

# SPACE

## NEWSLETTER for December 2010



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

Well, last month's SPACE Annual Meeting was a success, as we still have a full slate of officers to keep SPACE going. Thanks to Brian Little for his willingness to serve as Secretary once again, and to Steve Peck for his recent stint in that role. And to everyone else for keeping it all going!!

This weekend I finally got around to sorting out what exactly happened with Midway Games last summer (2009). What happened was, as of July 10, 2009, the complete library of Midway Games legacy video game properties, including the rights to all Atari Games and Midway Games West arcade games produced after July 1984, were purchased from the bankrupt Midway Games by Warner Bros. Entertainment. That is, Time Warner AGAIN controls a portion of the Atari legacy intellectual property. This time, at least so far, they only seem to care about new Mortal Combat games. But who knows what will come down the road? Anything new related to Atari Games titles like Gauntlet or Area 51 or Paperboy, etc., will now have to have to blessing of Warner Bros.

You'll want to come to the meeting this month, to help make last minute plans for next month's party and auction meeting. Remember, no party or auction this month, we're doing it next month in January this year!

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday December 10, 2010.

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

Our November SPACE meeting started out on a rather sour note. I got there early as I went right from work and arrived at 5:15 PM, and what I found when I got there was a completely full parking lot as there were games being held at the football stadium. So I ended up parking about two blocks away and hoping it wouldn't deter any members from coming to the meeting. As it turned out we ended up with six members out of thirteen.

It was election night and one member put his name in the running for the Secretary position. Steve Peck our current Secretary graciously stepped aside and now our new SPACE Secretary will be Brian Little a position he had held previously before Steve took over. So we welcome Brian once again and thank Steve for his service to the Club. All other positions will stay the same and I thank you all for your continued support and dedication to SPACE.

Don't forget I will not be at the December meeting due to a vacation I am taking with my whole family. The meeting is still on in December as Glen has the keys and he usually gets to the meeting pretty early.

Here is how the Treasury looks for November:

Beginning balance as of November 1, 2010:	889.10
Receipts for the November SPACE meeting:	
Memberships	15.00
Doms	<u>9.00</u>
Total receipts for November:	24.00
Expenses for the November SPACE meeting:	
Web-site for November	10.00
Web-site for December	10.00
Web-site annual renewal	<u>9.95</u>
Total expenses for November:	29.95
Ending balance as of November 30, 2010:	883.15

As you can see it was pretty much a break even month. The yearly room rental fee is due and will probably come sometime in December or January. That will take a \$300.00 bite out of our balance but the way things are going we will make that up again.

For our Christmas party which we will hold in January the members once again agreed on tacos as our main course. As per other parties I will bring the taco fixings along with the pop and table settings. Any member is welcome and encouraged to bring another dish, dessert etc. for all to share.

As I will not be at the December meeting I will not have a January Treasurer's report to bring you in the Newsletter for that month, but rest assured I will catch up with everything and report it all in the February 2011 SPACE Newsletter. Well we will be off to Disney World and Sea World on December 4 through December 11. I hope you all have a great December SPACE meeting and Merry Christmas & Happy New Year to you all.

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**Secretary's Report  
By Steven Peck  
For November 2010**

No minutes from the November meeting were submitted in time for this newsletter.

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**BBS Corner  
By Nolan Friedland  
For December 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: Wednesday, November 24, 2010 9:27 PM  
Subject: Yars' Revenge

Atari's Classic Arcade Shooter Yars'® Revenge Is Back With New Cinematic Gaming Experience

Best-Selling Atari 2600 Video Game of All-Time Returns in Early 2011 for Xbox LIVE Arcade for Xbox 360, PlayStation Network, and Windows PC Download

LOS ANGELES, Nov. 17, 2010 /PRNewswire/ -- 30 years ago Yars' Revenge took the gaming world by storm as one of the first arcade shooters and became the best-selling original title for the Atari 2600. Now three decades later, gamers will once again get the chance to avenge the annihilated race of the Yar. Atari, one of the world's most recognized publishers and producers of interactive entertainment will unleash Yars' Revenge onto Xbox LIVE® Arcade for the Xbox 360® video game and entertainment system from Microsoft, PlayStation®Network and Windows PC Download in Q1 2011.

Yars' Revenge brings the legendary title to new artistic heights with an anime inspired art style and captivating narrative that expands upon the original story. The game also features local co-op gameplay, multiple endings, intense battles, and visually striking landscapes designed to appeal to both casual and hardcore gamers.

In Yars', players will take on the role of a nameless Yar, who has been brainwashed by the evil Qotile empire to do their bidding. After being shot down and rescued by the ancient and mysterious Bar Yargler, she sets off on a ferociously focused mission, to seek revenge on her former master and his

deadly squad of assassins. The bio-technological nightmare of the Qotile home world provides stunning backdrops for players to fly through in aerial combat with their enemy.

"Yars' Revenge is one of the most popular Atari games of all time, leaving fans eager to experience the next chapter," says Jim Wilson, President and CEO of Atari, Inc. "The new Yars' Revenge updates this classic with anime inspired art direction, intense aerial battles and local co-op gameplay."

Developed by Killspace Entertainment, Yars' Revenge will be available in early 2011. For more information, please log onto [www.atari.com](http://www.atari.com) or [www.playyarsrevenge.com](http://www.playyarsrevenge.com).

**ABOUT ATARI, SA**

Atari group is a global creator, producer and publisher of interactive entertainment. Atari's brands and content are available across all key traditional and digital distribution touch points, including browser-based and social online platforms, Windows PC, consoles from Microsoft, Nintendo and Sony Computer Entertainment America, and advanced smart phones (i.e. iPhone, Android and RIM devices). Divisions of Atari, SA include Cryptic Studios, Eden Studios, Atari Interactive, Inc. and Atari, Inc.

Atari benefits from the strength of its worldwide brand and its extensive catalogue of contemporary classic game franchises (Asteroids®, Centipede®, Missile Command®, Lunar Lander®), original owned franchises (Test Drive®, Backyard Sports®, Deer Hunter®), MMO games from Cryptic Studios (Star Trek™ Online, Champions Online™) and third party franchises (Ghostbusters®, Rollercoaster Tycoon®, Dungeons and Dragons®). Atari also leverages the power of its franchises to deliver movies and merchandise to consumers around the world.

For more information please visit: [www.atari.com](http://www.atari.com)

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**ABOUT KILLSPACE ENTERTAINMENT**

Founded in January 2009, Killspace Entertainment is an independent game studio composed primarily of former Obsidian and Pandemic developers.

Located in the heart of Hollywood, we are focused on 1st and 3rd person action/adventure games for packaged and digital release on console, online, and mobile platforms. As our location suggests, we seek to use the best practices from the film and television industries to create incredible character-driven interactive content and experiences that would feel as immediate and compelling in a movie theater as they do in our games.

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From: Michael Current [michael@mcurrent.name]  
Sent: Friday, November 26, 2010 5:32 PM  
Subject: MyPicoDos 4.05 released

11/25/2010

After some 3 years I thought it's time for a new official MyPicoDos release, V4.05  
<http://www.horus.com...s/atari/#mypdos>

Changes since the last version (V4.04):

Updated highspeed SIO code to V1.30, supporting up to 126 kBit/sec Highspeed SIO can be activated while booting MyPicoDos, reducing total boot time New PicoBoot boot-sector only COM loader Special SDrive versions with autoswitch to 110 or 126 kBit/sec

so long,

Hias

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From: Michael Current [michael@mcurrent.name]  
Sent: Friday, November 26, 2010 5:39 PM  
Subject: Highspeed SIO patch V1.30 released

Highspeed SIO patch V1.30 released  
11/25/2010

I've uploaded a new release of my Highspeed SIO patch to my website <http://www.horus.com/~hias/atari/#hipatch>

Changes since the last release (V1.20):

Optimized highspeed code  
NMI patch no longer necessary for 126kbit/sec 126kBit work both with new XL/XE OS and old 400/800 OS Code can be compiled as Ultra speed only version

so long,

Hias

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From: Michael Current [michael@mcurrent.name]  
Sent: Friday, November 26, 2010 5:40 PM  
Subject: MyPicoDos 4.05 released FIXED LINK URL

MyPicoDos 4.05 released  
11/25/2010

After some 3 years I thought it's time for a new official MyPicoDos release, V4.05  
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so long,

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From: Michael Current [michael@mcurrent.name]  
Sent: Sunday, November 28, 2010 9:41 PM  
Subject: The Last Word 3.21 Update  
28 November 2010  
The Last Word 3.21 Update

This update to The Last Word, although non-critical, brings numerous improvements and is scheduled to be the last to support 64K Ataris. Changes and bugfixes since version 3.2 include:

- a.. Disk menu now displays SpartaDOS directory names when using custom filemasks
- b.. Attract mode disabling now works when the internal key buffer is turned off
- c.. Operation of the file selector when saving files has been improved
- d.. Path elements no longer require trailing right-wedges
- e.. The progress bar can be turned off
- f.. SDX environment and command line handling revised
- g.. Spelling checker for extended memory machines introduced

See the README file on disk for a more detailed description of the changes. Having reached the limit of development of the 64K disk version of LW, I now want to focus on the 128K+ version as well as on various other software projects.

Download The Last Word 3.21 here.  
<http://www.atari8.co.uk/lastword/default.html>

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From: Michael Current [michael@mcurrent.name]  
Sent: Sunday, November 28, 2010 10:26 PM  
Subject: Atari's Greatest Hits: Volume 1 for Nintendo DS

LOS ANGELES, Aug. 25 /PRNewswire/ -- 50 of the most addicting games from Atari's legendary vault will be compiled into the must-have Nintendo DS title of the holiday season as Atari, one of the world's most recognized publishers and producers of interactive entertainment, launches Atari's Greatest Hits: Volume 1. The ultimate DS title for casual gamers, Atari's Greatest Hits: Volume 1 brings together dozens of the most popular Atari arcade and Atari 2600 titles of all-time, including such blockbusters as Asteroids®, Pong®, Centipede®, Missile Command®, Tempest®, Lunar Lander®, Space Duel, Battlezone® and Adventure. This true treasure trove of timeless gaming classics will hit retail stores in North America this Fall.

In the late 1970's and early 1980's, Atari introduced a new era in interactive entertainment with its addictive arcade games and home gaming system. Now with Atari's Greatest Hits: Volume 1, a retro gaming revolution will be ignited on the Nintendo DS. Each spotlighted game will feature the same

pick-up and play control scheme as their original arcade and 2600 form, with modern updates to align with the Nintendo DS platform. Single card multi-player will be available for 20 titles including Space Duel and Pong with multi-card play available for head-to-head games.

Additionally, Atari's Greatest Hits: Volume 1 will feature the original game manuals for each title, an Atari memorabilia showcase, and special bonus extras -- including an Atari Trivia game where gamers can race against the clock to answer questions about Atari history and then post their scores to Atari.com.

"The 50 games featured in Atari's Greatest Hits: Volume 1 have defined a generation of casual gamers" said Jim Wilson, President of Atari, Inc.

"By adding a new single cartridge multiplayer mode to such games as Pong, Space Duel and Outlaw, we continue to find new ways to expand our brands to a new generation of gamers."

The complete Atari's Greatest Hits: Volume 1 line-up is as follows:

#### Atari Arcade Hits

Asteroids, Battlezone, Centipede, Gravitar, Lunar Lander, Missile Command, Pong, Space Duel, Tempest.

#### Atari 2600 Favorites

3D Tic-Tac-Toe, Adventure, Air-Sea Battle, Asteroids, Atari Video Cube, Basketball, Battlezone, Bowling, Centipede, Championship Soccer, Dodge 'Em, Flag Capture, Football, Fun with Numbers, Gravitar, Hangman, Haunted House, Home Run, Human Cannonball, Math Gran Prix, Miniature Golf, Missile Command, Outlaw, Realsports Baseball, Realsports Boxing, Realsports Football, Realsports Tennis, Realsports Volleyball, Sky Diver, Slot Maching, Slot Racers, Sprintmasters, Starship, Stella Track, Submarine Commander, Surround, Swordquest Earthworld, Swordquest Fireworld, Swordquest Waterworld, Tempest and Video Checkers.

Developed by Atari in partnership with Code Mystics, Atari's Greatest Hits: Vol. 1 is Rated "E" for Everyone and will be available exclusively on Nintendo DS for a suggested retail price of \$29.99. For more information, please log onto [www.atari.com](http://www.atari.com).

#### ABOUT ATARI, SA

Atari group is a global creator, producer and publisher of interactive entertainment. Atari's brands and content are available across all key traditional and digital distribution touch points, including browser-based and Social online platforms, PC, consoles from Microsoft, Nintendo and Sony, and advanced smart phones (i.e. iPhone, Android and RIM devices). Divisions of Atari, SA include Cryptic Studios, Eden Studios, Atari Interactive, Inc. and Atari, Inc.

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From: Michael Current [michael@mcurrent.name]

Sent: Sunday, November 28, 2010 10:24 PM

Subject: Governance changes at Atari SA

PARIS, Oct. 27 /PRNewswire/ -- Atari, S.A. announces that the Board of Directors meeting held on October 25, 2010 proposed the appointment of Jim Wilson as a Director of the Board as Pascal Cagnihis resigned from the Board. In addition, Jim Wilson, previously CEO of Atari Inc., is taking the position of Deputy CEO of Atari S.A. and Hindol Datta, Vice President of Finance and Administration of Atari has been appointed interim Chief Financial Officer. He takes over the functions of Phil Veneziano who is leaving the Group to pursue another career path.

Jim Wilson joined Atari in 2007 as Chief Executive Officer of Atari Inc. He is a member of the executive committee of the Group and has taken an active part in the transformation of Atari. After leading the turnaround of Atari's US business he focused on the rationalization of the activities in Europe and the re-launch of a worldwide publishing plan around Atari's proven franchises. In his new role, Jim Wilson continues to focus on the development and execution of the strategic objectives and profitability goals, including the launch of numerous branded entertainment properties across multiple distribution channels.

"Since joining Atari, the company has undergone a significant transformation with continued improvement in results and greater opportunity for expansion," said Jim Wilson. "Our world renowned brand and catalog of proven franchises have positioned the Company well as we diversify our business into online, digital and mobile platforms, in addition to other media and merchandising categories."

Mr. Wilson has more than 15 years of executive management experience with video game and entertainment companies, including Vivendi Universal Games, Universal Interactive Studios, and Sony Wonder/Sony BMG.

Atari also announces that Phil Veneziano, Chief Financial Officer, has decided to leave the company to pursue a different career path. His position is taken over by Hindol Datta who currently serves as Vice President of Finance and Administration for Atari and Cryptic Studios Chief Financial Officer and has been working closely with Mr. Veneziano.

Prior to joining Atari, Mr. Datta held senior management roles in finance and business intelligence in some of the largest internet online and media distribution companies. Mr. Datta was among the earliest employees and a key contributor to Aderactive's successful run as one of the fastest growing companies in the online advertising marketplace in the US, where he was on the team that oversaw revenue growth of \$15M to \$150M during the company's growth. Prior to internet marketing, Mr. Datta held strategic planning and operations roles in mobile telecommunications as well as a medical device company which was later acquired by the Great Nordic Group. He started his career working as an auditor and systems analyst in projects for Coopers & Lybrand and Andersen Consulting respectively. He is an active CPA in the State of California, a Certified Internal Auditor (CIA), APICS certified and a Certified Management Accountant (CMA).

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Jeff Lapin, CEO of Atari, commented, "We are all very pleased to welcome Jim Wilson as Deputy Chief Executive Officer. I have great respect for Jim's abilities, and we have worked very well together at Atari. I want to thank Phil Veneziano for his good work at Atari and wish him well in his next venture while I also have great confidence in Hindol Datta's abilities to maintain the goals we have set. Finally, I wish to thank Pascal Cagni for his hard work and leadership as a member of the Atari Board."

Atari's Board would be comprised of:

- a.. Mr. Frank E. Dangeard, Non-Executive Chairman
- b.. Mr. Dominique D'Hinnin, Vice-Chairman, Independent Director
- c.. Mr. Jeff Lapin, CEO
- d.. Mr. Jim Wilson, Deputy CEO(subjected to shareholder's approval)
- e.. Mr. Didier Lamouche, Independent Director
- f.. Mr. Tom Virden, Independent Director
- g.. The BlueBay Value Recovery (Master) Fund Limited, represented by Mr. Gene Davis
- h.. The BlueBay High Yield Investment (Luxembourg) SARL, represented by Mr. Nolan Bushnell

The appointment of Mr. Wilson as Deputy CEO will be effective upon the completion of paperwork related to his status of non-resident of France. The Board approved the annual fix compensation of euro 35,000 for Mr. Wilson for his mandate as Deputy Chief Operating Officer.

The Board of Directors acknowledged Mr. Wilson's existing contract with Atari Inc. which will remain in effect.

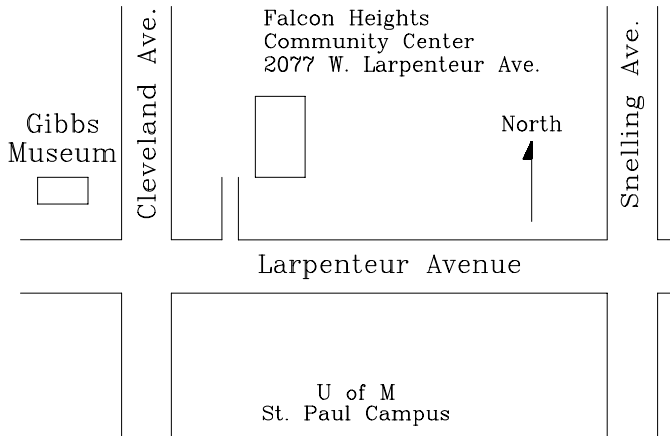
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# CLUB OFFICIALS

President: Michael Current (608)787-8548  
michael@mcurrent.name  
Vice President: Nolan Friedland (763)689-3711  
friednw@tcfreenet.org  
Secretary: Steve Peck ??????????????  
s\_j\_peck@hotmail.com  
DOM Librarian: Glen Kirschenmann (763)786-4790  
kirschg@netzero.net  
BBS Operator: Nolan Friedland (763)689-3711  
friednw@tcfreenet.org  
Membership Chairman: Glen Kirschenmann (763)786-4790  
kirschg@netzero.net  
SPACE Treasurer: Greg Leitner (651)455-6550  
greglites@hotmail.com  
SPACE Newsletter Editor: Michael Schmidt (763)757-4192  
mike.schmidt@andersencorp.com

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.

c/o Gregory Leitner  
3407 78th St E  
Inver Grove Heights MN 55076-3037

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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:  
telnet://spacebbs.no-ip.com/  
Sysop: Nolan Friedland  
<http://spacebbs.atari.org/>

Supporting:

ATARI 8-Bit Computers

ATARI ST Computers