

SPACE

NEWSLETTER for June 2014



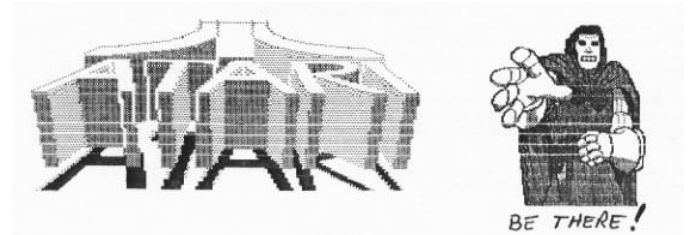
President's Corner by Michael Current

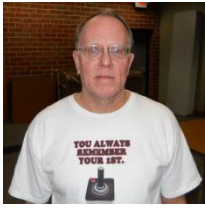
Several press releases from today's Atari this month, as their new strategy for making money starts to come to light. It seems as though using the classic Atari games as real-money gambling games is supposed to get the job done. Not that they're doing the development themselves, but they're partnering with somewhat established companies who are presumably interested in Atari for the name and game recognition. Think it will work? Have you heard of things like iGaming and iLottery?

Recent work on my FAQ has included trying to put interface standards Atari users may deal with like RS-232-C, Centronics, and the standard floppy disk drive (if you have the right interface) into their proper historical context. Did you know that RS-232 was first published in 1960, and that RS-232-C came out in 1969? Or that the current version is called TIA-232-F? How about the Centronics parallel port? The interface was developed by Centronics in the early 1970s, but the connectors were not really well standardized until the IBM PC included a parallel port in 1981 -- which was not quite the same as the Centronics "standard" causing all sorts of complications. The parallel port was finally actually standardized in 1994 as IEEE 1284.

I'm not sure the standard floppy disk drive interface was every formally standardized. I found that the 34-pin interface was first used by the Shugart Associates SA400, the first 5.25" floppy disk drive, in 1976. That drive used 35 track disks! Have you ever seen one of those? I haven't! The first 40-track 5.25" floppy disk drive was actually the much less well-known Wangco Model 82 in 1977. That became the standard media as used by the Atari 810.

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday June 13, 2014.



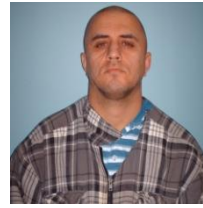


Treasurer's Report by Greg Leitner

When you meet next month almost half of 2014 will be gone and as most of you already know, I won't be able to make that meeting. Thanks to Glen who will have the key the meeting should be another success. I will be enjoying my whole family at Tony's cabin (actually it's more like a mansion) in Lindstrom, MN. We have three family members with birthdays in June and we will be celebrating all three on different days the week of our meeting. I will be back for the Birthday meeting in July and I will remind everyone in the next newsletter about the party. Of course, we all know what the main meal is going to be once again so I won't even mention it and insult your intelligence. Anyway, even though I won't be there next month I will still write something for the July newsletter.

We only had four members present for the May 2014 SPACE meeting so there wasn't much of a change in our treasury for May. We didn't have any expense since Nolan couldn't make the May meeting and we only took in \$15.00 on the sales of four 8-bit DOMs and only one ST DOM. We began the month with a balance of \$231.48 and ended May with a balance of \$246.48.

I will have some Dom catching up to do when I attend the July meeting. About \$15.00 worth so that should help a little bit. That's about it for now and I will see you all in July.



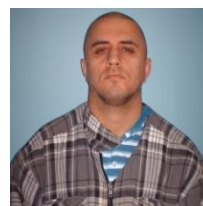
Secretary's Report by Steve Peck for May 2014

Well, folks, here we are again with the monthly Secretary's Report. We commenced the meeting at 7:30 PM. There were four members present out of nine paid-up members. I think that it was a nicer day that day, so I can understand the low turnout. The main topic that night was, pre-dominantly, the closing of Rainbow Foods (there was little to talk about). But, we did squeeze in some praise for the V61 S-video upgrade for the 8-bit Atari computer in old business.

There was more talk about the SPACE Birthday Party in July, but it was basically what we have been saying all along about that. So, I conclude stating that it was an average, run-of-the-mill meeting, which adjourned at 8:20 PM, by the way.

So, that ends the Secretary's Report. In the words of the comic book maestro...

EXCELSIOR!

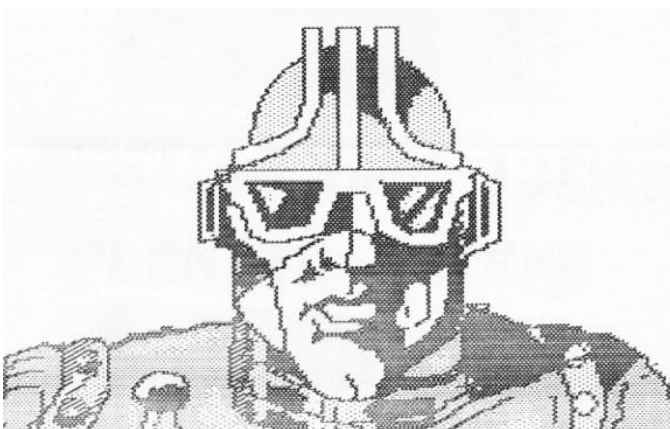


8-Bit DOM Review by Steve Peck

Hi, Folks:

Due to problems with my electrical wiring in my room, I could not complete the Atari 8-bit DOM Review for this month. I will have BOTH reviews next month instead. I apologize for the inconvenience. This is a fluke and totally beyond my control. Again, my apologies. I will see you next meeting.

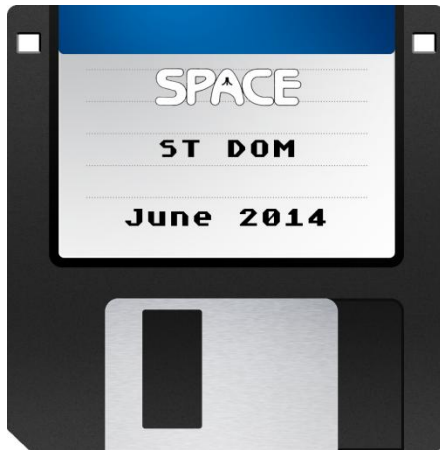
EXCELSIOR!





ST DOM Report by Nolan Friedland

Greetings and welcome to another edition of the SPACE ST DOM. Enjoy!



The object of the game, **100-4-1**, is to place as many of the 100 tiles as you can.

Use the mouse to select which of the currently available tiles you want and place it on the grid following these rules:

The first tile must go onto the grid on the star square. All subsequent tiles must be placed next to a previously placed tile.

No tile can be placed next to one of the same value or color.

No tile can be placed next to one the plain colored tiles of the same color.

Placing a tile scores the value of the tile. Some of the squares score a bonus by multiplying the value of any tile placed on them.

Any tiles unused by the end of the game count against the total score.

Placing all 100 tiles scores a bonus and to exit the game at any time press the Q key.



The game of **Awele** is a popular African game, also known as "Sungu" or "Ubao". It is made of a wooden board with 12 holes containing some kind of stones. The aim is to capture as many stones as possible.

The game board is made up of 2 rows of 6 squares with each square initially containing 4 stones. Your side is the bottom row and your opponent's side is the top row. The aim is to capture as many stones as possible.

Players alternate turns. To play, choose a non-empty square in your side and drop its stones (1 each) in each successive square in a counter clockwise direction. Always skip over the original square.

If you end up your turn by dropping a stone in your opponent's side AND in a square containing 2 or 3 stones (including the stone you dropped in) these stones are captured. Then, continue capturing in each of the preceding squares as long as those two conditions are met. Captures end as soon as this is no longer the case.



Cops and Robbers Chess is a two-player strategy chess game in which you use pushing and strategy techniques to remove your opponent from off the roof. Whoever has the last pieces standing wins, however a stalemate is also possible.

Each player has two moves per turn. The possible moves are as follows:

A player may move to an adjoining empty square either directly above, below, left or right.

A player may PUSH another piece that is above, below, left, or right of their piece. The piece that is pushed will move a maximum of FOUR squares in the direction pushed. Either another piece or a cloud will stop their movement before a fall will occur. The piece that is doing the pushing is repelled back ONE space in the opposite direction. This piece also will not move if blocked by another piece or a cloud.

A piece that is standing on one of the four exhaust fans can activate the fan by clicking on the RED area of the square. This will propel the piece in the air. By using the joystick or arrow keys, he can control to a LIMITED extent where his piece will land. If he lands on another piece, he will remove that piece from the game. Care should be taken when using these fans as the piece may itself fall either off the building or into the skylight. Since this is such a strong move, it is only allowed ONCE per turn.

A piece can activate a lightning bolt if a piece is standing on the square directly next to the cloud. By clicking on the white cloud, the cloud will emit a bolt lightning removing the piece that is hit.



From: Michael Current <michael@mcurrent.name>

Sent: Sunday, June 1st, 2014 @ 10:25 AM CDT

Subject: Atari and FlowPlay Announce Strategic Partnership to Enter High Stakes Social Casino Industry

Iconic Publisher Selects FlowPlay to Launch Upcoming Premier Social Casino Gaming Platform

New York, NY– March 26, 2014 – [Atari](#), one of the world’s most recognized publishers and producers of interactive entertainment and [FlowPlay](#), a leader in virtual world games and technology, today announced a strategic partnership to develop *Atari Casino*, a premier social casino gaming platform. With FlowPlay, Atari gains the back-end infrastructure, analytics, payment systems and in-game advertising integrations necessary to provide a first class interactive experience for social casino games delivered online, on Facebook, or via iOS and Android devices.

Coming in Fall 2014, *Atari Casino* will extend some of the company’s most noteworthy brands, including *Asteroids*®, *Breakout*®, *Centipede*®, and *Missile Command*® to classic casino games like slots, poker, and blackjack.

The FlowPlay partnership comes as Atari looks to expand its offerings beyond console gaming. By entering into this partnership, Atari will tap into the social casino market opportunity. In fact, more than 170 million people, or 2.5 percent of the world’s population, play casino-style social games online each month, [according to Morgan Stanley](#).

“Atari is an iconic brand synonymous with fun and interactive entertainment,” said Fred Chesnais, Chief Executive Officer, Atari, Inc. “Entering social casino gaming is a logical next step for us given its appeal across multiple generations and its natural fit with the casual audience.”

“From traditional land-based casinos to casual gaming giants, the competition is high. Expertise and differentiation are critical,” said Derrick Morton, Chief Executive Officer of FlowPlay. “Entering into a partnership with an iconic brand like Atari validates our technical leadership, and we’re looking forward to the success of *Atari Casino*.”

About Atari

Atari (www.atari.com) is a multi-platform, global interactive entertainment and licensing company. Atari owns and/or manages a portfolio of more than 200 games and franchises, including world renowned brands like Asteroids®, Centipede®, Missile Command® and Pong®, (which were part of the classic gaming innovations from Atari founded in 1972), Test Drive®, and RollerCoaster Tycoon®. Atari capitalizes on these powerful properties by delivering compelling games online (including browser, mobile and digital download), for PC, smartphones and tablets and other connected devices. As a licensor, Atari extends its brand and franchises into other media, merchandising and publishing categories.

Atari has offices in New York and Paris.

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About FlowPlay

FlowPlay, a developer of virtual environment and game technologies, make immersive worlds and massive multiplayer games possible with no software required beyond a basic browser. FlowPlay's first consumer product, ourWorld, is enjoyed and played by over 30 million players and is one of the most popular teen virtual worlds. Vegas World, the first social casino MMORPG developed by FlowPlay, was recently launched. The company was founded in 2006 and primarily funded by Intel Capital and the creators of Skype. For more information on FlowPlay, including the company’s own leading social casino MMO, [Vegas World](#), or the Vegas World white-label social casino platform, contact bizdev@flowplay.com.



From: Michael Current <michael@mcurrent.name>

Sent: Sunday, June 1st, 2014 @ 10:36 AM CDT

Subject: Atari and Pariplay Announce a Worldwide Long Term Strategic Partnership to Bring Atari Classic Brands to Real Money Gambling Formats

Atari and Pariplay to Create a Custom Atari iGaming Platform;

Pariplay to also Develop and Distribute Atari- Branded Games Through the Pariplay Network

NEW YORK, NY., EDISON, N.J., April 15, 2014 -- Atari, one of the world's most recognized publishers and producers of interactive entertainment, and Pariplay, part of a joint venture with Majesco Entertainment Company (NASDAQ: COOL) and a high-performance gaming technology company and developer of iGaming and iLottery programs, today announced a strategic partnership to launch Atari's video game brands across real money gambling formats, including iLottery, social, online and mobile platforms. In addition, Pariplay will distribute Atari branded games throughout the Pariplay network.

Slated for launch in Q4, the Atari real money gambling web site will feature games from the Company's robust portfolio of iconic properties, including arcade classics like *Centipede*®, *Asteroids*®, *Tempest*®, *Pong*®, and *Missile Command*®, among others.

Furthermore, all games will be available in the Pariplay network for operators to run these games through their sites. Pariplay designates several of the most successful Atari brands to its iLottery network enabling lotteries to host the next generation of fixed-odds and predetermined outcome games.

"Atari was a pioneer in the interactive entertainment space, having built tremendous brand equity through their rich suite of beloved brands," said Gili Lisani, CEO Pariplay. "We are proud to steward their entry into the evolving iGaming category where players can engage with their properties in exciting new ways."

Added Fred Chesnais, Chief Executive Officer of Atari, Inc.:

"Pariplay's expertise in the real money gambling category coupled with their solid back-end architecture makes them an ideal partner. This initiative, coupled with our recent FlowPlay social casino announcement,

supports our broader vision to expand Atari's legacy properties outside of the gaming field."

Pariplay remains focused on bringing premier entertainment properties to the iGaming and iLottery arena via its own established network and proprietary leading technology. The Company is part of a joint venture with Majesco Entertainment Company which helps accomplish this objective through a unique synergy across teams and resources.

About Pariplay

Pariplay, Ltd., a licensed online gambling operator headquartered in the Isle of Man, provides full turnkey solutions for the expanding international gaming and national lotteries markets. Utilizing its specialized knowledge of the gaming industry along with its proprietary gaming technologies, Pariplay operates both fixed odds and random based online and mobile games for use in real money online games, social casinos and lottery systems. Pariplay's parent company, GMS Entertainment, is 50% owned by video game publisher Majesco Entertainment Company. For more information, please visit our website at pariplayltd.com.

About Majesco Entertainment Company

Majesco Entertainment Company is an innovative developer, marketer, publisher and distributor of interactive entertainment for consumers around the world. Building on more than 25 years of operating history, the company develops and publishes a wide range of video games on console, handheld and mobile platforms, as well as digital networks through its Midnight City label. Majesco also owns 50% of GMS Entertainment, the parent company of online gaming company Pariplay, which specializes in iGaming, iLottery and social gaming. Majesco is headquartered in Edison, NJ and the company's shares are traded on the Nasdaq Stock Market under the symbol: COOL. More info can be found online at majescoent.com or on Twitter at twitter.com/majesco.

About Atari

(See previous article)

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From: Michael Current <michael@mcurrent.name>

Sent: Sunday, June 1st, 2014 @ 10:39 AM CDT

Subject: Haunted House® Now Available on iPhone, iPad, and iPod touch

Iconic Publisher Re-Imagines 1981 Haunted House® Classic as a Free-to-Play Endless Runner on iOS; Expands Footprint across PC, Digital, Mobile and Social Platforms

New York, NY– May 15, 2014 – [Atari](#), one of the world’s most recognized publishers and producers of interactive entertainment, today announced the launch of a re-imagined, free-to-play mobile version of the classic game *Haunted House*®, for iPhone, iPad and iPod touch. The spooky, eye-popping fan-favorite is free-to-play and available for download in the [App Store](#).

Developed by Kung Fu Factory, the team behind the popular *Teenage Mutant Ninja Turtles: Rooftop Run*, *Haunted House*® is filled with creepy fun and new gameplay. Entering the endless runner app, players are instantly dropped into the shoes of a boy who becomes lost in a scary place. To help him find his way home, players must protect and clear a path for him as he runs, jumps, and outmaneuvers treacherous traps hidden throughout the creepy mansion and graveyard. Thwart monsters to advance, trigger springs and build bridges to reach new heights and stay alive by picking up power-up boosts including:

Scepters – Become invincible against monsters and traps

Master Keys – Auto-triggers all bridges

Urns – Collect urns for an extra life

Coin Magnets – Attracts coins faster within a certain distance

For more information and to watch the trailer, visit: <http://bit.ly/1jt60Hw>. A PC version of *Haunted House*®, a darker and different rendition of the mobile game is currently in development and is set to release in Summer 2014.

“From enthusiasts of the original *Haunted House*® to today’s on-the-go mobile gamers, players of all ages and generations are in for a completely new and fun gameplay experience,” said Fred Chesnais, Chief Executive Officer, Atari, Inc. “As we look to celebrate and refresh classic titles like *Haunted House*® and

RollerCoaster Tycoon®, we will continue to extend fan-favorites to new PC, digital, social and mobile versions, as well as expand the Atari brand to online gambling and other gaming platforms.”

As an iconic brand that spans the digital gaming, online gambling and platform gaming industries, Atari’s debut of *Haunted House*® for iPhone, iPad and iPod touch comes on the heels of multiple partnerships and launches in the first quarter alone. These milestones include the release of [RollerCoaster Tycoon® 4 Mobile](#)™ for iPhone, iPad and iPod touch and forthcoming PC version, which is set to hit shelves during the 2014 Winter season. Atari recently announced a third-person, multiplayer online combat game titled [Minimum](#), which is now available for early access on Steam. Lastly, Atari announced strategic partnerships with [FlowPlay](#) – to debut its first social casino, *Atari Casino* (Fall 2014), and [Pariplay](#) – to develop and launch Atari-branded real-money gambling and lottery video games (Late 2014).

Social Media Resources

Classic @Atari title #HauntedHouse comes to mobile for first time since 1981, available for iOS devices <http://bit.ly/RfjsCb>

Follow Atari on Twitter: @Atari or ‘[Like](#)’ us on Facebook.

The Haunted House® App is available for free from the App Store on iPhone, iPad and iPod touch.

About Atari

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About Kung Fu Factory

Based in Los Angeles, Kung Fu Factory is a mobile and console video game development studio that works on both licensed and original properties. Established in 2002, the company specializes in crafting top-quality character animation driven experiences, with compelling game play, and robust online and free-to-play live services. Formed by childhood friends, Daryl Pitts and Ricci Rukavina, the collective talent at Kung Fu Factory came from high-profile video game studios where they developed major franchise titles. The company now develops and co-publishes its own properties on various platforms, including their latest #1 iOS and Android mobile game Adventure Time: Card Wars.

CLUB OFFICIALS

President:

Michael Current	(608) 787-8548 michael@mcurrent.name
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Vice President / Webmaster / Newsletter Editor

Nolan Friedland	(763) 689-3737 ilmarinen1976@hotmail.com
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Secretary:

Steve Peck	(651) 408-1096 artisan213574@gmail.com
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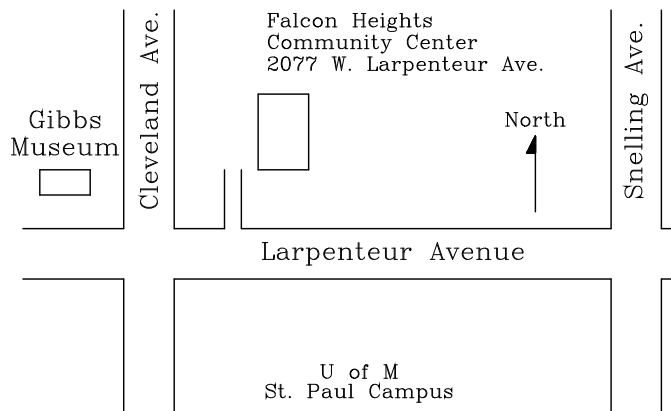
DOM Librarian / Membership Chairman:

Glen Kirschenmann	(763) 786-4790 kirsch@netzero.net
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Treasurer:

Greg Leitner	(651) 455-6550 reglites@hotmail.com
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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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The SPACE BBS is currently offline. We apologize for this inconvenience and hope to have it back online in the near future.

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

S.P.A.C.E.

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