Saint Paul ATARI Computer Enthusiasts
SPACE
An independent computer user group

•Serving the Twin Cities Atari Community for Over Three Decades•

March 2015 Newsletter

The President's Corner
By Michael Current

I recently purchased the English-language versions of the new 8-bit Atari-only magazine, Pro(C) Atari. The lead editor and publisher is Markus Roesner of Germany. It's quite a nice publication! Half A4 size, I believe, with glossy over and full color throughout. The first issue, Winter 2014, is 30 pages.

The original language is German, so the English language edition is entirely translated from the original. Yes, you can tell sometimes, but it's not a big deal.

Content is a nice mix of product reviews, news, and retrospectives from several different authors. They hope that ongoing costs can be covered via advertising and donations.

And I'm aware that they've already sped up the rate of new issues, so it's somewhere between quarterly and bi-monthly at this point.

They have a Facebook group:

https://www.facebook.com/groups /1555826578030196/.

I'm not sure if there are any subscriptions, it appears you just buy issues as you decide you want them. Payment is by PayPal. So, if you long for the day when you could read a new print magazine covering your new Atari, you can re-live that thrill again!

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday, March 13, 2015.

Notice Anything Different?

We have a new look for the SPACE Newsletter! I, Steve Peck, SPACE Secretary, have taken on the position of acting Newsletter Editor. As you can see, the new SPACE Newsletter has been completely revamped to have a fresher look for the twenty-first century. I hope that you like the new SPACE Newsletter. Enjoy!

I also congratulate Nolan Friedland for the outstanding job that he did on the previous Newsletter editions that he published. Kudos to you, Nolan! Come back soon and thank you for doing such a great job.

Dr. Doom says...

(OR BE SQUARE!)

And now a word from a special fan of SPACE...

GET INVOLVED!
WE WANT YOUR ARTICLES!

Table of Contents:

Captain Irata says:
"Eat, drink, and be merry...
AND PLAY ATARI GAMES!
(That's an order,
you SPACE cadets!)"

Treasurer's Report

By Gregory Leitner

Sorry I couldn't make it to the February SPACE meeting and thank you to Glen for covering for me. Our granddaughter's jazz dance team made it to the State Tournament held that Friday and Jackie and I had to be there.

They danced the best I had seen all year and except for one judge, who scored them in tenth place while every other judge scored them fourth or fifth, they placed them ninth in the finals. It was nice to see the other coaches tell us that we were screwed out of the finals.

As you probably saw on the Sunday news of that weekend there was much more controversy after the triple A kick competition. So be the politics even in high school sports.

Even though I wasn't at the meeting, I have news to pass on concerning our bank balance. I got the bill for the room rental for 2014 and they reduced our balance by $300.00. And then when I got our bank statement, I found out that the bank is starting to deduct $2.00 for the paper statement.

I want to discuss changing our bank account to avoid the $2.00 per month charge, but I want to make sure you are all okay to do this. Also, the Falcon Heights Community Center wants to charge $30.00 per month instead of the usual $25.00 per month room rental fee.

It doesn't seem like a lot, but it adds up to another $60.00 for the year. Some things to consider for the March meeting. See you then.

Secretary's Report

By Steven Peck

HELLO WORLD! :D

Well, it's time for another edition of the Secretary's Report, isn't it? So, with that, here I go:

The only members of the Club present at the February 13th meeting were Lance, Glen, and myself. It was a short meeting because there were the three of us.

We had a blast with the new DOM, however, and it was definitely a fun DOM to play. I will discuss it more in the 8-bit DOM Report in this issue of the Newsletter.

Our membership count stands at ten members. There are no recent renewals yet, but I encourage people who need to renew to please feel free. We like the camaraderie and it's good for the Club, too. :)

Greg, our treasurer, will be with us on March 13th. I am happy that his granddaughter did her best at the dance tournament and I am sure her family are proud of her. ^_^

Well, fellow Atarians, that concludes this Secretary's Report. I will now close with this famous salutation from Stan Lee:

EXCELSIOR!

Simon says…

Buy a DOM.
Support SPACE!

Atari 8-bit DOM Report

By Steven Peck

Hi-ho, fellow Atarians! I am back with the Atari 8-bit DOM Report.

Or Reports, I should say.

I say that because I am going to report on two DOMs for this month because I need to catch up on my backlogged DOM Reports. Sorry about the hiatus with the Reports, by the way.

I am going to start with the February 2015 DOM, then I will report on the January 2015 DOM. This way, I will eventually catch up on the DOMs from late 2014 as well.

So, without further adieu, here we go with my Reports:

February 2015 DOM, Side A:

Rubacka vo Kopec: In this game, you have to position a tank battalion to destroy the enemy tank. I do not know if this is a two-player game or not. It seems like the game "Capture the Flag", or something on that order. I am not sure because I did not have another player against me, so I cannot say.

It looks fun, but maybe a little easy. Unless it really is a two-player game, anyway. Here's my score out of a possible 40 points:

Sound: 8
Graphics: 7
Gameplay: 6
Animation: 6

Total score: 27 out of 40

Bounce Ball M4: This is a Pong clone, with each player using two paddles each to get the ball into the opposing team's goal. I liked it personally. I just hope that other

people do not think another Pong clone is redundant. After all, there are a lot of them.

Sound: 2
Graphics: 4
Gameplay: 7
Animation: 5

Total score: 18 out of 40

DRUTT M44: This is another Pong clone, but it's an improvement in graphics and gameplay. I enjoyed this over Bounce Ball. It is either one or two players. Great sound, too. But, I think it has a PAL problem. After all, it is from Europe and the Europeans do not use NTSC on their televisions.

Sound: 10
Graphics: 10
Gameplay: 9
Animation: 9

Total score: 38 out of 40

Lunar Jetman: This is a difficult game. It has great sound and graphics to boot. You have to get items onto your lunar buggy without getting hit by space debris. It is quite a challenge, let me assure you about that fact.

Sound: 10
Graphics: 10
Gameplay: 9
Animation: 10

Total score: 39 out of 40

Side B:

Night Escape: I could not really figure this game out. It seems you have to dodge your enemies and try to get away from them. You have a gun to shoot them with, but they can regenerate and attack you all over again. I did not like this game very much because I could not figure it out. It could have been much better.

Sound: 3
Graphics: 2
Gameplay: 2

Animation: 2

Total score: 9 out of 40

DUCHSKCZ: I can pronounce the name of this game, but I forgot how it was really spelled. So, I will use its abbreviation as it is on the disk.

You basically do nothing but use the joystick button on this one. You play a heart trying to get ghosts coming toward you. Every time you press the button, you go to the top of the screen.

If you hit the bottom of the screen, you will crash and lose a life. You must hit the ghosts as their eyes are closed or they will kill you.

It reminds me of a game on the Atari Jaguar by Reboot called Superfly DX, which has a similar premise. There is no sound, so it needs a soundtrack. The gameplay is spot-on, however.

Sound: 0
Graphics: 6
Gameplay: 10
Animation: 7

Total score: 23 out of 40

Exoter: This is a text adventure with some graphics and even sound. I never thought I would like a text adventure, but this one was intriguing. It even has a user interface where you can decide what to do by selecting commands with a cursor. Pretty engaging for a text adventure, I must say.

Sound: 10
Graphics: 8
Gameplay: 10
Animation: 1

Total score: 29 out of 40

January 2015 DOM, Side A:

Be Strong! (by Gaetano Chiummo): This little piece has some fast-paced music in it. It sounds quite triumphant, like a fighter in training. I liked it because of that.

Total Score: 8 out of 10

Dragon Sign (by Factor6): This picture of a dragon logo is impressive at the least. It is well planned and implemented. I like the colors because they compliment each other. Excellent work.

Graphics: 8 out of 10

Ghosts (by Factor6): When I first saw the title of this musical piece, I thought of this as sounding more "haunting". It's too lively for that. Actually, it sounds positive and upbeat. Good track, wrong title. In my opinion, anyway.

Sound: 7 out of 10

I Care (by stRing): Well, this music lives up to it's name. Positive and upbeat, it sounds like it's caring music. Another nice sounding track.

Sound: 7 out of 10

Let Me See You Dance (by LiSU): This peppy track actually lives up to its name. It's lively and dance-worthy. It is short, but I enjoyed it.

Sound: 8 out of 10

Moving IT! (by Krapivin Dimitry): The sound was a problem, but I think that was a PAL problem. I like the patterns moving in real-time across the screen. But, the type on the side of the screen needs to be adjusted. The colors don't jive with me. They're almost hard on the eyes.

Sound: 1
Graphics: 7
Animation: 9

Total score: 17 out of 30

Pokey Forever (by PG): Another music track, but fast-paced and pulse-pounding. This is a good track. I like it. Very nice.

Sound: 10 out of 10

Rings (by MaPa PG): This intro

shows rings that show up one ring at a time on the screen all the way up to five rings. After they get done bumping around each other, they form the logo for the Olympics.

Sound: 3
Graphics: 4
Animation: 5

Total Score: 12 out of 30

Rockford at the Olympic Games (by Fandal): This demo shows Rockford (from Boulder Dash) portrayed as an athlete in the Olympics. It shows Rockford as a modern-day clothed Olympian, and as a "naked" Olympian from 88 B.C. It even goes so far as to show two boulders underneath him.

I think that you know where I am getting at here. So, I will stop there. For further explanation, please see the demo… o_O

Sound: 9
Graphics: 8
Animation: 7

Total score: 24 out of 30

15 Shades of Grey (by T.M.R.): You know, for an 8-bit demo, this is an impressive piece. The graphics are outstanding! You will love the part of the demo where it shows the twisting coils in real-time.

Sound: 10
Graphics: 10
Animation: 10

Total score: 30 out of 30

STOCH ATARI (by Tristesse): This is a take on the infamous (and eventually quite annoying) Nyan Cat demo. Instead of a cat's face, we see a man's face on the cat.

Sound: 8
Graphics: 9
Animation: 8

Total score: 27 out of 30

SillyVenture Guru (by JAC!): This demo would look better if there were no PAL issues inherent in the programming. I like it, though. Great music and graphics to boot.

Sound: 10

Graphics: 9
Animation: 2 (for the message ticker at the bottom of the screen.)

Total score: 21 out of 30

Vseobecna Porucha (by LiSU and Tristesse): This music track is kind of light but peppy and fast. Interesting music, and it sounds quite lively. I like it when the tempo picks up in the middle of the track. Impressive.

Sound: 9 out of 10

With the Torch on Board (by Zdenek): I don't understand where the torch comes in concerning the title of this picture, but it's actually a depiction of a submarine under the sea with sea life. It's good and fascinating. But, I think it could have been better.

Graphics: 4 out of 10

Boom 4K: this demo has a PAL problem, but I was able to see its premise. It shows a fancy comet-like anomaly in the starry sky spelling out "THE VISION RULES" in capital letters. Then, there is an explosion and a message at the top of the screen. This must be a 4 kilobyte demo, hence the name.

Sound: 7
Graphics: 6
Animation: 9

Total score: 22 out of 30

Dark Magic: This picture is very striking. I like the detail and the color gives it a forebodinng quality.

Graphics: 10 out of 10

15 Hues (by T.M.R.) This demo shows rainbow colors dancing up and down. It does have a PAL issue, however. I don't know. The music is good, however.

Sound: 6 out of 10

Side B:

Wap-Niak 2K12: This is an invite to a get together for Atari users from 2012 in Warsaw, Poland. The music is Michael's Jackson's "Thriller".

Sound: 5

Graphics: 5
Animation: 5

Total score: 15 out of 30

Beidny Pies Antony 2 (by Chory Odbyt): In this 2-player game you have to pick up dog droppings and the dog keeps laying them all over the place. Enough said.

Sound: 7
Graphics: 5
Animation: 5
Gameplay: 3

Total score: 20 out of 40

Russian Roulette (by Miker and Sikor): In this game you point a gun to your head and press the trigger. There's one bullet in the gun. Just don't land on it!

Sound: 10
Graphics: 10
Animation: 9
Gameplay: 10

Total score: 39 out of 40

Speed Maza (by Husak): In this game, you need only to use the fire button to control the character in a maze. It's designed to test your reaction time. This, in my opinion, is the best game on this side of the disk. It's funny, too. Especially when you crash (the character shouts a implied expletive).

Sound: 10
Graphics: 10
Gameplay: 10
Animation: 10

Total score: 40 out of 40

Sub Chase (by Koala): I don't know if there was anything wrong with this game or not. There must be the sinister PAL issue like in a lot of European Atari programs. I really cannot rate this game because I cannot really play it.

So, this concludes the 8-bit DOM Review for this month. Have fun a-gaming! See you next month.

Latest Atari News

Re-imagined "Asteroids" Game Coming to PC:

Early Access for Asteroids: Outpost™, Multiplayer Survival Game Coming Soon to PC.

Welcome to The New Gold Rush!

NEW YORK – February 10, 2015 – Atari®, one of the world's most recognized publishers and producers of interactive entertainment, today announced the upcoming release of Asteroids: Outpost™ for PC. This bold re-imagining of the world-renowned 1979 arcade shooter puts players in the role of a deep space miner, as they struggle for survival in the asteroid belt. Asteroids: Outpost reinvents the classic Atari title as an open world, sandbox style, survival experience, where players mine, build and defend their base and grow their fortune as they go "from rocks to riches".

Set in the distant future, Asteroids: Outpost thrusts players into a harsh deep space environment. While on a massive, unforgiving asteroid, players face the challenges of exploring the asteroid, collecting resources, scavenging for ore, crafting equipment, and expanding their territory as they build highly customized bases - all while forming alliances and fighting off other players in challenging multiplayer gameplay. Recurring showers of smaller asteroids represent a source of wealth and a threat as players shoot down these incoming projectiles to defend their claims and harvest their components.

"Asteroids is one of the most iconic titles in Atari's portfolio of more than 200 games and franchises, and we're looking forward to ushering the game into today's digital gaming era," said Fred Chesnais, Chief Executive Officer, Atari. "We're paying homage to the original Asteroids by incorporating classic features such as asteroid blasting capabilities, while introducing a completely new premise and gameplay. Asteroids: Outpost will appeal to both fans of the classic Asteroids as well as enthusiasts of immersive survival games and expansive MMOs."

Developed by Salty Games, Asteroids: Outpost will be available on PC. To keep up with the latest on Asteroids: Outpost, visit www.asteroidsoutpost.com.

Fans can also join the conversation by liking Asteroids: Outpost on Facebook at https://facebook.com/asteroidsgame and following Asteroids: Outpost on Twitter, @Atari_Asteroids.
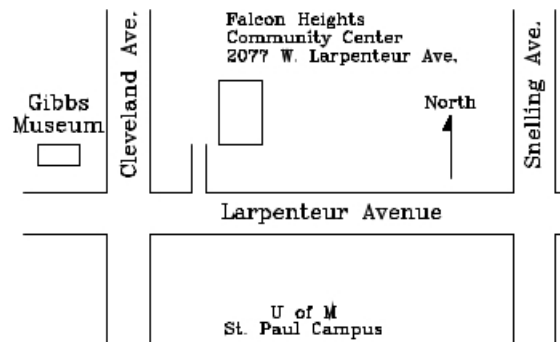
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The Next SPACE Meeting is on March 13, 2015. We hope to see you there!

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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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                  Falcon Heights
                  Community Center
                  2077 W. Larpenteur Ave.
  Gibbs                                      North
  Museum                                       ↑
          Cleveland Ave.              Snelling Ave.
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            Larpenteur Avenue

                  U of M
                  St. Paul Campus
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S.P.A.C.E.

c/o Gregory Leitner
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DISCLAIMER

Visit our website at: http://space.atari.org/

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.