NEWSLETTER for September 2014

President's Corner
by Michael Current

Apple Computer Company was founded on April 1, 1976, by Steve Jobs, Steve Wozniak, and Ron Wayne. Then Ron Wayne removed himself from the partnership almost immediately, on April 12. Wayne had been chief draftsman at Atari, and decided to keep his steady job there. Wozniak was a staff design engineer at Hewlett-Packard, and at least for a while, did not quit his "real" job. Jobs was...

What was Jobs' status at the time? I find it amazing how difficult it is to pin down basic facts about someone as famous as Steve Jobs. Did he join Atari as an engineering tech in 1973, or 1974? Did he actually quit Atari to go travel in India, or what it understood that he would still have a job upon his return? Did he quit Atari to found Apple, or was he still at Atari at the time? When did Steve Jobs finally leave Atari? Did Atari and HP both turn down an opportunity to produce the Apple I computer, or was that the Apple II? Did Atari support Apple's start by supplying parts at low cost, or were those parts stolen? The web is full of information that offers apparent answers to these questions, but there are tremendous inconsistencies, making it virtually impossible to determine which, if any, of the many colorful stories out there are truly accurate. Probably many are based on reality, if less than 100%. But wouldn't it be cool to truly know Atari's role in the foundation of Apple Computer?

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday September 12, 2014.

August 2014

Suddenly I took on MIDI interfaces for the 8-bit Atari. How many do you know of? Have you ever used one with the 8-bit?

The first and most important one was the MIDIMate, by Hybrid Arts, first introduced January 1984 at the NAMM (National Association of Music Manufacturers) show along with their MIDITrack sequencer program. That was a whole year before the Atari ST was introduced with its built-in MIDI interface!

The next MIDI interface for the 8-bit was one released in the UK in 1986 by 2 Bit Systems, called MIDI Master. MIDI Master came with its own software, and was not compatible with the MIDIMate as far as I can tell.

Also around that time, simple public domain MIDI interface projects started to appear. These, again as far as I can determine, were not compatible with the two more complex commercial interfaces.

In 1998, back in the US, Wizztronics came out with MIDIMax, a clone of MIDIMate. MIDIMax shipped with a program first developed for the MIDIMate, MIDI Music System (MMS) by Synthetic Software. MMS, by the way, was developed by Lee Actor as major revision of the well known Advanced MusicSystem and AMS II.

By 1992, Gralin International of the UK had acquired the rights to the MIDI Master and then produced their own clone design, MIDI Master II.

In Europe, MIDI software developers supported the PD project interfaces, especially the MIDI Interface project published by Ireneusz Kuczek in Elektronika Praktyczna 6/98, with several software programs.

Finally, just recently in 2011, ABBUC HardWareDoc in Germany produced the MIDIMate-Interface V2, a new clone of the original MIDIMate by Hybrid Arts.

In figuring all this out, now I want one of these interfaces, and a MIDI keyboard!!

Thanks, keep using that Atari, and come to your next SPACE meeting and party, Friday August 8, 2014.

Treasurer's Report
by Greg Leitner

I knew we would have a small turnout for the October SPACE meeting, and thanks to Steve Berglund showing up we had three total members. So it was a short meeting with just Glen, Steve and myself, but with a great 8-bit DOM form Glen we had a really good time.

Two games on the 8-bit DOM should not be passed up by any member, as they will both tax even a good gamer. The first game is a Tetris clone but with a few distinct differences. In this game called Rolltris, all you have to do to remove the tiles is to fill up a row with any tiles available. You can even shift each line right or left to open up spaces. Sound easy doesn't it? The only problem is that the new tiles falling down cannot be rotated so you have to work with the tiles the way they started. So as you're trying to open up space for the new tiles and the ones falling are approaching and you start shifting the old lines and you're running out of time. Well you can continue on until you lose or you can just give up and call it quits, but I can assure you that you will want to try again. Oh, I didn't mention that you can't pause the game to see what would be the right moves to make as the tiles fall ever so closely to your top line of tiles.

The second game is called The Hunt and Glen and Steve recognized the opening screen as a Predator clone. We were glad that Steve came because the game is very hard to figure out. By the time Steve had played it a few times, he was figuring out some of the moves. This game could be very addicting and I got the sense that even though Steve doesn't have much time for his 800XL he will find some time for this game. Glen has a few copies of a very lengthy instruction manual for this game that I am sure you will need to play this game.

Next month I will have a list of the items I had to remove from the closet at the Community Center and we will have to decide what to do with them as my wife does not want to store them at our place. The Dorsett tapes are the biggest problem as there are probably about 300 hundred of them with a 410 cassette recorder and a few master cartridges. I hope one of you is interested in taking them but if not I can dispose of them and any other item that no one wants. Other items include many magazines and Atari manuals that just haven't sold in past auctions. I talked to Nolan about some ST disks we have and he would like to take those and Glen would like the 8-bit disks. I will bring a list with me to the September meeting and we can all discuss what we want to do with this stuff.

Thanks to Steve, we ended up collecting a total of $21.00 at the August SPACE meeting as he renewed his membership and along with me bought the 8-bit DOM. I paid and sent a check to Nolan for four months Web-site ($40.00) to catch him up since May. We started with a balance of $324.48 and with a deficit of -$19.00, we ended with a balance of $305.48. Still not too bad since we will have some ST DOMs to catch up on next month.

All in all, we are in pretty good shape and I know we have some membership renewals that are always due in the fall including mine. So until September have fun at the Fair.

Secretary's Report
by Steve Peck

for July 2014

The meeting started at the usual time at 7:30 PM on July 11th, 2014. Since it was July, it was SPACE Birthday Party time! A lot of food, fun, and frolicking in the old SPACE manner. Of course, we had tacos; Lance brought his beans and franks as well as his cocktail franks. It was a good time and full of enjoyment and reminiscing about the old Atari days.

The meeting lasted until about 9:30 PM. So, that is about it for the Secretary's Report for July. In the words of my favorite artist:

EXCELSIOR!

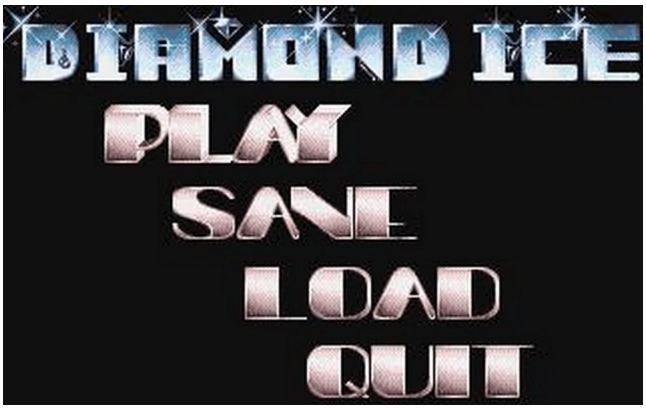
ST DOM Report
by Nolan Friedland

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

Enjoy!

FEATURES

- Enhanced sound on STe and Falcon
- Hard drive installable
- Fast 8-way scrolling
- No disk access during game
- Save and Load options



GAME INFO

TITLE	Diamond-Ice
FROM	STOSSER Software
RELEASED	December 1996
RELEASE TYPE	Commentware
GAME TYPE	Platform Puzzler
REQUREMENTS	1 MB STFM
	Joystick

PROGRAMMER	Tony Greenwood
GRAPHIC ARTIST	Dean Chadwick
SAMPLED SOUND	Andy MacCallum
PLAY TESTERS	Tom Lamparty
	Andrew Robertson
	Flinny (Falcon)

CONTROLS

Left Joystick	Move left
Right Joystick	Move right
Fire Button	Jump
Joy Down	Pick up object Drop object Move Cable Car Replenish health
Arrow Keys	Look around
Spacebar	Options Menu

GAMEPLAY

This game does NOT need "fixing" in any way to run on any machine. Falcon owners must use BACKWARDS and boot in ATARI ST low-resolution mode at 8 MHz.

Do not use a RAM disk with this game on any machine, as it will adversely affect the way the game runs.

Owners of 1 MB machines MUST boot from an AUTO folder and boot clean. You should also remove the "FALCON.SAM" file and leave the disk un write-protected to be able to use the Save and Load features.

Floppy disk users with more than 1 MB of memory must ensure the game is on a disk formatted to at least 2:10:80. If downloaded from the Internet then you must format to at least this spec for the SAVE option to work. If you received this disk from a PD Library then it should be ready as is. Please leave un write-protected for the Save and Load options. You must also remove whichever program you do not need. So if you can run the game without using the program named "FIXED.PRG" then delete it, or if you have to use FIXED.PRG then delete the ORIGINAL.PRG, keeping both on disk will not leave you with enough Disk space for the SAVE/LOAD files.

If DIAMOND-ICE does not run, then replace the ORIGINAL.PRG with the FIXED.PRG and re-try. Both should be on disk and this will only need to be implemented if you have TOS 2.06 or a Falcon.

Only remove the FALCON.SAM file if you have a 1 MB Atari. This is true no matter what type of machine you own.

In the game, you can only drop objects at a red flag. However, if you are using the object, you can try to drop it anywhere.

Most of the characters you meet in the game will give good advice so ignore them at your peril.

Pulling back the joystick near a mobile phone will let you interact with it by way of a three-choice menu. Choosing Count Cubes will return a figure denoting the amount of Ice Cubes you have collected. Toggle Music will allow STe and Falcon users to turn the music on and off – This will have little effect on an FM. Reset Game will, in effect, have the same consequences as Dying – i.e. The game will reload all files and reset all game variables. (A double check is performed first).

Pulling back the joystick near a red bottle will not only empty the bottle but also replenish your health.

BACKGROUND

Diamond-Ice is a direct follow up to Heartland. A few people asked where the puzzle element was. The intention was to make a fast and very uncomplicated easy to play platformer but several people thought it needed a puzzle element, so here we have it: Objects to find, pick up, carry and use. Along your travels, you will meet Eskimos such as Eric & Ernie and Phil & Grant as well as grumpy or helpful old men, penguins and quite a few sarcastic Snowmen. There are things to figure out and traps you may fall into but don't expect an easy ride with this one.

As you know, Sissy and Sassy have just successfully found the thirteen Hearts Cards hidden around Heartland but while they were having that adventure, some sneaky git has gone and nicked the set of Diamonds. Instead of hiding them all over the place, they have encased them in a block of DIAMOND-ICE.

Your mission should you choose to accept it is to find the cards and then find some way of melting the Diamond Ice.

From: Michael Current <michael@mcurrent.name>

Sent: Saturday, July 26, 2014 @ 8:13 PM CDT

Subject: Sony Pictures Entertainment Teams Up With Iconic Video Game Companies As Classic Characters Come Together In "Pixels"

CULVER CITY, Calif., July 21, 2014 /PRNewswire/ -- Sony Pictures Entertainment announced today that the studio has brought together an extraordinary number of iconic video game companies, whose classic characters – including PAC-MAN, Donkey Kong, Centipede®, Galaga, Frogger, Q*bert, and Space Invaders – will be featured in the highly-anticipated action comedy *Pixels*, starring Adam Sandler, Kevin James, Michelle Monaghan, Peter Dinklage, Josh Gad, and Brian Cox, and directed by Chris Columbus. The film will be released on May 15, 2015.

In *Pixels*, when intergalactic aliens misinterpret video-feeds of classic arcade games as a declaration of war against them, they attack the Earth, using the games as models for their various assaults. President Will Cooper (James) has to call on his childhood best friend, '80s video game champion Sam Brenner (Sandler), now a home theater installer, to lead a team of old-school arcaders (Dinklage and Gad) to defeat the aliens and save the planet. Monaghan plays the team's unique weapons specialist. The action-comedy is directed by Chris Columbus from a story by Tim Herlihy and a screenplay by Tim Herlihy and Timothy Dowling, based on the original short film of the same name by Patrick Jean. The film is produced by Adam Sandler, Chris Columbus, Mark Radcliffe, and Allen Covert. Executive Producers are Barry Bernardi, Michael Barnathan, Jack Giarraputo, Heather Parry, Tim Herlihy, Steve Koren, Patrick Jean, Benjamin Darras, Johnny Alves, Matias Boucard, Seth Gordon, and Ben Waisbren. The film, a Columbia Pictures presentation in association with LStar Capital, is a Happy Madison / 1492 Films production in association with One More Production.

Companies with classic arcade games that are teaming with Sony Pictures on the film include:

- Atari® Interactive: (Asteroids®, Breakout®, Centipede® and Missile Command®)
- Konami Digital Entertainment Co., Ltd. (Frogger)
- BANDAI NAMCO Games Inc. (PAC-MAN, Galaga, and Dig Dug)
- Nintendo (Donkey Kong)
- Columbia Pictures Industries, Inc. (Q*bert)
- Taito Corporation (Space Invaders)
- Warner Bros. Interactive Entertainment (Joust, Defender, Robotron and Wizard of Wor)

Commenting on the announcement, the film's director, Chris Columbus, said, "There would be no way to make the movie without these legendary characters – they are as important to the film as the roles that Adam, Kevin, Michelle, Peter, Josh, and Brian are playing. It was a real thrill to see everything come together exactly as we envisioned it, and we're grateful to have all of these fantastic companies on board."

Producer Allen Covert added, "These classic characters are part of the DNA of the project, so it was critical that we work together to bring them on board. Fortunately, they were all extremely receptive. We approached them with a deep love for their characters and a respect for the elements that make them unique and iconic, and we've worked with the companies to incorporate those elements into the film."

At Comic-Con San Diego, from July 24-27, arcaders 13 years of age and older with Comic-Con badges will have the chance to engage with many of these classic original arcade games and try them out again as the studio features a Pixels Electric Dreams Factory arcade at the Hard Rock Hotel, 209 5th Ave., San Diego.

"There's no better way for the core Comic-Con audience to interact with the movie than to get a hands-on refresher on the games that will be a part of it," said Dwight Caines, president, Theatrical Marketing for Sony Pictures.

From: Michael Current <michael@mcurrent.name>

Sent: Sunday, August 24, 2014 @ 3:00 PM CDT

Subject: Atari® Announces Alone in the Dark: Illumination™ and Haunted House® Coming to PC in Fall 2014

Unveils PAX Prime Lineup for PC and Mobile Platforms; Offering Behind-the-Scene Demos of Popular Titles including RollerCoaster Tycoon: World, Alone in the Dark: Illumination and Haunted House

New York, NY – August 19, 2014 – Atari®, one of the world's most recognized publishers and producers of interactive entertainment, today announced that re-imagined versions of two classic titles, **Alone in the Dark®** and **Haunted House®** are coming to PC in Fall 2014. At PAX Prime, taking place Aug. 29-31 in Seattle,

Atari will be providing live demonstrations of numerous recently announced and yet-to-be-released titles.

PAX Prime game demonstrations are available by request, and based on limited availability. Playable demos include:

- **Alone in the Dark: Illumination™** (PC)
- **Haunted House®** (PC)
- **Minimum™** (PC)
- **RollerCoaster Tycoon: World™** (PC)
- **RollerCoaster Tycoon® 4 Mobile™**

The private demonstrations will be held at the Fairmont Olympic Hotel in Seattle, just near the main PAX Prime event. To receive additional information, schedule a live demonstration at PAX Prime, or to coordinate an interview with an Atari executive, please email Atari@barokas.com.

To register to learn more about **Alone in the Dark: Illumination**, **Haunted House**, and **RollerCoaster Tycoon: World**, please visit AITD.com, HauntedHouseGame.com and RollerCoasterTycoon.com.

To keep up with all the action while at PAX, be sure to follow Atari on Twitter at @Atari and 'Like' Atari on Facebook: www.facebook.com/atari.

From: Michael Current <michael@mcurrent.name>
Sent: Saturday, August 30, 2014 @ 11:30 AM CDT
Subject: 'Game On' At Denny's With Exclusive Atari® Contest

SPARTANBURG, S.C., Aug. 19, 2014 /PRNewswire/ -- Denny's and Atari®, one of the world's most recognized publishers and producers of interactive entertainment, are upping the competition around the new remixed arcade games "Hashteroids" and "Centipup." Fans across the country are invited to fight for gaming supremacy and enter in the "Arcade Battle Royale" for the chance to win a trip to Las Vegas to compete in the ultimate gameplay contest.

Now through Sept. 11, fans may enter the contest using Denny's "Atari Remix" mobile game app, available for iPhone and Android devices. The two highest scorers of each game, challenged with flying hash browns and syrup bottle shooters, will win a three-day, two-night trip to Las Vegas to play in a head-to-head arcade battle on Sept. 23, as well as a $1,000 gift card. The grand prize winner of each diner battle will also take home an exclusive Atari game cabinet, customized with Denny's remixed mobile games so they can continue their quest to save the world, one Hashteroid at a time.

"This summer was all about extending the fun beyond our menu with a modern spin on gameplay that both new and existing Atari fans could enjoy," said John Dillon, @DillonJohnW, vice president of marketing for Denny's. "Even though the season is coming to an end, we want to continue the celebration by challenging true gamers to compete in the ultimate arcade contest and crown the 'Arcade Battle Royale' champion!"

Those not in a gaming mood may still enjoy a taste of remixed classics with Denny's limited time "Greatest Hits Remixed" menu, featuring a selection of the diner's iconic dishes, including the new **Red White and Blue Slam**, **Baja Moons Over My Hammy** and **Tuscan Super Bird,** all with a delicious new twist.

For more information about Denny's Atari partnership or limited time "Greatest Hits Remixed" menu, 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.

SOURCE Denny's

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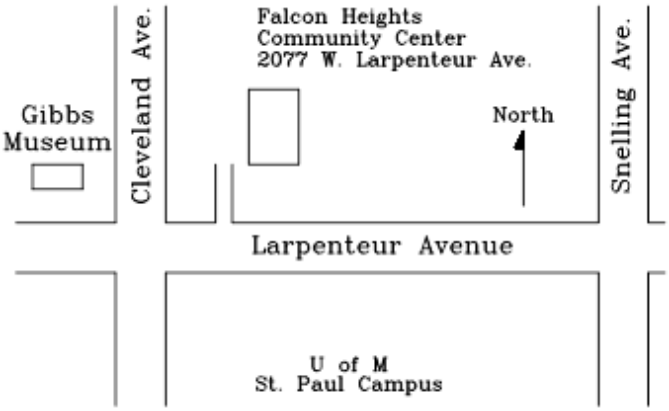
Saint Paul Atari Computer Enthusiasts (SPACE) meets on the second Friday of each month at 7:30 PM in the Falcon Heights Community Center at 2077 West Larpenteur Ave. Doors open at around 7:00 PM.



S.P.A.C.E.

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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 future.

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