

# SPACE

## NEWSLETTER for March 2010



### President's Corner by Michael Current March 2010

March madness is upon us!

Missile Command is back, again, this time as a free online game at [www.atari.com](http://www.atari.com). And, can you believe it, there may eventually be a Missile Command Hollywood movie??

Why not plug in your Missile Command cart and give it a go today? You know you want to!

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday March 12, 2010.

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\$75.00 for the SPACE newsletter. A total yearly expenditure of about \$500.00 give or take a few dollars. So I figure we take in around \$125.00 from dom sales yearly; another \$150.00 in membership renewals and \$200.00 on average for our SPACE auctions. So if my calculations are correct and I think they are, and if this year doesn't see any significant changes we should be really close to our current balance at this time next year.

Of course any drop in membership, or fewer auctions because our supplies dry up can have a major impact on our SPACE bank account. So if we can all hang in there in these trying economic times, I see another stable year for SPACE, and we can only hope that by 2011 things will start to pick up. In any case we just have to keep the status quo for another year and we will be just fine.

See you all in March..

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### Treasurer's Report by Greg Leitner For February 2010

The blahs of winter couldn't keep eight SPACE members from the February meeting. I think everyone is ready for spring. I read that forty-nine states had snow on the ground at one time in February, On the other hand Canada is craving for snow so that the Winter Olympics won't have to suspend some of the events. Go figure!!

Not much happening in the Atari world right now which is pretty typical for this time of the year. Lance mentioned an S-video hook-up for the Falcon may in the foreseeable future, but other than that no new news.

Our treasury isn't moving much either as we sold three dom's for nine dollars and paid out ten dollars for the monthly web-site expense. So our bank account changed by one dollar for the month ended February 28, 2010. We went from \$696.30 to \$695.30.

I would like to point out that if we want to keep our bank balance steady we need to keep buying the dom and make sure to re-new those memberships when they are due. Our yearly expenses break down like this: \$300.00 for the room rental, \$130.00 for the web-site including the annual fee, and approx.

### Secretary's Report By Steven Peck For February 2010

No minutes were submitted in time for this Newsletter.

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### BBS Corner By Nolan Friedland For March 2010

If anyone has any comments, suggestions, ideas, or submissions for the BBS Corner column or the SPACE BBS web site, you may email them to me, Nolan Friedland, at the address shown on the back of this newsletter under the "CLUB OFFICIALS" section.

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From: Michael Current [michael@mcurrent.name]  
Sent: Friday, February 26, 2010 8:57 PM  
Subject: Atari's Missile Command, a potential  
Hollywood franchise

Atari's Missile Command, a potential Hollywood  
franchise February 18, 2010 | 5:27 pm

Can squiggly lines be the new movie stars?

Not the ones on the face of an aging, plastic-surgeried  
celebrity, but those that threaten the the base cities in the  
vintage video game Missile Command. That's because  
Atari, which has been increasing its efforts to mine its  
video game library in Hollywood, has tapped Missile  
Command as a property ripe for a theatrical film.

The company is in active discussions with studios to  
acquire the title for development, with Fox and Peter  
Chernin's new production company the likely venue at  
which the property will end up.

The 1980 game was both of a product of and reflected  
Cold War anxieties. Players were asked to defend six  
cities from an onslaught of ballistic missiles (represented  
by the sort-of squiggly lines) with the help of anti-  
missile weapons (represented by flashing  
cursors) fired from alongside said cities. Basically, you  
kept trying to line up shots to explode the squiggly lines  
and stop them from coming, over and over again  
until it got so fast you could stop them no more.

The game first appeared on the Atari 2600 -- cue  
nostalgic memories of the family rec room -- and was  
subsequently developed for other consoles and handheld  
platforms. Atari is also said to be developing a multi-  
player remake of the game.

There are traces of science-fiction elements to the game  
(the story is putatively set in another galaxy) as well as  
military overtones.

And the film would likely be shot in 3D, tapping into the  
current vogue. But how a studio could turn Missile  
Command into a full-fledged action movie remains a  
question. Both the look and story behind Missile  
Command were, as they were with so many titles from  
the so-called golden age of video games, spare to say the  
least, though a manual did offer some detail: players  
were defending cities on Zardon from the invading  
armies of Krytol (aren't you glad we told you that?).

Then again, while video games with rich back stories  
can be more cinematic, a spartan vintage game can offer  
its own appeal, if only because it can be molded by an  
enterprising screenwriter into just about anything.

There's been a gold rush of late on video games  
generally. Back in the summer, an auction erupted over  
another Atari property, Asteroids, which Universal and  
producer Lorenzo di Bonaventura ended up winning.  
And plenty of contemporary games are on the path to the  
big screen, including the upcoming "Prince of Persia"  
and the still-in-development "Shadow of the Colossus."

Avid '80s fans, or just casual browsers of Wikipedia, will  
know that Missile Command's cheeky "The End" screen  
was used in the final-credit scene of "Fast Times  
at Ridgemont High." If Atari has its way, the game could  
go from a big screen pun to a full-fledged film.

-- Steven Zeitchik

Times staff writer Ben Fritz contributed to this report  
[http://latimesblogs.latimes.com/movies/2010/02/missile-  
command-movie-fox-hollywood-videogame.html](http://latimesblogs.latimes.com/movies/2010/02/missile-command-movie-fox-hollywood-videogame.html)

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From: Michael Current [michael@mcurrent.name]  
Sent: Friday, February 26, 2010 8:53 PM  
Subject: Atari Celebrates The 30th Anniversary of Missile  
Command  
Atari Celebrates The 30th Anniversary of Missile Command

Original Phenomenon Updated with New Features and Free-  
to-Play Multiplayer Action for the Next Generation by Real-  
Time Games Site OMGPOP

NEW YORK, NY – February 25, 2010 – Atari Inc., one of the  
world's most recognized videogame publishers, is bringing  
back a franchise that helped catapult the company into an  
international household name with the 30th anniversary  
edition of Missile Command®. The new version has been  
updated and reimagined by OMGPOP, operator of the  
omgpop.com website. Housed in a mini-site dedicated to the  
game, the remixed Missile Command captures the original  
iconic DNA of the 1980's phenomenon, and adds compelling  
new dimensions and attitude – highlighted by the entirely  
online multiplayer gameplay, a first for the franchise. Missile  
Command is free to play and available at  
[www.missilecommand.com](http://www.missilecommand.com), [www.atari.com/missilecommand](http://www.atari.com/missilecommand)  
and [www.omgpop.com/games/missilecommand](http://www.omgpop.com/games/missilecommand).

The year was 1980 and all across the planet people had the  
very real fear that one day the world's super powers would  
finally use their nuclear arsenals. Missile Command was in  
many ways a reaction to those fears. The premise of the game  
was simple: the player must protect six cities from an ever  
increasing swarm of ballistic missiles. Control was taken care  
of by a fast and accurate trackball that was notorious for  
pinching the skin of players' fingers. That didn't seem to  
affect the public appeal of the game which became an  
immediate arcade smash hit and one of the biggest sellers of  
the Atari 2600 system.

Now Atari and OMGPOP have built upon that legacy with this exciting online version. With enhanced features such as powerups, new enemies, upgrades, and an entirely online multiplayer co-operative gameplay option, the new Missile Command has all the makings of a modern classic.

“Missile Command is a pop culture phenomenon that millions upon millions of fans have enjoyed throughout the years,” says Jim Wilson, President and CEO of Atari, Inc. “The new Missile Command maintains the appeal of the original while bringing it to today’s casual and social game players. It is an example of how Atari’s games portfolio is well positioned for today’s growing online games market.”

“Working with Atari was terrific,” says OMGPOP CEO Dan Porter. “To be able to work on a classic that many of us grew up playing and add the social and multiplayer features was a great way to bring the game to the millions of teens on omgpop.com.”

Missile Command on Atari.com boasts thrilling new gameplay such as:

- a.. Online Co-op Gameplay - play instantly with up to seven-players in real-time
- b.. Unlimited Levels - play with increasing challenge as you progress
- c.. Unique Difficulty Scaling - difficulty scales based on number of players and level progression into the game
- d.. Power-ups - all new power upgrades help players increase blast radius, missile speed, reload rates, missile supply and more
- e.. Enemies – take on massive waves of enemy missiles, aircrafts and bosses with varying speeds, health, behavior and characteristics
- f.. Award Systems - Medals awarded to top players in each round and a leader board support system to track players and friends with most medals

Fans who visit [www.missilecommand.com](http://www.missilecommand.com) can immerse themselves in the game’s heritage by comparing the OMGPOP remix to the original 1980 release, also playable on the site. In addition, to celebrate the game’s place in gaming history, Atari has created a retrospective charting the evolution of the game from its coin-op origins with original cabinet images, box art, screenshots and trivia.

There is also the opportunity to win a rare, refurbished original Missile Command coin-op cabinet from the 1980s. For more information and details on how to enter the sweepstakes please visit [www.missilecommand.com](http://www.missilecommand.com).

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From: Michael Current [[michael@mcurrent.name](mailto:michael@mcurrent.name)]  
Sent: Wednesday, February 24, 2010 9:22 AM  
Subject: New Software WASEO-Dictionary++ released.

walktari Posted Mon Feb 22, 2010 3:52 PM

New Software WASEO-Dictionary++ released.

Hallo ATARI users,

I have released a new software application for the 8 bit. It's a English/German dictionary, called Dictionary++. Main features are a 300,000 words (150,000 each language) wordlist which can be searched within a few seconds. Dict++ comes on 16MB ATR Image.

I would like to thank GoodByteXL for tips, hints and extensive testing, CharlieChaplin for providing the ATARI stuff and the BASIC XL runtime and Stephen J. Carden for granting a site license of his powerful Real.DOS.

The files can be downloaded at:

<http://www.atari-com...aseo/dictionary>

I hope Dict++ will be useful for you!

Greetings,

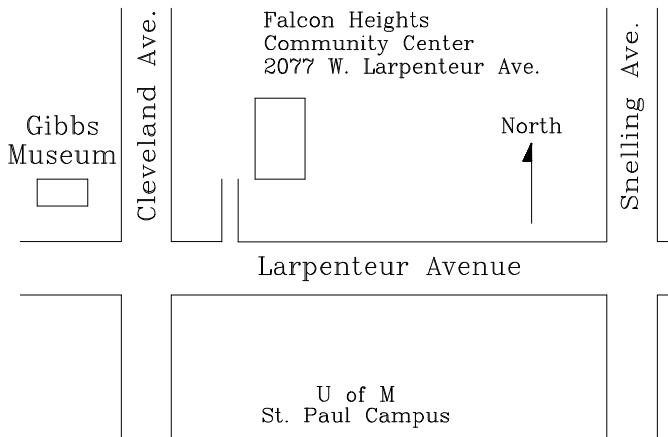
Michael

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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://Space.atari.org>

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

## SPACE BBS

BBS:  
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Supporting:

ATARI 8-Bit Computers

ATARI ST Computers

