

sci.space.policy: I had a pair 68000 from a video game called Zenophobe (1988)

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I had a pair 68000 from a video game called Zenophobe (1988) BUT THAT WAS FOR ANOTHER PROJECT NOT INVOLVING SPACE. This is about the ease with which small chips could handle the work needed to live in space. Not Chip Wars (My chip can beat your chip (left over from my Dad can beat ... Or Programing in the language Chip hand ease.

Bob L. Petersen

Space launch sites: Highway & basement as runway plane research

<http://www.angelfire.com/space/orbust/launch.html>

Home page

www.angelfire.com/space/where-i-want-to-be/index.html