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About This Newsletter -- Cover page and general information about this document and Ambrosia as a company. Come and meet the gang.

Info. -- Legalese and distribution information concerning The Ambrosia Times. Sign up now for your free subscription.

What's New -- We have lined up another game for all you kiddies. Along with this, we have new versions of Escape Velocity and Barrack, new software for the Web site, and a new dude in the office!

Kudos & Criticism -- Escape Velocity stirred up quite a bit of mail. Here are some of the reactions from Ambrosia's recent effort, along with some other comments we think you will enjoy.

President's Letter -- What makes a game fun? Andrew ponders this age old question in his President's Letter.

The 'Times Turns Two! -- This issue marks the second anniversary of The Ambrosia Times. Cajun takes a look back at the highlights of the last two years.

Barrack Contest -- The Barrack Contest is heating up. Here are the latest scores from the Barrack Ball Bashers.

Up Close and Personal with Toby Kamp -- Find out more about the newest member of Ambrosia Software, Inc. The Ambrosia Times interviews the newbie.

Manse -- Have we got a treat for you! Author Brian Barnes has teamed up with Ambrosia to bring what promises to be a hot new game to the Macintosh. Check out this preview.

ISN Interviews -- A creative interpretation from Jens Dengler, an EV enthusiast from Germany.

Geekette -- Should cats be on leashes? Gayle thinks so. Find out why in this issue's Geekette.

The H.E.C.T.O.R. -- As we gear up for Avara's release, The Ambrosia Times focuses on your craft in the game, The H.E.C.T.O.R.

How To -- This issue, Cajun talks about making an E.V. plugin for international keyboards.

Eek A Bug! -- We have been working diligently on bug squishing in Escape Velocity. Here is an update.

Ramblings -- Michael Dortch takes a good hard look at the beast we all know as Microsoft.

