SPACE

NEWSLETTER for June 2012

President's Corner
by Michael Current
June 2012

Summer is here, and with that comes more time to spend on Atari stuff.. or at least that's the theory!

For my 8-bit Atari FAQ List, prompted by a European reader, I just finished an overhaul of the section on the Atari brand modems, which now includes a nice little overview and history of dial-up modems in general. It's pretty interesting now to describe the entire history of that technology, from the Bell 103 300bps modem all the way up to the last dial-up modem standards, V.92 56000bps with V.44 data compression. Atari themselves never got beyond 1200bps with the SX212!

I'm also trying to re-focus, yet again, on getting the rest of the old SPACE Newsletters digitized. I'm in mid-1988 now. The scanning itself goes pretty quickly, I just get extremely side-tracked when there's Atari history information in there that I haven't seen before. Most recently, the April 1988 issue of our SPACE Newsletter included an article by V. J. Purcell called "CeBIT Highlights, Hannover, Germany" which detailed a first-hand account of Atari's first preview of UNIX System V running on a software prototype "TT" system. (The TT was finally introduced to the public in Germany in August 1989.) This led me to really work on pinning down key dates in the extended development cycle for the TT, as well as the lengthy development process for Atari System V (ASV, running UNIX SVR4) for the TT030. I even discovered an important name I hadn't known before: Roy Good, lead developer of the TT system at Atari.

It's almost time for the SPACE birthday party in July. Do you realize this Atari computer club was started in 1982? That's right, here in 2012 we can mark THIRTY YEARS of SPACE!!! Be sure to come to the meeting this month to discuss party and celebration plans for next month!

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday June 8, 2012.

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Treasurer's Report
by Greg Leitner
For May 2012

Eight members were present for the May SPACE meeting and that represented three fourths of our total membership. I would say we are pretty dedicated bunch, and with that many members the meetings are quite entertaining even though most of the meeting is about other topics than Atari. We all have a great time discussing new video and gaming products, and why some of us are still paying for TV reception (me).

Next month we need to plan the SPACE Birthday Party for July. Now that I am retired it will be more difficult for Jackie and myself to fund the main dish which is usually tacos. I know it would work out if everybody pitched in and brought an ingredient for the making of the tacos, but my fear is that someone who planned on coming could not make it and then we would be scrambling to replace an important item. Let's talk about it next month and try to come up with a plan that works for all.

Not much happening in May concerning our Treasury, but here is the breakdown. We started with a balance of $493.20 on May 1, 2012 and we had four Dom sales which added $12.00, but we paid out $10.00 for the May web-site expense so we ended up with a net gain of $2.00 for May. Our ending May 2012 balance is now $495.20.

I am going to have a SPACE auction at the Birthday Party in July so I hope all our members can make it. We really need a boost to help our bank account look a lot healthier than where we are right now which is about $160.00 behind this time last year. I am hoping the auction will help us make up some lost ground. Also, it is very important to keep your memberships renewed on time and don't forget to pick up a Dom each month. Last month the Dom had a very good Pacman game along with two other games, and on side two a modem program to get you connected to the internet.

See you all next month and don't forget to have some ideas ready for the SPACE 2012 Birthday Party.

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Secretary's Report
By Brian Little
For May 2012

No minutes from the October meeting were submitted in time for this Newsletter.

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From: Michael Current [michael@mcurrent.name]
Sent: Saturday, May 26, 2012 6:38 AM
Subject: Pakakaka - 8k intro by No Extra

Pakakaka - 8k intro by No Extra   April 30th, 2012

  No Extra continues the activity by releasing a new 8k intro for the STe.

  The intro features Tomchis first assembler code as well as original music by Tomchi and graphics by C-Rem and Heavy Stylus.

   » Download the 'Pakakaka' 8k intro
http://files.dhs.nu/files_demo/pakakaka.zip

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From: Michael Current [michael@mcurrent.name]
Sent: Saturday, May 26, 2012 6:39 AM
Subject: Extra Volume 3

Extra Volume 3   April 30th, 2012

  No Extra has released another compilation with lost/unknown demo screens.

  The Extra Volume 3 contain screens from Sector One and The Heavy Killers that you probably never saw before.

   » Download 'Extra Volume 3'
http://files.dhs.nu/files_demo/extra_v3.zip

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From: Michael Current [michael@mcurrent.name]
Sent: Saturday, May 26, 2012 6:39 AM
Subject: Catch me if you can

Catch me if you can   April 30th, 2012

  Cooper of Paradize has released a new game for the ST, STe and Falcon called 'Catch me if you can'.

  Along with the game release is a lottery with the possibility to win a good condition Falcon computer! If you register the game for only five euros, you're in the Falcon lottery competition.

  Good luck!

   » More infos/video/screenshots at the official page
http://www.jegagneunfalcon.fr/

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From: Michael Current [michael@mcurrent.name]
Sent: Saturday, May 26, 2012 6:59 AM
Subject: Atari Mobile Titles Surpass 10 Million Downloads
Atari Mobile Titles Surpass 10 Million Downloads

LOS ANGELES – May 10, 2012 – Atari, one of the world's most recognizable publishers and developers of interactive entertainment, today announced that its library of mobile games has reached a new milestone exceeding 10 million downloads across iOS and Android smartphone and tablet devices in less than a year. Including hit titles Atari's® Greatest Hits, Asteroids: Gunner™ and Breakout: Boost™, the achievement reinforces Atari's continued expansion of its user base with the release of new titles based on its core intellectual property for today's leading mobile platforms. Atari further expects to announce several new games based off of its popular IP in the upcoming months.

"The positive response we are seeing from our current fan base and a new audience of mobile gamers continues to impress and inspire us," said Maria Pacheco, VP of Marketing. "Mobile is a key component of Atari's brand strategy and this milestone reinforces the passion for our catalogue of popular game titles, which includes some of the most recognized IP in the world. We look forward to continuing the release of great mobile games that everyone will recognize, and love, in the coming months."

The milestone comes on the 40th anniversary of Atari and Pong®, for which a $100,000 Pong Indie Developer Challenge contest is currently under way. Consisting of cash prizes and rev-share publishing agreements for the

top 10 finalists, developers are being called on to reimagine Pong for iOS devices. The top 20 semi-finalists were recently announced on May 1st and selected from nearly 90 total submissions, all moving on to compete for recognition of their talents, and a spot on the finalist rankings to be revealed on June 19th. For more information about the Pong Indie Developer Challenge, please visit: www.atari.com/pongdeveloperchallenge.

Atari's mobile games are currently available as free downloads on the App Store, Google Play and Amazon Appstore markets. To download Atari's Greatest Hits,Asteroids: Gunner and Breakout: Boost, visit www.atari.com.

For more information about Atari and the latest news:
  a.. Visit our website: www.atari.com
  b.. Like us on Facebook: www.facebook.com/atari
  c.. Follow us on Twitter: www.twitter.com/atari
  d.. Subscribe to our YouTube Channel: www.youtube.com/atari

About ATARI, SA
Atari (www.atari.com) is a multi-platform, global interactive entertainment and licensing company. The original innovator of video gaming, founded in 1972, Atari owns and/or manages a portfolio of more than 200 games and franchises, including world renowned brands like Asteroids®, Centipede®, Missile Command®, Pong®, Test Drive®, Backyard Sports®, Ghostbusters®, and Rollercoaster Tycoon®. Atari capitalizes on these powerful properties by delivering compelling games online (i.e. browser, Facebook® and digital download), on smartphones and tablets and other connected devices. The Company also develops and distributes interactive entertainment for video game consoles from Microsoft, Nintendo and Sony. As a licensor, Atari extends its brand and franchises into other media, merchandising and publishing categories.

Atari has offices in Los Angeles, New York, Paris, Lyon and London.

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From: Michael Current [michael@mcurrent.name]
Sent: Saturday, May 26, 2012 7:02 AM
Subject: Circus Atari™ Swings onto the iPhone, iPad and iPod touch
Circus Atari™ Swings onto the iPhone, iPad and iPod touch

LOS ANGELES – May 17, 2012 – Atari, one of the world's most recognized publishers and developers of interactive entertainment, today announced the launch of Circus Atari™ on the App Store. In this new free-to-play puzzle platformer, players perform as a circus clown blasting out of cannons and flying through the air in a vertical climb to record heights. Based on the Atari 2600 classic, Circus Atari makes its mobile debut on iPhone, iPad and iPod touch.

In the ascent to the top of the arena, players will tilt their mobile device to guide their clown, popping balloons to launch higher while gathering power-ups and coins along the way and avoiding the many hazards and obstacles of the arena. Players can enhance their circus experience with coins, collected or purchased in-game so that players can pick up new clown characters as well as safety nets to help with performers' high-flying antics. Download the game now from the App Store at http://itunes.apple.com/us/app/id523171614.

Features include:
  a.. Completely free-to-play with the option to purchase in-game items and customizations
  b.. Avoid pitfalls, ledges and bumpers during exciting and challenging gameplay
  c.. Collect or purchase in-game coins to unlock additional content:
  d.. Unique clowns with special attributes – Convict Clown, Hippie Clown, and more
  e.. Acquire safety nets to help break your fall
  f.. Awesome cartoon-style graphics and animation
  g.. Pop balloons to climb higher on your journey to record heights
  h.. Grab special power-ups to quickly soar through the air
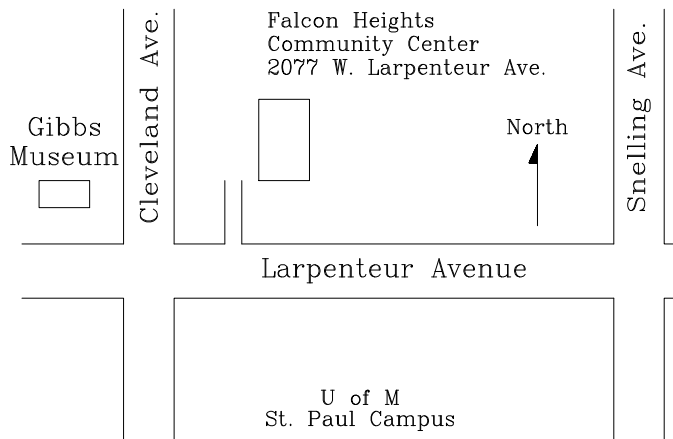 i.. Game Center and OpenFeint integration for score leaderboards and achievements

The circus is in town, so visit the virtual big tent and download Circus Atari in the App Store at: http://itunes.apple.com/us/app/id523171614

For more information about Atari games and the latest news:
  a.. Visit our website: http://www.atari.com/
  b.. Like us on Facebook: www.facebook.com/atari
  c.. Follow us on Twitter: www.twitter.com/atari
  d.. Subscribe to our YouTube Channel: www.youtube.com/atari

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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.

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                 |  | Ave.     2077 W. Larpenteur Ave. |  | Ave.
  Gibbs          |  |          ┌────┐        North     |  |
  Museum         |  |          │    │          ▲       |  |
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                 |  |     St. Paul Campus              |  |
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S.P.A.C.E.

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DISCLAIMER

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