

SPACE

NEWSLETTER May, 1999



President's Corner

by Michael Current
May, 1999

At the April meeting by a vote of 15 votes for and zero against, out of 19 members total, we passed the resolution changing the requirement for changing our club Bylaws. It used to take 2/3 of the membership, now it takes 1/2 of the membership.

With that out of the way, I'd like to begin "serializing" the club Bylaws in the Newsletter, so that by the end of several months the entire set of Bylaws will have appeared. And each month, we'll have a small portion to consider whether any changes that might be desired.

There are 10 Articles total. We begin with the first 3 articles this month:

ARTICLE I NAME

The name of this club shall be the St. Paul Atari Computer Enthusiasts, an independent computer user group.

ARTICLE II OBJECT

The object of this club shall be to bring together those with a common interest, to enhance their knowledge of computer technology, by sharing: hardware, software, and maintenance information collectively obtained in the field of Atari computers.

ARTICLE III MEMBERSHIP

Section 1. The membership of this club shall not be limited.

Section 2. Any computer owner or person or family interested in computers shall be eligible for membership upon payment of the annual dues for the first year. Family membership is considered a single membership for purposes of voting and disbursement of club benefits.

Section 3. The annual dues shall be 15 dollars, payable on the anniversary month of a member's joining date. The Treasurer shall notify members two months in arrears, and those whose dues are not paid in one month shall be automatically dropped from membership and forfeit all benefits incurred. In

lieu of services rendered, elected officers shall not be required to pay club dues during their term in office.

Among these first three sections I propose one change: to drop the final sentence of Article III Section 3. This in itself results in NO EFFECTIVE CHANGE because down in Article X is also the sentence, "Elected officers are not required to pay membership dues." So this Bylaws change proposal is simply one of cleanup.

A quick story. Whenever I wish to check my e-mail from home I have two options: go on-line with my Atari, or with my new PC. If I want to save time I use my Atari. Why? When bringing the two systems up at the same time, I've found that I'm on-line reading e-mail on the Atari while the nice new Windows-98 box is still booting up!

Thanks, and keep using that Atari!

Secretary's Report

by Mike Weist
May, 1999

The Space meeting opened at 7:35 PM. Michael Current, club president, asked for secretary report. Mike Weist, Space secretary recapped the minutes that were printed in April newsletter.

Michael Current asked for a treasurer's report from Greg Leitner. Greg stated that the club did well at March Space meeting. Greg said that the auction in March brought the treasury balance up to almost \$1600. In the future, the club may put on two more club auctions. Greg stated that BBS and newsletter costs are very minimum. Greg reported that he contacted the City of Falcon Heights about room rent billings that the club wasn't receiving. The lady at the City of Falcon Heights said sending out billings for the room rent slipped her mind. She promptly sent out billings for 2 quarters of room rent. Treasury balance is now down to \$1200.

Michael Current asked for a DOM report from Glenn Kirschenmann. Glenn gave a report what was on the Disk of the month to the membership. Glenn also talked about what was on a CD disk that was property of the Space club. Glenn said it is full of Atari files. Glenn stated for example on a sub directory under a directory called XL for example it contains 1100 Atari Com files.

Michael Current asked for a membership report. Glenn Kirschenmann(also membership chairman) stated Mike

Fitzpatrick has a paid up membership. Red in Arizona sent his membership dues, George Viita and Lance Rindquist need to renew their memberships.

OLD BUSINESS- Michael Current started up talk on bylaw changes. Michael asked Glenn Kirschenmann if we had the required members to make bylaw changes. Glenn stated that we have 19 paid up members. Glenn stated that 13 members are needed to make bylaw changes. At the meeting we had

8 members present
2 contacted by phone
(Dennis Wold and Bill Cotter)
5 voting proxy cards returned

Total 15 votes

There were 15 votes by the membership to change the amending of the bylaws from 2/3 of the membership to 1/2 the membership. Everyone of the votes were a YES vote. Michael Current explained that this bylaw change was necessary to reflect what the Space club does.

Brian Little, a club member asked if anybody was going to the JAG/ LYNX Fast in Rochester, MN on Friday April 16, 1999. Michael Current said the Space club wouldn't have a official present at the Fast, just a individual present.

NEW BUSINESS- Glenn said a person from Texas is interested in the Space club. Rich Meier said Red, down in Arizona said he has come across old Space newsletters.

Michael Current reminded the membership of the upcoming Mid Winter Madness Show in April at the Blaine Sports Center. Another club member reminded the membership not to forget the State Fair Computer Sale also in April. Mike Weist told the membership about Rochester Hamfest in April too.

Michael Current stated that the Space newsletter editor, Mike Schmidt, was sadly missed at meeting and hopes he can make it to the next meeting.

Meeting adjourned at 8:14 PM.



Treasurer's Report

by Greg Leitner
May, 1999

We had a good turn-out for the April SPACE meeting and it was good to see Rich back. His expertise in Atari hardware is always welcome. I got a call from Bill Cotter and his hip surgery sounds like it went well, and he is hoping to be with us at the May meeting.

We had enough members either present or who voted by proxy to pass an amendment to be able to vote in the future on the changes in the bylaws. This is important in order to protect the members interests in the Club and gives us the flexibility to keep our by-laws current with the changing times.

Our treasury is going strong and the auctions are still doing very well. Our expenses were quite higher than normal because we were finally charged for the fourth quarter 1998 room rental fee and the first quarter 1999 fee. This amounted to \$390.00 and along with our normal \$10.00 BBS charge our total expenses paid out were \$400.00.

We took in \$179.00 due to two membership renewals, DOM sales, and auction sales.

Membership	\$ 30.00
DOM sales	\$ 9.00
Auction	\$140.00

The bank balance now stands at \$1,376.83 and with no major expenses due in the next couple of months I can only see an increase in our account. We will have auctions in both the May and June SPACE meetings. I know a lot of you are probably getting tired of these auctions, but I still have more things to move out of my basement and I really need the room back. After the June meeting, maybe we can take a break for a while and expand the meetings or just sit around and exchange ideas.

The next few meetings should be very important for all members as now we can vote on by-law changes. I think it would be in all our member's interest to vote on how their Club should be run. Your vote does count and we want to hear from you. So please join us in May for another great meeting and exciting auction.

Now For Some E-Mail From M. Current:

Subj: New carts for the Atari8 from Video 61
Date: 99-04-19 15:14:30 EDT
From: Video61@webtv.net (Lance Ringquist)

Here is a list of all the new carts we have released in the last 2 years, all carts come in a box, with documentation, except sparta dos3.3c, we are currently working on doc's, all carts run directly from the cart port except the 3 utility carts, they are installed, then taken out, we currently are working on more titles, and we will post them when we are able to, all titles carry a \$19.95 a piece price, mydos xl/xe only, this is the newest version, and has some improvements sparta DOS 3.3c xl/xe only, this is the most solid sparta yet translator cart xl/xe only, now you can have fast boot of your incompatible 400/800 programs, no more wait time for translator disk boot up, this also works on many carts.

amazemaze 48k, maze craze type game
 hearts 48k, based on the popular card game
 montana solitaire 64k, nice solitaire type puzzle game
 checkers 16k, nice checkers game
 jailbreak 64k, 2-4 player arcade style game
 ricochet 64k, paddles required in this breakout style game
 sharp shooter 64k, light gun shooting game
 my jong 64k, chinese puzzle style game
 paddle wars 48k, pong style game
 bumpers 48k, fast breakout style game
 lights out 48k, 1-2 player puzzle game
 puzzler 48k, 20 dungeons of puzzle fun
 paddle pack 48k, two pong games on one cart
 puzzled 48k, jigsaw puzzle fun
 twin pack 48k, two games on one cart, battle ship/jump the
 peps
 solitaire 48k, real good version of solitaire, nice and addicting
 video slots 48k, nice video slot machine good graphics
 desmonds dungeons 16k, good platform style game
 dungeonlords 48k, like dark chambers, or gauntlet
 maze war 16k, fast fun 1-4 player game (4 player 400/800
 only)
 dan strikes back 16k, good platform style game
 elevator man 16k, donkey kong style game
 plaqueman 16k, pacman maze style game
 coming soon,
 zybex
 concentration

Video 61 & Atari Sales
 22735 Congo ST NE
 Stacy MN 55079

Subj: Hasbro Interactive Acquires Rights to 11 Namco Titles
 Date: 99-04-19 15:14:29 EDT

Hasbro Interactive Acquires Rights to 11 Namco Titles
 Pac-Man to Join Frogger In Company's Growing Action
 Games Line

BEVERLY, Mass.--(BUSINESS WIRE)--April 14, 1999--
 Leading entertainment software publisher Hasbro Interactive
 today announced it has reached an agreement with Namco
 Ltd. that will allow Hasbro Interactive to develop, publish and
 distribute interactive games based on 11 Namco properties,
 including Pac-ManR, the #1 video arcade game of all time.
 The license agreement includes PC game rights to such
 arcade classics as Pac-Man, Ms. Pac-ManR and Dig DugR,
 and multiple hardware platform rights to GalagaR,
 GalaxianR and Pole PositionR, among others.

"We expect the Namco properties to greatly enhance our
 position in the action games category," explained Hasbro
 Interactive President Tom Dusenberry. "Our success with
 FroggerR on both the PC and PlayStationR game console has
 paved the way for future development in this genre of games.

The Namco properties are an excellent fit with Hasbro
 Interactive's classic games heritage."

Hasbro Interactive's first games based on the Namco
 properties will be available in the fall of 2000, coinciding
 with Pac-Man's 20th anniversary. Over the years, there have
 been more than 430 licensed Pac-Man products, making it
 among the most popular franchises in the entertainment
 industry. Hasbro's Milton Bradley division developed board
 games, puzzles and card games featuring the familiar yellow
 character.

"Hasbro Interactive's success in bringing classic arcade
 games to the mass-market made them the right partner for us
 in this venture," said Namco Managing Director Yasuhiko
 Asada. Namco will introduce the first 3D Pac-Man game this
 fall, Pac-Man World 20th Anniversary for the PlayStation
 game console. "There is a huge market for retro
 entertainment. We're putting a major emphasis on Pac-Man
 around our launch of Pac-Man World 20th Anniversary this
 fall and Hasbro Interactive will help us carry the momentum
 well into 2000 and beyond with new versions for the PC."

"This is a great opportunity for both Hasbro Interactive and
 Namco," said Mike Fischer, Director of Marketing, Namco
 Hometek Inc. "I'm especially excited about Hasbro
 Interactive's PC-based products for Pac-Man and Ms. Pac-
 Man, which will support the impact and awareness of
 Namco's own PlayStation products. Pac-Man World 20th
 Anniversary will just be the start of a great new family of
 updated Namco classics from both of our companies."

Arcade game fans have scooped up more than 2 million
 copies of Hasbro Interactive's Frogger since it was introduced
 in 1977. Last month, the two-year-old title hopped its way to
 #2 on the PC games sales chart, according to PC Data.

"Character-driven classics like Frogger can have an
 extremely long shelf-life," explained Dusenberry. "We see
 enormous potential with the many Namco properties, not the
 least of which is Pac-Man. Hasbro Interactive will bring these
 classic gaming properties into the next millennium in a big
 way."

Hasbro Interactive will debut a full line of action games at
 the Electronic Entertainment Expo in May. Among the
 planned fall releases are all-new, 3D versions of Pong, Tetris
 and Missile Command. And, just in time for summer, Hasbro
 Interactive will release a compilation CD-ROM of original
 Atari games.

Namco Ltd., a Tokyo based world leader in the
 entertainment industry, has been engaged in the amusement
 business for more than 40 years and today maintains a
 leading position in the R&D, production and sales of coin-
 operated game machines and home videogame software,
 operation of an urban theme park "Wonder Egg", as well as
 amusement facility operations.

Hasbro Interactive, Inc. is a leading all-family interactive games publisher, formed in 1995 to bring to life on the computer the deep library of toy and board games of parent company, Hasbro, Inc. (ASE:HAS). Hasbro Interactive has expanded its charter to include original and licensed games for the PC, the PlayStationR and NintendoR 64 game consoles and for multi-player gaming over the Internet. Headquartered in Beverly, Massachusetts, Hasbro Interactive has offices in the U.K., France, Germany, Japan and Canada. For more information, visit the Hasbro Interactive Web site at www.hasbro-interactive.com.

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Contact:

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Subj: CGE '99 Announces Guests

Date: 99-04-19 15:14:25 EDT

For Immediate Release

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516-568-9768

<http://www.cgexpo.com>

CLASSIC GAMING EXPO '99(tm) ANNOUNCES
DISTINGUISHED GUESTS

AUGUST SHOW FAST BECOMING INDUSTRY
PHENOMENON

April 15, 1999

VALLEY STREAM, NY -- Hot on the heels of an announcement by Hasbro Interactive to publish eleven Namco blockbuster classic video games including "Pac-Man" and "Galaga", the Classic Gaming Expo '99(tm) (CGE'99) promoters released a partial list of celebrities scheduled to attend the August event. In all, over thirty video game and computer pioneers have confirmed plans to actively participate, including industry legends such as Mr. Nolan Bushnell, founder of Atari, and Mr. Ralph Baer, father of the Magnavox Odyssey.

Among the many industry dignitaries that have confirmed their plans to attend are:

-- Mr. Steve Cartwright, Activision designer of such classic hits as "Megamania" and "Barnstorming" for the Atari VCS.

-- Mr. David Crane, Atari programmer and Activision co-founder. Designer of numerous Atari VCS classics including "Outlaw", "Slot Machine", "Freeway", and the mega-hit "Pitfall!".

-- Mr. Rob Fulop, Atari programmer and Imagic co-founder. Designed the Atari VCS versions of "Night Driver" and "Missile Command", as well as "Demon Attack". Also responsible for the highly-controversial Sega CD title, "Night Trap".

-- Mr. Arnie Katz, Mr. Bill Kunkel, and Ms. Joyce Worley. The pioneers of videogame magazine publishing. This elite media trio was responsible for co-founding Electronic Games Magazine and several others throughout the years.

-- Mr. Ed Logg, the creator of numerous arcade mega-hits including "Asteroids", "Centipede", "Millipede", "Gauntlet", and "Xybots".

-- Mr. Jay Smith, mastermind responsible for bringing us the Vectrex, the first and only vector home game system.

Up-to-the minute details and an expanded guest list, as well as discount ticket and travel information may be found at the official Classic Gaming Expo '99 (tm) Web Site at <http://www.cgexpo.com>.

The Classic Gaming Expo will take place at the beautiful Plaza Hotel on Saturday, August 14 and Sunday, August 15 in the heart of Las Vegas. The Expo includes back-to-back keynote presentations, an elaborate museum containing many rare and unreleased software and hardware products, demonstrations of forthcoming classic products from Hasbro, The Blue Sky Rangers, and Nyko Technologies as well as a spectacular opportunity to buy and trade classic video game systems and software.

Conceived and coordinated by two of the individuals responsible for coordinating last year's highly successful "World of Atari" event, Classic Gaming Expo(tm) is the industry's only annual event that is dedicated to celebrating the roots of electronic entertainment, bringing together industry pioneers, gaming enthusiasts and the media for the ultimate in learning, game-playing and networking. Classic Gaming Expo(tm) is a production of CGE Services, Corp. (www.cgexpo.com)

Media assistance provided by <http://www.icwhen.com>

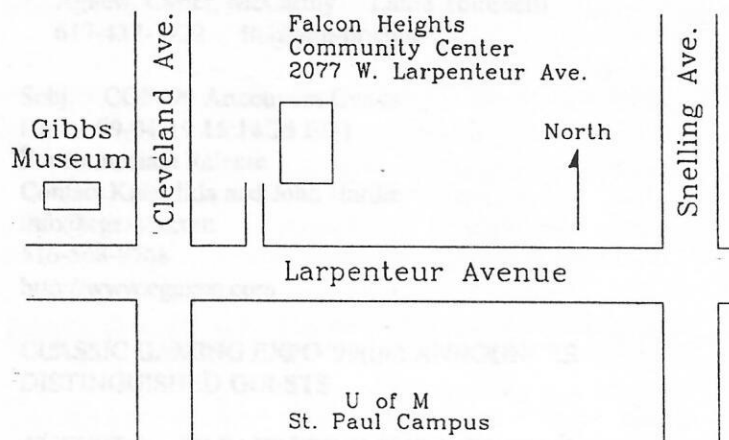
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END

CLUB OFFICIALS

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Paper Librarian:	Vacant	XXX-XXXX
Software Librarian:	Vacant	XXX-XXXX
Membership Chairman:	Glen Kirschenmann	(612)786-4790
SPACE Treasurer	Greg Leitner	(651)455-6550
SPACE Newsletter Editor:	Michael Schmidt	(612)757-4192

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



S.P.A.C.E.
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You can find the Club's home page at:
<http://www.library.carleton.edu/space/>

Articles for Publication must be received by the Newsletter Editor two weeks prior to the Club's meeting.

SPACE BBS

BBS Phone: (651)-462-3680

Sysop: None

Co-sysop: Open Position

Supporting:

ATARI 8-Bit Computers

ATARI ST Computers

