

# SPACE

## NEWSLETTER for December 2012



### **President's Corner** by Michael Current December 2012

Don't miss this month's SPACE club PARTY and AUCTION! Party details in Greg's article. Sounds like the auction will include some rather exciting stuff, so make sure besides a dish to pass you bring your cash so that you can make winning bids! Hope to see you there!

Thanks, keep using that Atari, and come to your next SPACE meeting & party, Friday December 14, 2012.

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### **Treasurer's Report** by Greg Leitner For November 2012

Here we are at the end of another year and we will make our annual rental payment with little to spare. I have to look at what our expected income and expenses will be for the new year in 2013 just like a normal company would look at their projections. This is what we are facing for the coming year; with ten current members at \$15.00 per renewal it would bring in to the Club \$180.00, and if we sell an average of three Doms per month that will get us another \$108.00. If we are charged the same \$25.00 per month room rental next year that would be a \$300.00 expense. So we are short \$12.00 already and we still need to pay \$10.00 per month for the web-site and about \$7.00 per month for the Club newsletter. That is another \$204.00 we need to come up with. So the question is; can we make up the additional \$216.00 shortfall? If we had a couple of auctions that would help, but they only average about \$30.00 each and would bring in only about another 60.00. So you can see the way I look at the situation and maybe you won't see it that way. That is why I see the glass as half-empty and some of you probably see the glass as half-full. I am going to bet on the half-full guys to pull us through another year. It seems we always find a way.

On the brighter side we had six members attend the November SPACE meeting and we had a very good meeting. Elections were held and once again the incumbents won their positions in a landslide. Thanks to all who serve the Club, but don't forget we could always use fresh faces. We also talked about the Xmas party meeting next month and we decided on a bit of a different direction. Instead of tacos (yeah!!!) we are having sloppy joes and meatballs. Those two choices are taken along with chips and dip and root beer floats. I will also bring the beverages along with all the table settings. If Michael can make it depending mostly on the weather he will bring fruit, but we still could use things like potato salad and any other side dishes you might think of.

Here is the action for the November SPACE meeting:

We took in \$18.00 on the sale of six Doms and paid out the monthly web-site expense of \$10.00. We started with a balance of \$558.05 and added \$8.00 to our Treasury for a new total of \$566.05.

Now the hard part comes as we should be getting the bill for the \$300.00 room rental for 2012. That will take over half of our SPACE balance and leave us just short of \$300.00. The good news is that we will have another SPACE auction at the Xmas party so we can make up some ground. I have some good stuff to bring so please come. Here is just a short list:

- 800 XL in box
- 1050 drive in box
- two track balls in boxes
- XE game system
- Atari books
- 2600 cartridges
- XE cartridges
- other 8-bit cartridges
- much more

So how can you possibly miss next month's SPACE Xmas party. Good food, an auction and most importantly good friends. See you all at the party.

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**Secretary's Report  
By Steve Peck  
For November 2012**

Again, I apologize for the inability to get the Report in time last month. To try to rectify the situation, I will submit reports for October and November this month. Thank you for your patience. I will be on time next month with the regular Report.

–Steve Peck  
SPACE Secretary

Secretary's Report:

**October, 2012**

The October SPACE meeting commenced at 7:34 P.M. To recap September, four DOMs were sold that month and eleven members were paid up. The elections were the big topic last month, which were to be held in November. There was no old business in October. The classic arcade game, "Venture", was released for the Atari 8-bit computer. There was also talk of the games "Sinistar" and "Kangaroo", also for the Atari 8-bit. These games look pretty solid (I should know, because I played them) and have excellent graphics and sound.

The DOM for October was excellent as well. Especially the game "Bum Pong". That was the best looking game on the DOM, IMHO. I did get that DOM disk, but I still have yet to play it (Sorry, Glen :)). But, from looking at it, I like the very different (but outstanding) graphics and gameplay. It looks quite challenging. Quite solid indeed. The meeting adjourned at 8:13 P.M. I believe there were five members present.

That concludes the October report. Now, on to November...

**November, 2012**

The November meeting commenced at 7:37 P.M. There were three membership renewals in October (myself included). We got a new supply of items for the SPACE Auction for next month. It seems to be a solid collection from a relative of a former SPACE member. Get ready, folks, for this might be an interesting auction.

The election went well with Nolan, Greg, Mike, Glen, and I keeping our respective positions until November 2013. The votes were unanimously in favor of that situation. Also, we present at the November SPACE

meeting decided to have a potluck for the upcoming SPACE Christmas Party. Everyone at the meeting decided what type of food each individual present was going to bring. So, everything looks good on that subject. Solid meeting as usual, as well as a solid DOM. ABBUC keeps releasing great software.

The meeting adjourned at 8:17 P.M. There were six members present. This concludes the Secretary's Report. Thanks for letting me share. Please flock to the SPACE web site, as there are exciting developments going on there all of the time. Plus, our Veep would be happy with that.

So, in closing, I will quote the great Stan Lee's closing salutation, exclaiming...

EXCELSIOR!

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From: Michael Current [michael@mcurrent.name]  
Sent: Sunday, November 18, 2012 9:17 PM  
Subject: Atari Outlaw™ Rides into Town on iOS  
Atari Outlaw™ Rides into Town on iOS

Test Your Touchscreen Aim in Free Wild West Gunslinging

LOS ANGELES – Nov. 1, 2012 – Today Atari, one of the world's most recognized publishers and producers of interactive entertainment, has released Atari Outlaw™ for iPhone, iPad and iPod touch. Atari Outlaw, a classic franchise from the Atari library, now rides again as a casual shooter, combining the Western themes of the original hit with colorful hand-drawn graphics, an expanded arsenal of weapons and smooth touchscreen controls. Atari Outlaw is available as a free download on the App Store at <http://itunes.apple.com/app/id553864821>.

Developed by Flying Wisdom Studios, the Wild West shooter puts players in the boots of a well-armed bounty hunter, out to become the quickest draw in the West. By gunning down banditos, miners, and other yellow-bellied varmints, players will collect in-game silver and gold, which can be used to buy new weapons, upgrade their firearms, and restock on ammunition. Players can gun for the top spot on the leaderboards and prove to their friends just who among them is the toughest gunslinger in the saloon.

“Atari’s 40th Anniversary is the perfect time to release a fresh version of Atari Outlaw for mobile devices,” said Jim Wilson, CEO of Atari. “Like last month’s Super Bunny Breakout™, Atari Outlaw remains true to the skill-based arcade spirit of the original, fully updated to harness modern features and touchscreen capabilities.”

Atari Outlaw’s features include:

a.. Disarm your opponents, kill waves of enemies and blow up whatever gets in your way.

b.. Multiple Wild West locations from the High Sierra to Fort Beaver.

c.. Collect a variety of cool weapons from Buzz Sawyers to Tesla guns that shoot lightning bolts.

d.. Upgrade your weapons to increase power, accuracy, fire rate and more.

e.. Game Center integration to show off your skills with achievements and leaderboards.

For more information about Atari Outlaw, visit [www.atari.com](http://www.atari.com) or visit Facebook at [www.facebook.com/atari](http://www.facebook.com/atari).

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From: Michael Current [michael@mcurrent.name]  
Sent: Sunday, November 18, 2012 10:07 PM  
Subject: Atari Releases Warlords® on Xbox LIVE® Arcade  
Atari Releases Warlords® on Xbox LIVE® Arcade

LOS ANGELES – Nov. 14, 2012 - Atari, one of the world’s most recognized publishers and producers of interactive entertainment, announced today that Warlords®, a remake of the classic title for the Atari 2600, is now available on Xbox LIVE® Arcade for the Xbox 360® video game and entertainment system from Microsoft for 800 Microsoft Points.

For more information, or to purchase Warlords on Xbox LIVE Arcade for Xbox 360, please visit: <http://www.atari.com/warlords>. Through a previous release, Warlords is also available on PlayStation®Network.

A multiplayer, arcade-action game, Warlords pits players against up to three opponents, human or computer-controlled, in a struggle to defend their castle walls and eliminate rivals to be the last warlord standing. Players use a magic shield to block fireballs shot at their walls, aiming to deflect the fiery missiles at their enemies’ strongholds. Warlords will need quick reflexes to defend themselves, but that’s not all; Warlords also challenges gamers’ strategic skills, as they command groups of minions that battle against other troops to attack enemy walls or capture control points and power-ups.

KEY FEATURES:

- a.. Fast-paced action: Use quick thinking and reflexes to defend your walls and demolish the castles of your enemies. Outlast them all to become the ultimate warlord!
- b.. Protect the stronghold: Rotate a mighty shield around the perimeter of your stronghold, deflecting fireballs away from your castle walls and at your opponents!
- c.. Command minions: Send your loyal posse of Snoots to capture control points, gather power-ups, attack enemies, and bolster your own defenses.
- d.. Arcade-style multiplayer: Select a faction and engage in co-op siege mode, 2v2, or classic free-for-all battles for up to four human or computer-controlled players.

For more information on Warlords, please visit [www.atari.com](http://www.atari.com) or [www.atari.com/warlords](http://www.atari.com/warlords)

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From: Michael Current [michael@mcurrent.name]  
Sent: Friday, November 23, 2012 3:42 PM  
Subject: AtariMax MyIDE-II Compact Flash Cartridge  
AtariMax MyIDE-II Compact Flash Cartridge

Pre-ordering is now open for the new Atarimax MyIDE-II CompactFlash Cartridge. The MyIDE-II Cartridge is a professionally produced Compact Flash interface for Atari XL/XE computers. The first production run is limited to 100 cartridges, which are expected to ship on or before December 15th, 2012.

The MyIDE-II cartridge includes the following:

- a.. Compact Flash Hardware Interface
- b.. 512kB On-Board User Customizable Flash Memory
- c.. 512kB On-Board Application SRAM
- d.. Mr-Atari's MyBIOS Included
- e.. Available in Clear, Red, Blue and Green Cases
- f.. CNC Machined Case Openings
- g.. Professionally Assembled Immersion Gold PCB
- h.. Hardware Support from Atarimax
- i.. Real Lifetime Warranty

Pre-order pricing for the MyIDE-II is \$69.99 + shipping. To learn more about the MyIDE-II and place an order, please visit [Atarimax.com](http://Atarimax.com).

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From: Michael Current [michael@mcurrent.name]  
Sent: Tuesday, November 27, 2012 9:51 PM  
Subject: "Atari Inc., - Business Is Fun" Now Available  
"Atari Inc., - Business Is Fun" Now Available November 26, 2012

Atari Inc. - Business is Fun, the book that goes behind the company that was synonymous with the popularization of 'video games,' is now finished and for sale!

Nearly 8 years in the making, Atari Inc. - Business is Fun is comprised of thousands of researched documents, hundreds of interviews, and access to materials never before available. An amazing 800 pages, including nearly 300 pages of rare, never before seen photos, memos and court documents, this book details Atari's genesis from an idea between an engineer and a visionary in 1969 to a nearly \$2 billion dollar juggernaut, and ending with a \$538 million death spiral by June of 1984. Several key and important fully detailed side stories are included, such as:

- a.. The creation of "Rick Rats Big Cheese Restaurants" which later became "Chuck E. Cheese's"
- b.. The amazing story of Atari's very own "Xerox PARC" research facility up in the foothills of the Sierra Mountains
- c.. The dramatic dealings and double-dealings between Atari Inc. and Amiga Corp. for months prior to Jack Tramiel coming into the picture.

You can learn more about Atari Inc. - Business is Fun and order a copy here. <http://www.atarimuseum.com/book/>

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From: Michael Current [michael@mcurrent.name]  
Sent: Friday, November 30, 2012 9:53 PM  
Subject: AtGames to Launch Atari Flashback® 4 to Celebrate Atari's 40th Anniversary!  
AtGames to Launch Atari Flashback® 4 to Celebrate Atari's 40th Anniversary!

Atari Flashback 4 features 75 Atari 2600 games, 2 wireless controllers and classic Asteroids poster

LOS ANGELES, Nov. 12, 2012 /PRNewswire-iReach/ -- AtGames Digital Media Ltd. is launching the Atari-licensed 40th Anniversary Special Edition Item – the Atari Flashback® 4 console. This product recreates for gamers the original video gaming experience of the widely appealing Atari 2600 video game console (30 million units sold worldwide) from the 1980's.

In the Flashback 4, timeless Atari titles such as Asteroids®, Missile Command®, Centipede®, as well as other video classics such as Space Invaders and Jungle Hunt plus 70 other games promise to give hours of the purest video gaming entertainment for the whole family.

With styling based on the original Atari 2600, the Flashback 4 is completed with two wireless retro joysticks, also based on the original Atari designs. The retro console allows gamers to go back in time and experience how it all started, and evidences why retro gamers still say that the Atari games are as playable now as it was then.

The Atari Flashback 4 is an easy to use plug and play device that you use with your TV that provides an affordable piece of video gaming nostalgia suitable for the whole family.

The two wireless controllers afford gamers the freedom of playing games remotely.

"Atari is a legendary brand that goes beyond borders and time. We are delighted to be Atari's partner in celebrating Atari's 40th Anniversary", says Dr. Ping-Kang Hsiung, CEO of AtGames Digital Media Ltd.

The Atari Flashback 4 will be available in October 2012 for the price of \$49.99.

#### Features:

- a.. Design based on original Atari 2600
- b.. Two user friendly wireless retro joysticks with extra menu button
- c.. 75 preloaded games
- d.. Plug and play into your TV
- e.. Classic limited edition Atari Asteroids® poster included

#### Games List:

\* 3D Tic-Tac-Toe \* Adventure \* Adventure II \* Air·Sea Battle \* Aquaventure\* Asteroids® \* Backgammon \* Basketball \* Battlezone® \* Black Jack \* Bowling \* Breakout® \* Canyon Bomber™ \* Centipede® \* Championship Soccer \* Circus Atari™ \* Combat Two \*

Combat® \* Crystal Castles® \* Demons to Diamonds™ \* Desert Falcon® \* Dodge 'Em \* Double Dunk™ \* Fatal Run \* Flag Capture \* Football \* Frog Pond \* Front Line™ \* Fun with Numbers \* Golf \* Grand Prix \* Gravitar® \* Hangman \* Haunted House® \* Home Run \* Human Cannonball™ \* Jungle Hunt \* Maze Craze \* Miniature Golf \* Missile Command® \* Night Driver™ \* Off The Wall \* Outlaw \* Polaris™ \* Realsports® Baseball \* Realsports® Basketball \* Realsports® Soccer \* Realsports® Volleyball \* Return to Haunted House \* Saboteur® \* Save Mary \* Sky Diver \* Slot Machine \* Slot Racers \* Solaris \* Space Invaders™ \* Space War \* Sprintmaster \* Star Ship \* Steeplechase \* Stellar Track™ \* Street Racer \* Submarine Commander® \* Super Baseball \* Super Breakout® \* Super Football \* Surround \* Tempest® \* Video Checkers \* Video Chess \* Video Olympics \* Video Pinball \* Warlords® \* Wizard \* Yars' Revenge®

#### 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®, Deer Hunter®, and Rollercoaster Tycoon®. Atari capitalizes on these powerful properties by delivering compelling games online (i.e. browser, Facebook® and digital download), on smart phones 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, San Francisco, Paris, Lyon and London.

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#### About AtGames Digital Media, Ltd.

AtGames® Digital Media, Ltd. develops innovative interactive entertainment products for worldwide markets. AtGames® has distribution in North America, Western Europe, Russia, Latin America and Greater China. AtGames® has offices in Los Angeles, Taipei, and Shenzhen.

Information about all AtGames products can be found at [www.atgames.us](http://www.atgames.us)

SOURCE AtGames Digital Media Inc.

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From: Michael Current [michael@mcurrent.name]  
Sent: Friday, November 30, 2012 9:39 PM  
Subject: Atari Commemorates PONG®'s 40 Years with  
Launch of Pong World™, Available Now on iOS  
Atari Commemorates PONG®'s 40 Years with Launch of  
Pong World™, Available Now on iOS

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\$50,000 Grand Prize Winner of Pong Indie Developer  
Challenge Launches on Mobile

LOS ANGELES – Nov. 29, 2012 – Today Atari, one of the world's most recognized publishers and producers of interactive entertainment, announced the release of Pong World™ for iPhone, iPad and iPod touch. The \$50,000 grand prize winner of the Pong®Indie Developer Challenge developed by zGames, Pong World is a reimagined take on the pop culture classic and the first-ever official new PONG game for smartphones and tablet devices. In the game, players choose one of many Pong paddles and battle against opponents on various themed boards, experiencing the game in either classic mode or all-new gameplay modes including Blitz and Hotseat. Pong World is available now as a free download on the App Store at <http://itunes.apple.com/app/id553946340>.

In commemoration of Atari and PONG's 40th anniversary, one of the first video games to garner mainstream cultural appeal, the Pong Indie Developer Challenge, which concluded in summer 2012, called on developers to create their own vision of the legendary game for mobile devices. First place winner zGames was awarded \$50,000 and top honors as the first official PONG title to be launched by Atari on iOS. Details on the remaining finalists will be revealed at a later date.

“We were impressed with the creativity and original vision of indie developers in the PONG contest, and the grand prize winner receives full honors as the marquee release for the title's 40 year anniversary,” said Giancarlo Mori, EVP Product Development, Atari. “Pong World is an excellent tribute to one of our company's legacy titles, giving players a fresh new look and the classic gameplay they know and love.”

Pong World features include:

- a.. Wield five different paddles to add your personal touch, with more to unlock, like Shaggy, Chompers and Sir Bouncelot
- b.. Pack your paddle around the world in four levels including the Jungle, Boulevard, Cathedral, and the Moon
- c.. Multiple gameplay modes Classic, Blitz and Hotseat offer a whole new experience to classic PONG gameplay
- d.. Slice through progressing difficulty levels as players hone their touchscreen talents
- e.. Unlock in-game achievements and compare high scores with friends on the leaderboards

For more information about Pong World, visit [www.atari.com](http://www.atari.com) or visit Facebook at [www.facebook.com/atari](http://www.facebook.com/atari).

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# CLUB OFFICIALS

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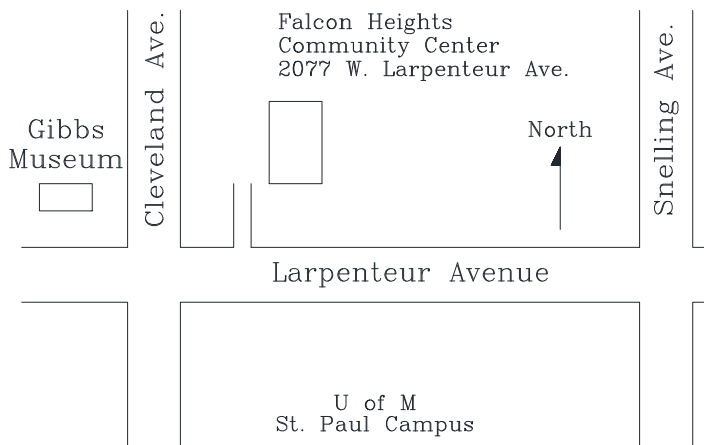
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You can find the Club's home page at:  
<http://Space.atari.org>

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.

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



## SPACE BBS

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