

SPACE

NEWSLETTER for July 2014



President's Corner by Michael Current

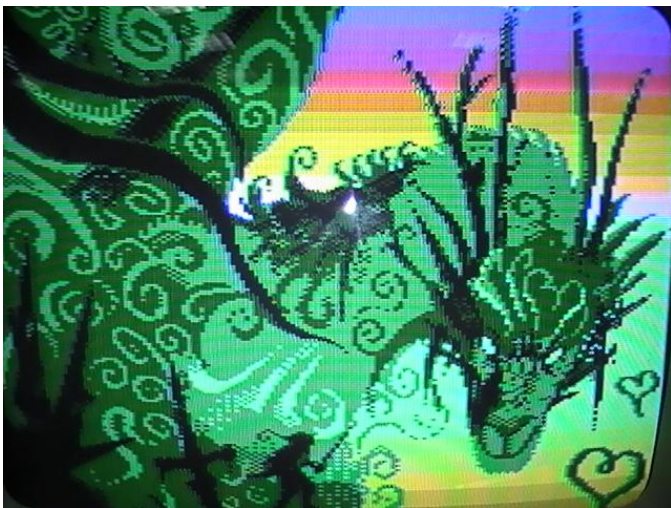
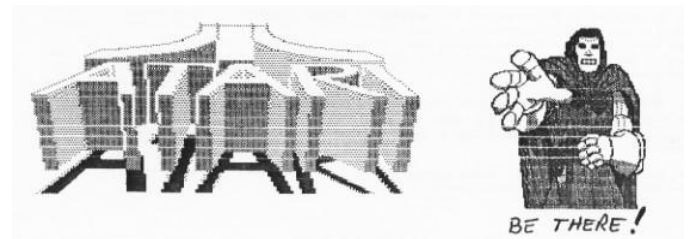
Tacos it is!

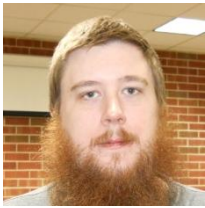
Please come to SPACE this month to take part in the potluck party celebrating 32 years of your favorite group of Atari Computer Enthusiasts!

I hope we have a good turnout, should be a great time!

Atari finally put out a Corporate Comeback Strategy as Interactive Entertainment Production Company. What do you make of it?

Thanks, keep using that Atari, and come to your next SPACE meeting and party, Friday July 11, 2014.





Notes from the VP by Nolan Friedland

Thought I'd try out a couple new columns this month and see how it turns out. Apparently, it also gives me a lot more space for gratuitous use of graphical filler...Sorry Greg ☺

Congrats to Steve Peck for handling the meeting last month. I heard you talked about pretty much everything, including...



See you all at the meeting on Friday if work doesn't get in the way. Sorry I've been absent the last few months. I've been quite busy with work lately. Never fear, however... Lance has all ST DOMs through July in case I can't make it.

The only other thing I would like to mention is that all Newsletter articles MUST be received no later than two weeks before the next scheduled SPACE meeting; otherwise, they will be delayed until the next issue – No exceptions. Thank you ☺



Treasurer's Report by Greg Leitner

Sorry I had to miss the June SPACE meeting. I hope you had a good turnout. The reason for my absence was because Tony decided to have my grandson's birthday party at the cabin he rented for the week up in Lindstrom, MN. He had it for the week but we only were there for Thursday, Friday and Saturday leaving on Sunday morning. When we arrived on Thursday, the water was very choppy and was coming into the dock. This made a perfect time for fishing right off the dock and even though I am not a fisherman and didn't have a license, it was sure fun to see my grandkids pull in 12 to 14 inch largemouth bass and some of the largest sunfish I have ever seen. Since no one in our family knows anything about scaling a fish they were all thrown back in to live another day. Friday, the day of your meeting, was the most perfect day of all time. The weather was ideal and the water was just warm enough for swimming. We actually walked the two blocks to the beach twice that day. Saturday was just the opposite as the winds picked up and then the rain, which never stopped once it started. From what I heard, when we got back is that you had pretty much the same weather as we had. Anyway, it was great fun and I will be back for the SPACE Birthday Party in July.

Speaking of the party, I understand we are having tacos and Jackie and I will bring all the fixings for them along with the beverages and table servings. That leaves whatever was decided on at the June meeting up to the rest of you. I know Glen was going to bring the makings of root beer floats and Lance was going to bring his meatballs so you can go from there. I will also try to remember to bring some cups.

For the Treasurer's report, I don't have anything more to add since the June report, but I will need to pay Nolan for three months web-site bills for \$30.00. On the receipt side, I need to catch up on three months ST DOMs and two months 8-bit DOMs for \$15.00. We have \$246.48 in our account and I don't see where it will change much after the July meeting.

Hope to see you all at the party next month.





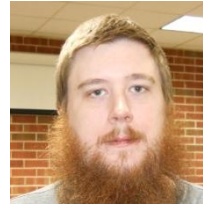
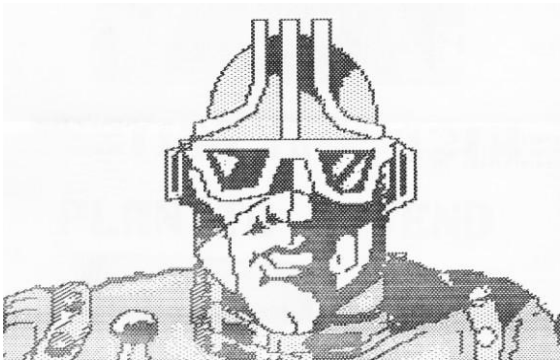
Secretary's Report by Steve Peck for June 2014

The meeting started at an unusual time. It started at 7:00 PM after we voted on it. Since I was the acting president because there were no other officers there, I was in charge of the whole thing. It was not easy since I could not find my newsletter at home. But, it was a great meeting nonetheless.

We talked about anything and everything that we could think of. We had just went with the flow that night and had talked about whatever came up under the sun – whether it be Atari-related or not. We also talked about the imminent SPACE Birthday Party and what to bring. I myself am bringing chips. Glen will bring his root beer and ice cream for floats and Lance will bring his usual fare. I am sure President Michael Current will be there, too. It will be a nice get-together.

We had a longer meeting this time. It adjourned at 8:30 PM. So, I close and I will be back next month with another Report. In the words of the great Stan Lee...

EXCELSIOR!



Tech Report by Nolan Friedland

After pondering what else could bit fit into the Newsletter, I'm going to try a couple new columns this month and see how things go.

So without further adieu, the inaugural Tech Report column...

As usual, there is nothing new in this area for this past month. The website has been purring along quite nicely with no trouble whatsoever.

I like numbers, so here are some... ☺

According to the counter that Michael Current set up several years ago: "The SPACE Website has been viewed **815931** times since June 7, 2003."

In addition, just to give everyone an idea, the main page of the website has been accessed 448,603 times from various sources since it was created on August 29, 2009. This includes all access types including search engines like Google and Yahoo.

Until next month... ☺

(This space left intentionally blank without the gratuitous use of graphical filler.)



8-Bit DOM Review by Steve Peck

for May & June 2014

To recap from last month, I had lost partial power to my room. Well, now it's fixed and here is the DOM review for the last two months, just as I promised.



MAY 2014

SIDE A

Sumator (by Mr. Wolf and Lamers): In this game, you have to create a path where the number you tread on have to reach a certain sum according to each level. If you calculate the sum correctly, you will progress to the next level. If not, well, there is no time limit or lives to lose. You just keep trying until you get it right. It is pretty cool, but quite easy. Here's how I rate it:

Graphics: 6
Gameplay: 6
Animation: 2

Total: 14/30 (this game did not have sound, so we will not be rating that).

Quarter 1 (by Marek Cora): In this demo there is a cube with blinking pixels, vertical lines going across the screen, and dots floating horizontally across the screen. Again, there is no sound. But, it does show the 8-Bitter's parallax scrolling capability a bit. I liked that part of it.

Graphics: 7
Animation: 4

Total: 11/20

Centment (by J. Croudy): This is a Centipede clone with no spider in it. It has the other elements in it, though. I am not impressed with Centipede clones, though. It is sort of hard, so that is a redeeming quality.

Music/Sound: 5

Graphics: 5

Animation: 5 (the animation was somewhat choppy)

Gameplay: 7

Total: 22/40

Galaga (by N. Keher): This is nowhere near the Galaga arcade game. It is challenging, but it looks like a handheld LCD game from 1980s and sounds like it, too. Pretty boring looking.

Music/Sound: 1

Graphics: 1

Animation: 1

Gameplay: 5

Total: 6/40

Surprise (by XTD and Lamers): This is a music demo with no graphics, so we will rate only the music. It is pretty fast-paced and it actually sounds OK. It puts the POKEY through its paces.

Music/Sound: 10/10

Jaguar (by Rocky and MadTeam): This picture shows a cityscape in the background advertising SillyVenture with a jaguar scratching out the logo of the infamous Atari game system. It looks cool, but I think it could have been better. But, it still looks really good nonetheless.

Graphics: 8/10

Skull Man (by Rocky and MadTeam): This picture shows a guy akin to the Grim Reaper. I love the diction in the skull. It looks digitized in a way unlike other computer of the time could do. It is marvelous looking.

Graphics: 10/10

ST vs. Amiga (by Rocky and MadTeam): This pic shows a tank on the side with the GEM desktop firing a missile at the tank on the side with the Amiga OS desktop. It looks cute.

Graphics: 6/10

SIDE B

Arsome (by *Pafnucy and Gerwazy*): This shows a herd of llamas with a moving banner on the bottom of the screen and LAMERS in big type at the upper-right hand corner of the screen. It was a cool picture and I liked the graphics and sound. It keeps flashing and when I press the button on my controller, it freezes. That must be a PAL problem.

Graphics: 10
Animation: 10
Music: 10

Total: 30/30

Realtime Text (by *JAC!*): This is a weird demo. There was some graphics and animation in the background. The text is in Polish and English with some music. Overall, it looks OK. It seems like a chronology of things going on with the programming sessions. Here's what I think:

Graphics: 7
Music/Sound: 4
Animation: 6

Total: 18/30

SillyVenture Guru (by *JAC!*): This is about a guy with four arms (he is supposed to have mystic powers being a guru, after all). Actually, it is honoring one of the members of this club who designed the DOM. It has a ticker on the bottom of the screen. It is an invitation to the next SillyVenture event in December 2014. It looks good, but has a PAL problem. It flickers during the music. Nothing major. It works for me.

Graphics: 8
Animation: 9
Music/Sound: 9

Total: 26/30



Where is the Snow: In this demo, there is a multi-colored ticker with large text moving across the screen and then snow starts falling. This is a cool demo. I liked it.

Graphics: 10
Animation: 10
Music/Sound: 8

Total: 28/30

Stampede (by *ActiVision*): This is the classic game for the Atari 2600 on the 8-bit. Rope up the calves with your lasso. That is all there is to it.

Graphics: 5
Gameplay: 8
Music/Sound: 4
Animation: 6

Total: 23/40

A Moment of Stop (by *Dhor and M. E. C.*): I love this music. It is some of the best music I have heard on this DOM yet.

Music/Sound: 10/10

Everyone Did (by *Ming*): This picture shows a conversation between a man and a woman at a bar. I think it could have been better.

Graphics: 6/10

Gianna Likes Hot Dogs (by *Neuroup*): This picture is all about a woman eating a hot dog, as the name implies.

Graphics: 6/10

Got It (by *Ming*): Looks like two women killing a man to get a SillyVenture disk. I think it needs some work. It did not appeal to me.

Graphics: 4/10

Puzzle Me Out (by *Ming*): Shows a scantily clad woman with some cards next to her. Again, I was not too impressed with the graphics.

Graphics: 3/10

JUNE 2014

SIDE B

SIDE A

Beep 'Em All #4: This is a music demo that does sound pretty nifty. I enjoyed it. It sounded pretty techno, but that might have been a PAL problem.

Music/Sound 10/10

Graphics 9/10

Total: 19/20

LZTEK 2: This is a cool tune. This is miles ahead of the May disk. I liked it.

Music/Sound: 10/10

Marodeurs Rag: It sounds like this is a great tune as well. I have really enjoyed all these tunes so far, but for an 8-bit this sounds pretty good.

Music/Sound: 8/10

Slowing Down the Chaos: This is another good one. Kudos to whoever wrote these programs.

Music/Sound: 8/10

ZXBEEP: Another good music track. It is not as good as the rest, but still high up there.

Music/Sound: 7/10



Roll 'Em: This game is like Amidar or Make Trax (old arcade games where you have to paint your way around a maze). You control a cursor that paints around a maze and you must avoid the monsters that can destroy you with a touch! You can also operate doors that can block the baddies from coming after you.

Graphics: 7/10

Gameplay: 9/10

Animation: 6/10

Music/Sound: 5/10

Total: 27/40

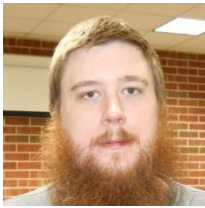
Well, that concludes the DOM Review. I hope that you found it useful. Take care!

EXCELSIOR!

GET INVOLVED!

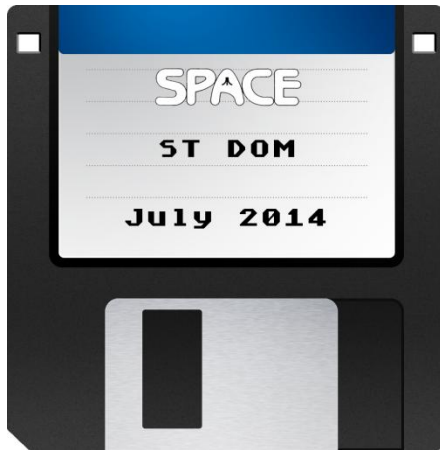


**WE WANT
YOUR
ARTICLES!**



ST DOM Report by Nolan Friedland

Greetings and welcome to a special two-disk edition of the SPACE ST DOM. Enjoy!



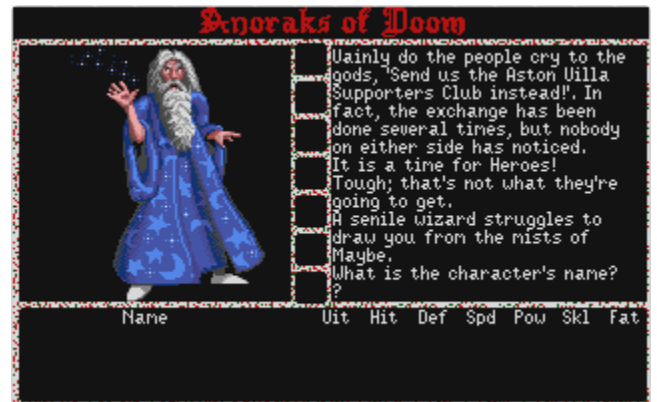
Anoraks of Doom – Untramielled Adventures



Running the game for the first time brings up the intro screen; a key press will terminate this. You get a choice between loading a party and starting afresh.



You have four characters; all you can choose is name, sex and picture; all starting characters of the same sex have the same attributes. As they gain levels, you can let them specialize by distributing their stat-points.



A question mark at the bottom of the text screen is a request for text information, followed by Return.

You then move to the View screen. At this point, you can press many keys - but nothing will happen. The only options allowed are:

- ? Tells you where you are and the time.
- L Moves you one cell forward - if possible; reads anything readable in the cell.
- > Turns your face right.
- < Turns your face left.
- U Turns you 180 degrees.

- S Saves the game. You can click on any slot and input a name. If a slot already has a name, pressing Return will save under the old name. The second time you play you can select a game.
- R Brings back the loading options.
- Q Quits the game without saving.
- A Toggles the horrible noises off and on.

The arrow keys work like L, >, <, and U, while), 9, 7, 6, 4 and 2 on the numeric pad add 2 turns right or left to the options. The space bar works like U.

F1 to F3 will call up the player views.

The choices can also be made from the letters on the menu column, where relevant, or the character's line on the Main Stats panel.

The character's picture is in the View window, some stats and the Items Worn in the Text window. The available options are in the menu column; they can be selected from the menu column or by the keyboard.

There are six primary characteristics: STrength, ENdurance, IQ, DeXterity, INsight and CHarm, of which only the first four are used at present. THrowing, RaNge and ACcuracy are also not implemented, but these are secondary characteristics. Magic Resistance is not (as far as we know) possessed by humans.

All the secondary characteristics are based on various weightings of the primaries and external influences. Food depends only on how much you have eaten and when, Light on how long a torch will burn, and in the Main Stats, maximum VITality depends on EN more than ST, and current VIT on what has been happening to you, while FATigue is a figure that grows with lack of rest (and eventually load).

PRotection is based more on EN and DX than on IQ or ST, and a nice long sword doesn't hurt. CoVer is only what you wear, and SHield the warding effect of what you have in your left hand, but they all have the same purpose, which is given as DEFence in the main stats.

To be able to give a good blow is to have high HITs, and for that, there is nothing like ST, unless it's two longswords. Of course, to get the blow in at all, or dodge

one coming at you, requires SKill.

PoWeR is what you use to cast spells, and nobody has ever met a stupid, clumsy wizard, but many of them don't have the EN for a high turn of SPeeD.

If a character's name is in green or blue, he is diseased or poisoned; you'll know the symptoms soon enough. Not to worry; he can be cured with GoldPieces.

In the items worn, the last three increase maxima in various stats, but there aren't a lot of them around.

Selecting Q or any choice not highlighted gets you back out of this screen.

P Pools all the party's gold to the selected player. There's no provision for dividing it up at the present time.

C is for Casting. The spells screen has room for 28 spells, so there are many opportunities for learning experiences. Spells that the character knows are named; those she has enough PWR for are white; any others are red. Use the mouse to select a spell or get out by doing anything else. If the spell works on one character, possibly the caster, you have to select the character. If it works only on the caster, the whole party or their surroundings, it will work and you get out. If it can't work under the circumstances, you just get out.

E brings up the equipment screen, showing the contents of the character's backpack, a maximum of 14 items, but not necessarily only one of each. Do remember the weight, though. Clicking on an item selects one of it; any other choice gets you out.

If you have selected an item, you are back at Items Worn, with your choice in green at the bottom and the menu column blank. If you now click on an equipment slot, it may go there.

At the moment you can only replace equipment; you can't remove it.

Selecting another character will transfer the item to his pack if there's room; if not, it will drop to the ground.

D also brings up the equipment screen, but now anything you click on will be dropped. Anything you drop you can pick up again later.

U is for Use; find out what it does by experiment. If you can't wear it or wield it, or perhaps even if you can, Use is worth a try.

S will share one item of the character's equipment round the rest of the party if he has more than one of it. It's handy for dividing items bought in the shops.

F is for Food.

After you win, you get experience, and maybe gold, and pick who takes any piece of loot. If you select nobody, or his pack is full, the item will be dropped.

If a character goes up a level, he gets points to distribute. He won't actually get the benefit of them until after he's rested.



Fighting happens occasionally even in the best RPGs.

You are told that you are facing 1 to 3 groups of monsters, and given the option of running away, which incurs no penalty, but doesn't always work.

Any group can cast spells at any group, but only the first group can hit or be hit.

Fighting is organized by reflex round, a unit of time which varies inversely with the character's speed, so one who is slightly more than twice as fast gets in the second blow as well as the first; this is more realistic than the standard melee round, where the fastest character usually hits first.

A character unlucky enough to be hit twice within the same reflex round is more likely to suffer damage from the second blow, but recovers balance at the start of the next round. You can see this reflected in his Defence and Skill stats. Rest assured that the same thing happens to your enemies.

You can choose between Attack and Spell. Between deciding to swing a sword and that satisfying, meaty thwack, there is a delay. And, as everybody knows, spells take that bit longer.

Attack kills the nearest monster, but Spell can affect any rank; you will be asked which (A-C). The recipient of healing spells is selected in the normal way.

It's true; everybody isn't out to kill you with an axe. Some just want to talk you to death. You might get information from them, and you can usually stop the conversation with 'Bye'.

It's not a good idea to have a conversation with a beggar that doesn't start with money.

Guards may be quite chatty, or the reverse, but they won't let you pass without the right word.

People who want something aren't bashful about letting you know about it. If you agree, they'll nag you every time they see you, until you bring the whatever-it-is; then they snatch it from your hands. They always pay up, though. Some might want more than one thing.

A few people have very little to say, but what they do say is well worth listening to.

Most shops have their price list on the wall. When a customer shows an interest, the prices of the items he can afford change color. He can buy until he runs out of money, another customer takes over, or you deliberately choose not buying.

Learning new spells costs not only money, but also a certain amount of power and some fatigue.

Bars are a good place to pick up gossip as well as liquid refreshment - but don't believe everything you hear.

Temples have a price list for their cures, but they want the patient, the payer and the treatment. On the other hand, you can pray - no charge.

A few shops buy as well. These ask what you want to do, and you can spend until you drop or lighten your packs, or, of course, both.

There are a few locked doors and chests, but they open if you own the right key. If the party has the key, it's assumed that somebody has the wit to try anything that fits the lock.

From: Michael Current <michael@mcurrent.name>
Sent: Sunday, July 6, 2014 @ 5:30 PM CDT
Subject: Denny's and Atari Partner to Remix Gaming Favorites

This summer America's Diner puts a modern spin on the classics

SPARTANBURG, S.C. (July 1, 2014) – [Denny's](#), America's iconic family diner, and [Atari®](#), one of the world's most recognized publishers and producers of video game entertainment, have joined together to bring back a few classic arcade games, but with some unique twists. Inspired by Denny's new "[Greatest Hits Remixed](#)" menu - which features a selection of the diner's iconic dishes all with a new culinary spin - three of Atari's most famous games, Asteroids®, Centipede® and Breakout®, have been remixed as "Hashterooids," "Centipup" and "Take-Out." Beyond just a new name, the games will feature diner elements, such as flying hash browns and syrup bottle shooters. All three games are available on the Denny's mobile app for [iPhone](#) and [Android](#) devices.

"Our 'Greatest Hits Remixed' menu celebrates a few of Denny's most beloved dishes, by incorporating modern flavors for a fresh, new taste," said Frances Allen, chief brand officer for Denny's. "We're constantly looking to provide a fresh take on tradition for our guests, and this partnership with Atari allows us to extend the fun beyond our menu, and add a new spin on classic gameplay."

Each of the new remixed games incorporates diner items into play:

- **Hashterooids** – You're aboard the SS Denny's Condiment Transport ship and the mission is clear: deliver 40 tons of condiments to the 4th planet in sector 7d.
- **Centipup** – Once upon a time, a young boy named Danny came across a bottle of syrup and with just a slight squeeze the bottle's sticky contents had the power to turn anyone or anything into a fried egg.
- **Take-out** – A wall made entirely of delicious Denny's breakfast items appears blocking all the take-out orders from their rightful owners. The only way to feed customers is to break down that wall!

"We are excited to be partnering with Denny's on this partnership. Transforming our classic and beloved games into a retro, remixed promotion will be a natural way to expose our brand to a new generation and resonate with our long-time fans in a fun and unique way," said Fred Chesnais, Chief Executive Officer, Atari, Inc.

The remixed Atari games are just one of several new features available on Denny's recently refreshed "Build Your Own" mobile app, which allows users to build and personalize their app exactly how they like, from their homepage layout to a variety of themes. Interactive elements such as the "Museum of Diner Art" are guaranteed to keep guests entertained, while regular features including the restaurant finder and menus keeps the latest Denny's news at guests' fingertips.

For more information about Denny's Atari partnership or limited time "[Greatest Hits Remixed](#)" menu, including new remixed dishes such as the **Red White and Blue Slam, Baja Moons Over My Hammy** and **Tuscan Super Bird**, please visit www.dennys.com.

For more information about Atari, please visit www.atari.com, 'Like' us on Facebook and follow us on Twitter [@Atari](#).

About Denny's Corp.

Denny's is one of America's largest full-service family restaurant chains, currently operating 1,700 franchised, licensed and company-owned restaurants across the United States, Canada, Chile, Costa Rica, Curaçao, Dominican Republic, El Salvador, Guam, Honduras, Mexico, Puerto Rico and New Zealand. For further information on Denny's, including news releases, please visit the Denny's website at www.dennys.com or the brand's social channels via [Facebook](#), [Twitter](#), [Tumblr](#), [Pinterest](#), [Instagram](#) or [YouTube](#).

About Atari

Atari (www.atari.com) is an entertainment production company. As an iconic brand that transcends generations and audiences, the company is globally recognized for its multi-platform, interactive entertainment and licensed products. 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®, Test Drive®, and RollerCoaster Tycoon®.

Atari has offices in New York and Paris.

From: Michael Current <michael@mcurrent.name>
Sent: Sunday, June 29, 2014 @ 6:00 PM CDT
Subject: Atari Unveils Corporate Comeback Strategy as Interactive Entertainment Production Company

Iconic Gaming Brand Extends to New Platforms and Audiences; Announces Plans for New Gaming Franchises, Online Casinos, Exclusive Video Content and More

New York, NY– June 18, 2014 – [Atari®](#), one of the world's most recognized publishers and producers of video game entertainment, today unveiled its new corporate strategy as an interactive entertainment production company. Atari's approach to succeed in the digital age of entertainment includes online video games, online casinos, exclusive video content, and a robust licensing business including hardware and apparel.

Decades ago, Atari set the bar for console gaming entertainment, known by many as the gaming pioneer who brought popular titles like *Pong®* and *Asteroids®* to households across the globe. For success in a digital era, the world-renowned company is expanding its business and brands to mobile and online gaming platforms as well as completely new entertainment markets.

“Atari is more than a game publishing company; it's an iconic brand that has established a passionate and timeless culture,” said Fred Chesnais, Chief Executive Officer, Atari, Inc. “Known across multiple generations around the world, Atari will continue to embrace all audiences. What the company has accomplished over the years is no small feat, but there is more to come. We're looking forward to delivering on our new strategy and engaging with our audience in new ways across multiple channels as the next era of Atari unfolds. We are leading a rebuilding exercise in a highly volatile industry, so at the same time we are also aware of the challenges that lay ahead.”

As an interactive entertainment production company, Atari is extending its classic gaming brands to various platforms including mobile (iOS and Android), PC, online and other digital mediums. Beyond re-launching its nostalgic gaming titles, the company will aim at capitalizing on other rapidly growing markets and reaching out to new audiences – including LGBT, social casinos, real-money gambling, and YouTube with exclusive video content. Atari will also continue its hardware licensing line of business, particularly for gamified hardware and wearable devices, with the goal of operating the most promising ventures at a later stage.

Within its new approach, Atari has made significant strides in 2014 alone. In the gaming arena, Atari has re-introduced the beloved franchise [RollerCoaster Tycoon®](#) with [RollerCoaster Tycoon® 4 Mobile™](#) (currently in the Top 25 of the App Store in the United States and in the Top 10 in many countries) which will be followed by an Android version and a multiplayer game for PC in winter 2014. The company also launched [Haunted House®](#) on mobile devices, and released a new multiplayer online battle arena and crafting game, [Minimum](#). The company has plans to deliver other popular classics, such as *Asteroids®*, on mobile and digital platforms in coming months. In the online casino industry, Atari recently announced a real-money gambling partnership with [Pariplay](#) and social casino (virtual currency) partnership with [FlowPlay](#).

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Atari has offices in New York and Paris.

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**IT'S
PARTY**



! TIME !





**WE'RE
CELEBRATING!**

**SPACE'S
BIRTHDAY**

REFRESHMENTS

SPECIAL DDM

**EXCITEMENT
GALORE!**

JULY 11 2014

COME ONE COME ALL

CLUB OFFICIALS

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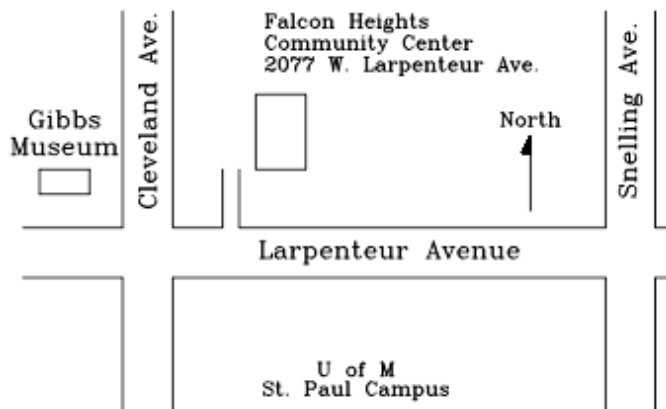
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Saint Paul Atari Computer Enthusiasts (SPACE) meets on the second Friday of each month at 7:30 PM in the Falcon Heights Community Center at 2077 West Larpenteur Ave. Doors open at 7:00 PM.



DISCLAIMER

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Visit our website at: <http://spaceweb.us/>

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.

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