1977)

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ATARI VCS ITEMS
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Amiga Joyboard
Although the name is more familiar to fans of the Commodore Amiga computer, they dabbled in the 2600 arena with the Joyboard, a unique controller which allowed players to rock on the board for directional control. Mogul Maniac, a mediocre skiing game, was the only game commercially released for this device.

Atari 2600 (a.k.a. VCS)

Atari 2700 (a.k.a. RC Stella) (1981, prototype)
An unreleased prototype remote-control Atari VCS system. Notice its similarity in design to the Atari 5200 SuperSystem.

Atari 2800 (1983)
Similar in external design to the VCS-compatible Sears Video Arcade II, the 2800 was Atari's attempt at tapping into the lucrative Japanese gaming market. Unfortunately, it was released a mere two months before Nintendo's Blockbuster Famicom system (known in the U.S. as the Nintendo Entertainment System.) Too little, too late.

Atari CX-2000 (VAL) (Blue & Brown) (1981, prototype)
An odd 2600-compatible prototype system that was wisely canned before going into production, the CX-2000 was meant as a VCS for kids (not the blue color of the later blue version... it's similar in color to the VCS Kid's Controller) with its slim design and built-in dual joysticks. The cartridge port is on the back of the unit. Flaws were abundant -- built-in (fragile as heck) controllers? You'd have to bring the entire unit in if the broke.. and these were meant for kids? -- and it was one of the many failed experiments that Atari should never have let past the drawing board in the first place.

Atari G1 Light Gun (1986, prototype)
Unlike the 2600/7800 and 8-bit computer-compatible light gun, the G1 was meant to be marketed exclusively for the consoles. Unreleased.

Atari Graduate Computer (CX-3000) (1982-83, prototype)
Not to be outdone by keyboard attachments by rivals Coleco and Mattel, Atari promised a VCS computer attachment of its own for most of 1982 and '83. However, in the wake of declining prices in 1983 of more powerful computers like the C64 and Atari's own 8-bit line, they decided against releasing an upgrade for a system that was already on its last legs.

Atari Mindlink Controller (1983, prototype)
Look ma, no hands! With Atari's Mindlink controller, the infrared sensors wrap around your forehead with Velcro straps and plug into the Mindlink transmitter, which plugs into the Atari Computer, VCS or 7800 game system. It doesn't really read your mind, but it does detect muscle impulses when you move your eyebrows and forehead. The $100 device was to play games like Breakout, and Atari claimed that software would be available on ESP, thought games, memory and biofeedback. Groucho Marx would have been great at this. The Mindlink you see here was recently discovered.

CVC GameLine Modem (1983)
When Control Video Corporation announced its Gameline Master Module for the Atari 2600, it was the beginning of the first interactive telecommunications service linking a home videogame console with a central server. The service, dubbed "The Gameline", allowed owners of the 2600 to tap a centeral computerized library of video games licensed from leading companies, on a pay-per-play basis. Gameline was to be the first of a number of CVC services planned, including electronic mail, news and information, home banking and financial management. CVC's telecommunications link for the 2600 was its Master Module, a unique device which was inserted into the game console like a game cartridge and connected to a telephone or telephone outlet. The idea was too little, too late, as it was released just moments before the videogame market began to collapse all around it.

One interesting sidenote regarding CVC and its GameLine service. After the failure with its 2600 gaming service, CVC's president, William F. von Meister, founded America Online, the leading online service company today.

Dynacom Megaboy (?)
A pirated, handheld (well, sort of) version of the Atari VCS, the Megaboy was sold for a brief period in Brazil. It lacked its own screen, negating much of the benefit of a handheld machine. It was packed with a 64K educational cartridge.

NICS TV Boy (?)
A pirated, handheld version of the Atari VCS, the TV Boy differs from the Megaboy in that it has 127 games built into the unit. Unfortunately, the TV Boy lacks a cartridge port (unlike the Megaboy), limiting its use to the games that are built into the machine.

RGA International Video Game Brain (1983)
A "video game jukebox" of sorts, the Video Game Brain was one of several devices for the 2600 which allowed users to select their games by a touch of a button. The unit plugged into the cartridge port and stored up to six cartridges.

Sears Telegames II system (1983)
Almost identical in appearance to the Japanese Atari 2800 machine. Both were 2600-compatible.

Spectravision CompuMate (1983)
The only keyboard add-on released for the Atari 2600, despite announcements from a plethora of companies that promised the same thing. Only a small number of CompuMates were ever released in the United States. It was a wider release overseas in PAL format.

Starpath Supercharger (1982)
One of the most fondly remembered companies of the classic era, Starpath's Supercharger was a plug-in device that expanded the Random Access Memory (RAM) of the Atari VCS almost 50-fold, from 128 to 6,272 bytes (roughly 6K). The increased memory added vivid high-resolution graphics capabilities like never before on the venerable Atari machine. The Supercharger was inserted into the cartridge slot of the Atari unit. A cable from the Supercharger plugged into the earphone jack of almost any cassette player. Starpath games were recorded on audiocassettes, achieving greater memory capacity and reduced cost of cassettes. The user simply placed the game cassette in the cassette player, pressed the play button, and played the game. The Supercharger originally listed at $44.95, and was packaged with the game Phaser Patrol, an excellent Star Raiders knock-off. Additional games could be purchased for a mere $15-18.

Starplex Deluxe Video Game Controller (1982)
This gourmet controller was designed to mimic the control panel of the arcade version of Asteroids. It was also one of the first controllers to offer a rapid fire feature. Two AA size batteries were required.

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OTHER ATARI CONSOLES
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Atari 5100 (5200 Jr.) (1984, prototype)
Following the trend of Atari's redesigned 2600 "Jr.", Atari planned on producing a lower-cost version of its 5200 Super System. Since the 5200 was one HULK of a machine, it was only logical, then, to take out all of the excess metal and plastic that was only there for cosmetic purposes. What you see here was dubbed the 5100, or "5200jr." as we like to call it..

Atari 5200 SuperSystem (1982)
Atari 5200 VCS cartridge Adapter (1983)
Atari 5200 advertising display poster (1982)
Atari 5200 Trak-Ball Controller (1982)
Atari 5200 Trak-Ball prototype (1982)

Atari 5200 self-centering joystick (1983, prototype)
A prototype of a joystick that consumers were clamoring for (the OEM 5200 controllers did not snap back to the center when a player let go of the joystick.)

Atari 5200 Kid's Controller (1983, prototype)
Like with the 2600 Kid's Controller, the 5200 version was to be used with Sesame Street "edutainment" programs, where Overlays were to be placed above the numeric keypad to play

the games. The one shown here is only a mock-up. Astro Grover and Big Bird's Hide & Seek were two games which were announced for use with the Kid's Controller, but were not released.

Atari 7800 ProSystem (1984)
Atari 7800 Prototype
Atari 7800 Cartridge (clear, prototype)
Atari 7800 Console (clear, prototype)
Atari 7800 Controller (clear, prototype)

Atari 7800 Keyboard (1984)
One of the plethora of peripherals planned for the 7800 until Atari's sale from Time Warner to Jack Tramiel caused the cancellation of the computer add-on. The one you see here is the only known prototype to exist.

Atari Cosmos (1980)
From 1978-1980, Atari spent considerable time developing Cosmos, a handheld holography game system. In May, 1981, Atari announced that the machine was ready to be released but never stated an exact date when it would be available in stores. The console was to retail at $100 and the eight game cartridges, among them the ever popular Asteroids and Space Invaders, were to be sold for $10 each. Advance reviews of the console complained that the holograms really didn't enhance the game play and were merely used as backdrops. Atari conceded that this was true but defended it by saying that since Cosmos was the first of its kind, such trivialities could be overlooked. By year's end, however, Atari scrapped the project. The Cosmos, and the rest of its holographic research, was never heard about again. (NOTE: It will be on display periodically at the Atari Gaming Headquarters booth.)

Atari Game Brain Console (1977, Prototype)
With the Game Brain, Atari sought to bridge the gap between dedicated Pong consoles and programmable videogame systems like the Fairchild Channel F machine. Basically, the Game Brain was a cartridge-based system, with its game library to consist of "Atari's Greatest Dedicated Console Hits." The unit had the paddle controllers built onto the machine itself, and an area near the top of the console where game instructions could be stored for quick and handy reference. It was inspired by the Coleco Telstar Arcade.

Atari never counted on the Game Brain to sell in large numbers; rather, it was designed as a way to get rid of all the dedicated game CPUs that they thought would be obsolete with the release of the then-forthcoming VCS.

The market for such a hybrid Pong/videogame machine was short-lived, however, as competitors like the Odyssey2, Channel F and Atari's own VCS captured what market was out there for home video entertainment. As a result, Atari eventually decided against debuting the Game Brain amid the uncertain prevailing market climate.

Atari Jaguar (1993)
Atari Jaguar CD (1995)
Atari Jaguar Voice Modem (1994, prototype)

The Jaguar Voice Modem is a finished (but unreleased) product that connects to the Jaguar's DSP port. It came equipped with a combination headphone-microphone headset so gamers could talk to one another while they played against each other. The modem got its power from the Jaguar's power supply and had two telephone jacks, a power switch and 2 LED lights (for power and data connection.) The only game developed to use the Voice Modem was Ultra Vortek, a fighting game by Beyond Games.

Atari Lynx (1989)

Atari Mirai (?, prototype)
This mock-up is an enigma. Was it to be a cartridge-based system based on the ST computer? Your guess is as good as ours.

The Mirai displayed is a mock-up shell.

Atari Pong (home) (1974)
The home version of Atari's wildly successful Pong.

Atari Video Pinball (1977)

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ATARI COMPUTERS
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Atari 1055 3.5" Drive (prototype)
An unreleased prototype 3.5" floppy disk drive, designed during the Warner Atari era.

Atari 1090XL (1984, prototype)
Designed the Atari's XL line of 8-bit computers, the 1090XL Expansion System contained five slots which could accommodate a variety of expansion options. Only a handful of prototype cards were ever made for it, including a RAM card, a CP/M module and an 80-column card. The 1090XL never saw the light of day as the system -- and the entire 400/800/XL line, for that matter -- was quickly discarded when the Tramiels took over Atari.

Atari 1200XLS (1982, prototype)
Atari 1200XL with a center cartridge slot.
Atari 1450XLD (1984, prototype)
The 1450XLD was to be Atari's flagship 8-bit computer system. It featured an internal modem, a voice synthesizer, and built-in floppy disk drive (the 1450XLD with dual floppy drives were also made.)

Atari 65XEP (1985, prototype)
Atari's portable version of the XE line of computers, the 65XEP had a built-in monochrome display and a 3.5" disk drive. Only one prototype 65XEP was ever made.

Atari 800XL (1983, unreleased)
The Atari 800XL was the 400/800 line of computers as well as the ill-fated 1200XL. The system contained a 64K of RAM, and was much smaller physically than its predecessors. Like the 1200XL before it, its OS was still not completely compatible with all 400/800 software, but Atari began to distribute a "Translator" disk which would load up a 400/800 compatible OS into memory so that the 800XL could support those programs.

Atari 815 Dual Disk Drive (1983, unreleased)
A 5.25" dual double-sided disk drive. sold 500, released with the bookkeeper package in early '81. accounting package.

Atari 1040 ST system

Atari CP/M Module (1983-84, prototype)
An add-on for the XL series of Atari 8-bit computers, the one shown at World of Atari '98 is believed to be the only one in existence.

Atari Portfolio (1989)

Atari TT030
The TT030 was an ST-compatible computer based on the Motorola MC68030 32-bit running at 32Mhz. It also had a powerful Motorola MC68882 FPU processor and came with 2MB or 10MB of ST RAM plus 4MB or 16MB of FastRAM. Several TT030's were purchased by NASA and used in the Space Shuttle project.

Atari XC11 Cassette Player
An XE-style cassette drive that looks similar to the 410 drive. It was never available in the U.S., and its availability in Europe is also in question.

Atari XC12 Cassette Player
The external style differs from the XC11 and looks more like the 1010 drive. It was sold in Europe in limited quantities.

Atari XF351 3.5" Drive (prototype)
A Tramiel-era attempt at a 3.5" drive for the XE line of computers. Never released.

Atari XTC-201 Thermal Color Printer (prototype)
XTC stands for (X)E (T)hermal (C)olor Printer. Had I/O ports on the back of the printer, and had a removable model which snaps out and allowed the use of other modules (i.e.- a Commodore 64 module which allowed the XTC-201 to be used with the C64 computer.)

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MISCELLANEOUS ATARI
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AtariTel Eagle Telephone (1983)
A full duplex speakerphone by the AtariTel division which was formed in 1981 was created to form an entire new line of consumer electronics. The AtariTel line was to include conventional telephones with advanced features and styling.

In addition to the full duplex speakerphone capability, the Eagle had features that most telephone companies only had available in expensive high-end business phones. Other notable features included a variable speakerphone volume, flash button for call-waiting, speakerphone mute, memory auto-dial, ringer volume, ringer on/off and on-receiver hang-up and mute. Two of the world's leading industrial designers, Porsche Design and Morrison Cousins Associates were commissioned to develop the product designs. As was the case with many products developed just prior to Atari's sale to the Tramiels, the Eagle -- and the entire AtariTel division -- was canned.

Atari Space Invaders Handheld Box (1980, prototype)
Sensing that money was to be made in the handheld market, Atari was all set to bring out stand-alone black-and-white versions of Space Invaders and Breakout. What you see here is a production first article of the box for Space Invaders. The actual handheld is not believed to have ever been completed. (NOTE: It will be on display periodically at the Atari Gaming Headquarters booth.)

Atari Video Music (1976)
Talk about a device that was tailor made for the funky-fly 70s. Atari planned to appeal to the disco/psychedelic crowd with its stereo-looking device that was to attach to your television and stereo to produce some wacky animations on the tube. Don't expect anything better than archaic 2600-type stuff, however. This is 1976 we're talking about. Any receiver or amplifier can be attached to the Video Music. From there, you simply connect the Video Music to the television to produce the desired effects on your TV. Fans of the Jaguar CD's Virtual Light Machine will get a major trip from its distant relative.

Keita Iida
Atari Gaming Headquarters
http://www.atarihq.com
World of Atari '98
http://www.atarihq.com/atari98

Subj: SpartaDOS disk format
Date: 98-08-19 17:21:53 EDT

Hallo !

The following information is taken from "BW-DOS" manual, chapter 6.

Matt

DISK FORMAT

BW-DOS uses the same disk format as SpartaDOS. There are four kinds of sectors: Boot sectors, Bitmaps, Sector maps, and Data sectors.

Boot sectors are sectors 1, 2, and 3 on every disks. These sectors are allways 128 bytes long, and contains a small program, which is started while you turn the computer on - this program is loading DOS (or other file specified by the "BOOT" command). The Boot loader is not the same on BW-DOS and SpartaDOS disks, but the function of both the loaders is almost identical.

In the sector 1, there is an important table, which gives to the system several informations about the whole disk (the numbers are positions in the sector 1):

7: Allways $80. This byte is used as an identification of SpartaDOS compatible disk. When this value is different, you'll get the Error 148 while accessing such a disk.

9: Sector, where is the first Sector map of the main directory. (2 bytes)

11: Number of every sectors on the disk. (2 bytes)

13: Number of free sectors. (2 bytes)

15: Number of Bitmaps.

16: Sector used for the first Bitmap. (2 bytes)

18: The first sector, where may be allocated a data sector for a file. This counter speeds up write operations, because the DOS need not to search a free sector in the whole Bitmap. In addition, it'll leave a few sectors on first tracks of the disk unused to provide space for directories. Such a space will be used for files only when there is no other free sector on the disk.

20: The first sector, where may be allocated a sector for directory.

22: Volume name of the disk. (8 bytes) This name - together with the sequential and random numbers - is used for identification of the disk. (The DOS bases its decision if the sectors in buffers are correct on this.)

30: Number of tracks; when the bit D7 is set, then the drive is double sided.

31: Size of sectors (excepting Boot sectors). Possible values are 128, or 0 (for 256 bytes/sector).

32: Version of disk format. BW-DOS (and every SpartaDOS versions 2.x and later) uses the same format marked as $20 in this byte. Older disks ($11 - created by SpartaDOS 1.x) may not be used under BW-DOS.

33-37: Reserved for different SpartaDOS versions.

38: Sequential number of the disk. This number is incremented every time you're making any changes on the disk using BW-DOS functions.

39: Random number of the disk. This number is created while formatting the disk.

40: Sector, where is the first Sector map of file specified for booting. (2 bytes)

42-47: Reserved for different SpartaDOS versions.

The Bitmap contains the information, which sectors are free, and which are used. Each byte holds the information for eight sectors - the highest bit D7 is for the first, and the lowest bit D0 for the last of these eight sectors. The bit set to 1 means, that the sector is free. The first byte contains the information for sectors 0-7, second byte for 8-15 etc.

When more than one sector is necessary for the map, it is stored on the disk as a compact block (it may be for example in sectors 4, 5, and 6).

Sector maps contains information, which sectors are used for a file. There are physical numbers of sectors (2 bytes each) in a Sector map.

The first number in every Sector map (in fact two bytes!) points to the next Sector map of the file. Zero indicates the last map.

Second number points to the previous map of the file; zero indicates the first map.

The rest of the map contains numbers of data sectors used for the file. There are 62 (128 bytes/sector) or 126 (256 bytes/sector) numbers. When the number is zero, it indicates a non allocated part of the file - see the description of "HEXEDIT" command for more info.

Data sectors are simply full of data.

FORMAT OF DIRECTORIES

Directories are in fact special files; they may be directly accessed by adding 16 or 32 to the "aux1" value while opening the file. The directories contains information about every files and subdirectories, 23 bytes each. (The numbers are positions in this - 23 bytes long - block.)

0: The status. Single bits are used:
- D0: The file is protected.
- D3: Block in directory is used.
- D4: The file is erased (block in directory is free).
- D5: Flag for a subdirectory.

The status equal to zero means the end of directory.

1: Sector, where is the first Sector map of the file.

3: Length of the file (3 bytes - not for a subdirectory).

6: Name and extension (11 bytes).

17: Date and time in the same format as "DATER" and "TIMER".

The first block is different; it contains an information about the directory itself. When you want to read or write this block using BW-DOS, you must use the POINT function - every OPEN in direct mode will set the file position to 23.

The information in the first block is this:

1: Sector, where is the first map of parent directory.

3: Length of the directory in bytes (3 bytes).

6: Name of the directory (8 bytes).

Subj: Hasbro Second Quarter 1998 Results
Date: 98-08-19 17:21:45 EDT

Hasbro Second Quarter 1998 Results in Line With Expectations

PAWTUCKET, R.I.--(BUSINESS WIRE)--July 16, 1998--Hasbro, Inc. (ASE:HAS) today reported second quarter results consistent with expectations. Net earnings and diluted earnings per share were $5.5 million and $0.04, respectively, compared to $13.0 million and $0.10, respectively, in the second quarter of 1997.

Worldwide net revenues in local currencies were essentially unchanged from the second quarter of 1997. The acquisition of the operating assets of Tiger Electronics, on April 1, 1998, added approximately $40 million to net revenues. This increase was offset by ongoing changes in inventory flow policies at Toys `R Us, coupled with year-over-year differences in the timing of movie releases of some of the Company's major entertainment properties. In addition, the adverse impact of the stronger U.S. dollar reduced revenues by approximately $9 million, resulting in reported revenues of $572.1 million, compared to $583.9 million reported last year.

For the first half of 1998, revenues were $1.055 billion, compared to $1.140 billion a year ago. Net earnings and diluted earnings per share in the first half were $13.2 million and $0.10, respectively, compared to $38.7 million and $0.30 last year.

``Across the board, our product portfolio performed as expected," said Alan G. Hassenfeld, Chairman and Chief Executive Officer. ``Last year's second quarter results benefited from the movie releases of THE LOST WORLD: JURASSIC PARK in May and BATMAN AND ROBIN in June, as well as the re-release of the STAR WARS TRILOGY. We expected a difficult comparison in the first half of this year, which has been compounded by the significant reduction in inventories and increased seasonality of purchasing patterns announced by Toys `R Us in the first quarter," Hassenfeld explained.

Hassenfeld continued, ``On the plus side were sales from newly-acquired Tiger Electronics, as well as TELETUBBIES, introduced in May, and SMALL SOLDIERS, which began appearing at retail in June in anticipation of the July movie release. In addition, sales continue increasing in product lines including HASBRO INTERACTIVE, ACTION MAN, BEAST WARS/TRANSFORMERS and the SUPER SOAKER line of water toys. Internationally, growth occurred in Latin America and certain European markets, notably Italy and France. Our lower earnings in this seasonally light quarter primarily reflected the anticipated dilution from interest expense and goodwill amortization associated with our Tiger acquisition," Hassenfeld added.

``We have been very active on the financial front," continued Hassenfeld. ``In the second quarter, we invested $55 million to buy back 1.5 million shares of our common stock, bringing the

first half total investment to $108 million to buy back 3.0 million shares. Also, on Tuesday, we successfully priced a $300 million long-term debt offering," said Hassenfeld. ``This was our first long-term debt issue since 1991, and it was significantly oversubscribed," Hassenfeld added.

``In the increasingly important second half, we will continue building sales and earnings momentum in several product lines. These include a broad range of offerings based on Dreamworks' SMALL SOLDIERS, which was off to a good start at the box office last weekend, the nationwide rollout of Teletubbies, the fall release of our new CD-ROM version of the ATARI classic game - CENTIPEDE, and Tiger Electronics' FURBY - an electronic interactive pet. We also anticipate continued cost savings from the Global Integration and Profit Enhancement Program," Hassenfeld concluded.

Certain statements contained in this release contain ``forward looking statements" within the meaning of the Private Securities Litigation Reform Act of 1995. Such forward-looking statements are inherently subject to known and unknown risks and uncertainties. The Company's actual actions or results may differ materially from those expected or anticipated in the forward-looking statements. Specific factors that might cause such a difference include, but are not limited to, the timely manufacture and shipping by the Company of new and continuing products and their acceptance by customers and consumers in a competitive product environment; economic conditions and currency fluctuations in the various markets in which the Company operates throughout the world; the continuing trend of increased concentration of the Company's revenues in the second half and fourth quarter of the year, together with increased reliance by retailers on quick response inventory management techniques, which increases the risk of underproduction of popular items, overproduction of less popular items and failure to achieve tight and compressed shipping schedules; the impact of competition on revenues, margins and other aspects of the Company's business; third party actions or approvals that could delay, modify or increase the cost of implementation of, the Company's Global Integration and Profit Enhancement program; and the risk that anticipated benefits of acquisitions may not occur or be delayed or reduced in their realization. The Company undertakes no obligation to make any revisions to the forward-looking statements contained in this release or to update them to reflect events or circumstances occurring after the date of this release.

HASBRO, INC.
CONSOLIDATED STATEMENTS OF EARNINGS

(Thousands of Dollars and Shares Except Per Share Data)

	Quarter Ended		Six Months Ended	
	June 28, 1998	June 29, 1997	June 28, 1998	June 29, 1997
Net Revenues	$572,057	$583,886	$1,054,877	$1,139,670
Cost of Sales	247,095	252,917	451,407	488,288
Gross Profit	324,962	330,969	603,470	651,382
Amortization	15,880	11,194	30,023	21,226
Royalties, Research and Development	82,129	87,864	149,465	151,756
Advertising	73,213	66,908	128,970	138,210
Selling, Distribution and Administration	141,479	142,289	276,728	277,070
Operating Profit	12,261	22,714	18,284	63,120
Interest Expense	6,416	5,493	8,728	9,923
Other (Income) Expense, Net	(2,417)	(3,062)	(10,514)	(7,233)
Earnings Before Income Taxes	8,262	20,283	20,070	60,430
Income Taxes	2,809	7,302	6,824	21,755
Net Earnings	$ 5,453	$ 12,981	$ 13,246	$ 38,675
Per Common Share Net Earnings				
Basic	$ .04	$ .10	$ .10	$ .30
Diluted	$ .04	$ .10	$ .10	$ .30
Cash Dividends Declared	$ .08	$ .08	$ .16	$ .16
Weighted Average Number of Shares				
Basic	132,560	127,847	132,835	128,223
Diluted	138,228	137,606	138,218	138,158

HASBRO, INC.
CONSOLIDATED CONDENSED BALANCE SHEETS

(Thousands of Dollars)	June 28, 1998	June 29, 1997
ASSETS		
Cash and Temporary Investments	$ 180,595	$ 82,510
Accounts Receivable, Net	600,254	714,212
Inventories	331,638	368,221
Other	223,740	188,913
Total Current Assets	1,336,227	1,353,856
Property, Plant and Equipment, Net	281,327	296,139
Other Assets	1,410,211	996,800
Total Assets	$3,027,765	$2,646,795
LIABILITIES AND SHAREHOLDERS' EQUITY		
Short-term Borrowings	$ 527,259	$ 314,288
Payables and Accrued Liabilities	676,860	517,230
Total Current Liabilities	1,204,119	831,518
Long-term Debt	--	149,040
Deferred Liabilities	77,886	67,206
Total Liabilities	1,282,005	1,047,764
Total Shareholders' Equity	1,745,760	1,599,031
Total Liabilities and Shareholders' Equity	$3,027,765	$2,646,795

Contact:

Hasbro, Inc.
John T. O'Neill/Renita E. O'Connell, 401-727-5600

The Following are a couple of E-Mail's I've received.
(EDITOR)

Subj: Atari System For Sale
Date: 98-09-09 16:52:59 EDT
From: MWillia142
To: MSchm65612

Hello,
I have an Atari 1040 ST with monitor and a Syquest 2 Cartridge Hard Drive (40 mbs. each) with the Link for sale. I also have a Mega file 30 computer/hard drive with an SLM 804 Atari Laser Printer. Recently, due to graphics limitations (I do much layout work), I switched platforms. The Atari systems have been wonderful to me; I've used them in my music business for several years.
If you know of any one who might be interested in purchasing some Atari hard ware please refer them to me. I have know idea what the current value is but will consider all resonable offers. Calumus Desk Top Publishing is loaded on the Mega file system along with the musical sequencer-Cubase (Steinburg Jones) which is quite sophisticated.
Thanks for your consideration.
Mike W.
My web site: http://members.aol.com/MWillia142/index.html

Subj: Atari and Linux
Date: 98-09-06 19:57:24 EDT
From: floyd@novia.net (Matt Mullin)
To: MSchm65612@aol.com

I've recently been experimenting with Linux on a PC and a friend told me there is a version for the ST. I have had an ST since they first came out. The idea of having my 520 ST on a network with my PCs is prompting me to ask for some advice. I need info on installing a hard drive in my ST, and obtaining Linux for the 520 (I've seen it only for the Falcon) or perhaps you could even suggest alternatives. I've run the emulators, and my PC does ST very well, but it's just not the same. Please help me make my Atari live again.