

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

April 2015 Newsletter



The President's Corner By Michael Current



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



Great to see everyone last month, wasn't that a great meeting? Besides my demos, wasn't the SD drive-in-a-1010 cool???

And as always, what great DOMs Glen puts together! I'm still working my way through the last batch, I always check out everything on every disk. Sometimes this goes very slowly when there are great games to try to master. Do you buy them every month and do the same thing? I hope so!

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday, April 10, 2015.

A Special Request...

respond in kind and gladly offer my input on that.

Also, if you want to, you can even go to the SPACE web site and look around, suggest things to improve it, or just give our buddy, Nolan, feedback on the swell job he did constructing the SPACE wiki. I am sure that he'd like that and would honor requests if he is not too busy.

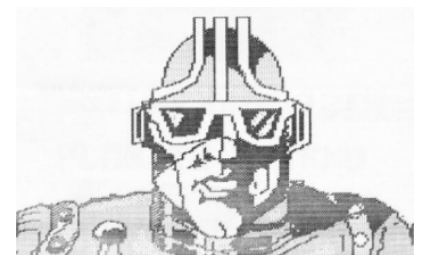
You can always send an e-mail to me, or give web site feedback to Nolan at his e-mail address. Our addresses are in the back of the Newsletter.

I will see you at the next SPACE meeting. Be cool, folks! (:D

Steve Peck,
SPACE Secretary and
Acting Newsletter Editor

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Captain Irata says:

That's right. If you have a knack for writing, cartooning, or anything for that matter, we can use your talent for the SPACE Newsletter. If you have requests for me on new articles to put in the Newsletter, I will

"President Current has issued an Executive Order - get to your next SPACE Meeting, guys! Hoo-rah!"



Treasurer's Report

By Gregory Leitner

Well it's a done deal. I visited TCF bank the Monday following our March SPACE meeting and was lucky enough to get the teller who was also the manager with the most knowledge about new accounts. She suggested the Community Account which is totally free checking with no minimum balance. I mentioned the reasoning for wanting to make the change and she then proceeded to credit our account for \$4.00 without me even asking. So we got credit for both February and March statement fees. The good thing about this type of account is that we can add or subtract a member for signing without having to change the account again in the future. So right now I am the only member with signing privileges, but as we discussed at the March SPACE meeting it would be appropriate to have an additional signer on our account. This would require another member to accompany me to one of the TCF bank locations preferably before one of our future meetings. This would insure that the SPACE funds are then available to the Club should something arise in the future. I will leave it up to the membership to decide who that person should be. I have another suggestion that I ran by the TCF manager and she agreed to my idea, but I want to discuss it at the meeting and not here in print.

If you were not at the March SPACE meeting you really missed out. The demos were terrific and very enlightening. The SD card for the 8-bit was unbelievable and especially since it was built into an 1010 cassette recorder case. You have to see this because it looks very professional.

Because I wasn't at the February meeting I deposited the receipts for both February and the March meetings. This included \$9.00 in DOM sales for February and \$33.00 in DOM sales for March for a total of \$42.00 deposited. Since I paid our room rental of \$300.00 for 2014 our bank balance took the big hit for the year. Here is how it broke down for the last two months.

	Beginning balance for February 1, 2015:	481.49
	Receipts for Feb. & March 8-bit DOMs:	42.00
	Expenses for Feb. & March Room rental for 2014:	300.00
	Ending balance for March 31, 2015:	221.49

I still need to pay Nolan for January thru March for the website maintenance which is \$30.00. I wanted to wait until I had the bank account changed so there would be no problems with outstanding checks. Now that it's been changed I hope Nolan can make the April meeting and we can settle up for all four months of 2015.

That's all all I have for now so I hope to see you all in April.

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Secretary's Report

By Steven Peck

HELLO WORLD! :D

It's here again - the Secretary's Report. So, I will commence with it and get started:

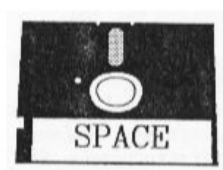
The meeting commenced at 7:50 PM. We had a surprise: President Mike Current came to the meeting. He showed us some stuff he collected, including games for the Atari 8-bit and the Pro(C) Atari magazine from Germany. It was really interesting to see these collectibles from Europe. I enjoyed it myself.

We have ten paid-up members, with one imminent renewal which would bring the total to eleven. There were a few we went over at the meeting, including the bank account (with an update on that in the Treasurer's Report) and whether or not we will bundle our past SPACE newsletters into one archive. We are still deciding.

Lance demoed the game, "Secretum Labyrinth", for the 8-bit. It looks pretty good. There are still a few bugs to be taken out of the game. The room rental has been upped and we will need to compensate for that, which I am sure that we will. The meeting adjourned at 8:28 PM, lasting for thirty-eight minutes.

Well, that concludes the Secretary's Report. I will now close with my favorite salutation from Stan Lee:

EXCELSIOR!



Atari 8-bit DOM Report

*By Steven
Peck*

Rejoice, Atarians! I am back with another Atari 8-bit DOM Report. I am going to again report on two DOMs for this month because I need to catch up .

I am going to start with the March 2015 DOM, then I will report on the December 2014 DOM. This way, I will finally be caught up on all the previous DOMs.

So, here we go with my Reports:

March 2015 DOM, Side A:

ATARI: If this did not have a PAL problem, then it might have scored higher. It's the Atari Fuji logo on a blue background.

Graphics: 5 out of 10

Zbrojny Czolg: This picture shows a futuristic-looking battle tank on its training maneuvers. It looks impressive. It really shows what the 8-bit can really do.

Graphics: 8 out of 10

Sad Story in 8 Lines: In this demo, programmed in eight lines of BASIC, is a little story line. It does not seem sad, though. It was primitive, but fun.

Sound: 10
Graphics: 7
Animation: 5

Total score: 22 out of 30

Latarnik: This picture shows a wizard with a spaceship taking off in the background. I love it. It looks really good.

Graphics: 10 (being perfect)

Boulder Dash Mugen 8: Well, we know all about Boulder Dash with our little friend, Rockford, mining for diamonds while keeping from getting crushed by boulders or trapped before he can get to the next level. This version is made more difficult than the original game. It has a different style to it.

Sound: 8
Graphics: 7
Gameplay: 10
Animation: 7

Total score: 32 out of 40

Side B:

Lesny Stwor: This fun picture shows a weird-looking butterfly on a spring day with what looks like a kite stuck in a tree.

Graphics: 7 out of 10

Fast Demo: This is a cool demo showing text scrolling up the screen vertically and a warping image of a man in an Atari T-shirt sleeping. Well done.

Sound: 10
Graphics: 10
Animation: 10

Total score: 30 out of 30

Kosmos: This somewhat symmetrical design shows stars, comets, and a planet on the bottom of the screen. It's good, but I think that it could be better.

Graphics : 6 out of 10

ChipSpringTune 2: This music track sounds funny to me and is lively and fast as well.

Sound: 6 out of 10

Minecraft: This picture is a drawing representing the game "Minecraft". For 8-bit, it looks alright. It could be worse.

Graphics: 7 out of 10

Pies Gruszka: This picture is a cartoon rendering of a dog. It looks funny and I enjoy it.

Graphics: 7 out of 10

Zork: This weird-looking creature may win the ugly prize, but scored well in my Review. It looks colorful, symmetrical, and it blends well.

Graphics: 10 out of 10

Chimera: In this game, you play a robot trying to find its way out of a maze before death sets in. You have food and water, but the amounts go down as you progress in the game. Also, you can overheat to death. Typical adventure game, but excellent.

Sound: 10
Graphics: 8
Animation: 8
Gameplay: 9

Total score: 35 out of 40

December 2014 DOM, Side A:

Nyan Cat: This is the infamous Nyan Cat demo. Annoying as it eventually gets, it is actually a great 8-bit demo. It actually works for me.

Sound: 9
Graphics: 8
Animation: 7

Total score: 24 out of 30

Perplexity: This game is a combination of Pac-Mania and Chip's Challenge for the Atari Lynx. Try to clear the board and move the key correctly to the door. Avoid the ghosts, of course. Quite challenging.

Sound: 8
Graphics: 8
Animation: 8
Gameplay: 9

Total score: 33 out of 40

Catch the Skull: Use the Space Bar

to select when you see the skull on the screen. It has a PAL problem, but it is challenging. I will give it good reviews since it looked better at the SPACE meeting on the Club's computer.

Sound: 8
Graphics: 8
Gameplay: 10

Total score: 26 out of 30

Fortification 2015 Demo: This is the invite to the Fortification 2015 Cook-out and Atari Party on April 30 - May 3, 2015. Great demo! Unfortunately, I don't think that any of us can afford that kind of trip.

Sound: 10
Graphics: 10
Animation: 10

Total score: 30 out of 30 (perfect)

Side B:

Mary Poppins: In this game, you must guide Mary Poppins to the top of the screen so she does not get hit by the airplanes. Get her to her magic bag in time!

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

Total score: 28 out of 40

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

Latest Atari News For April 2015

Atari® Enters Fitness Market with Launch of the *Atari Fit*™ App, a Robust Mobile Experience for iPhone, iPad, iPod touch and Android Devices

Gamifies more than 100 Exercises and Motivates Players to Unlock Atari Games, Earn Walgreens Balance® Rewards Points, and Integrates with other Fitness Apps like FitBit and Runkeeper

NEW YORK – March 19, 2015 – Atari®, one of the world's most recognized publishers and pro-

ducers of interactive entertainment, today announced the launch of *Atari Fit*™ for iPhone, iPad, iPod touch and Android devices. Available on the App Store and Google Play, *Atari Fit* is a rich fitness app that incentivizes users to get fit, stronger and healthier while earning points to unlock fan-favorite Atari games including *Pong*®, *Super Breakout*®, and *Centipede*®.

According to research from NPD Group, more than 25 percent of US consumers use smartphone fitness apps. Furthermore, some of the most avid fitness app consumers (62 percent) include middle-aged women, who use their fitness apps three times more than the average customer - an audience of significant overlap with casual gaming. Unlike other exercise apps, *Atari Fit* motivates customers to reach their health goals with a gamified mobile experience that combines the best of the gaming and fitness industry.

Atari Fit was developed in collaboration with fitness expert Michael Porter, a National Academy of Sports Medicine (NASM)-certified personal trainer and performance enhancement specialist. featuring over 100 exercises, 30+ workout plans and customizable programs including full-body circuit workouts, running programs, and conditioning routines, *Atari Fit* is designed to challenge users at every level - from those just beginning their fitness journeys to the most active exercise enthusiasts.

"*Atari Fit* provides a great balance of fitness and fun", said Porter. "The certified programs are safe, effective, and give users access to really comprehensive fitness routines, while additional features like the tracking capabilities, daily tips, Atari games, and multiple social components encourage users to engage with fitness in their every-day life."

Atari Fit is compatible with the industry's most wearable health and fitness devices, including Fitbit, Jawbone, and Android Wear devices. It can also aggregate data from world-renowned fitness apps such as RunKeeper, Apple Health,

and Google Fit - allowing users to aggregate all of their fitness activity in one location while tapping into the robust set of tracking capabilities to capture the user's distance, speed, pace, time, and calories burned within the comprehensive log book.

Atari is working with Walgreens to bring real-world rewards through the Walgreens Balance® Rewards for healthy choices program. By engaging with *Atari Fit*, gamers and non-gamers alike can earn Balance Rewards loyalty program points, which are redeemable at Walgreens locations nationwide or at Walgreens.com.

Featuring multiple social components, *Atari Fit* users can exercise individually or in collaboration with friends in multiplayer mode. Players can join a team, workout or race against each other, and track activity statistics for group encouragement. At the end of workouts, users can post updates on Twitter and Facebook to share achievements and personal fitness bests with friends. The unlockable Atari games also grant users access to worldwide leaderboards where they can rank their Pong, Super Breakout, and Centipede skills against other players.

"With *Atari Fit*, players from around the globe can exercise, play and get healthy together by providing a gamified fitness experience unlike any other app currently available," said Fred Chesnais, Chief Executive Officer, Atari, Inc. "By the universal need to exercise and live healthfully with the entertaining experience unique to Atari games, we've created an app that proves fitness can be fun."

Development partners for *Atari Fit* include 8BitFit, a company focused on the gamification of fitness, and Gametheory, an award-winning production studio.

For the latest *Atari Fit* news and updates, visit www.AtariFit.com, follow @AtariFit on Twitter and like us at <https://www.facebook.com/AtariFit> on Facebook.

The *Atari Fit* app is free to

download on the App Store for iPhone, iPad, iPod touch and Google Play.

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About Atari

Atari (www.atari.com) is an interactive 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®, Pong®, Test Drive®, and RollerCoaster Tycoon®.

Atari has offices in New York and Paris.

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About 8BitFit

8BitFit helps people reach their fitness goals with smartphone-based games that make exercise less boring and more fun. For more information, visit www.8bitfit.com.

About Gametheory

Gametheory is a development and ideas studio focused on bringing fun into the world. We produce games, apps, and gamification strategies. Gametheory believes the best future is one focused on natural engagement- transforming tedious and dull to satisfying and exciting. We believe in a karmic user connection: the more you give users to enjoy, the more time, data, and loyalty you get in return.

For more information, visit <http://www.gametheoryco.com/>.

Atari®Launches Asteroids: Outpost™ into Early Access

Open World Multiplayer Survival Experience Blasts Off On Steam!

NEW YORK – March 27, 2015 – Atari®, one of the world's most recognized publishers and producers of interactive entertainment,

today announced Early Access availability for **Asteroids: Outpost™**. The sandbox, open world, multiplayer shooter is a dramatic reboot of the 1979 arcade classic. Set in the distant future, **Asteroids: Outpost** updates the asteroid-blasting action of the original by putting players in the role of deep-space miners, harvesting rare ore and expanding their bases, while protecting themselves from deadly asteroid showers and claim jumpers.

Watch the launch trailer here: <https://www.youtube.com/watch?v=ZRXSI2duZGw>

To commemorate the original release of Asteroids in 1979, **Asteroids: Outpost** is discounted 34 percent to \$19.79 for a limited time.

To find out more and download **Asteroids: Outpost**, visit the Steam page at <http://bit.ly/AsteroidsOutpostSteam>.

In **Asteroids: Outpost**, mankind has expanded its reach into the distant corners of the solar system. Near-space vessels, heavy industry on the moon and thriving colonies on Mars extend humanity's empire into the great blackness of space. Our solar system's massive Asteroid Belt is a mother lode of resources, just waiting to be torn free and shipped home. "The Belt" is humanity's newest frontier, as wild and untamed as any that man has faced. Ambitious prospectors blast off with little more than an Outpost Module and a Mining Tool to break open fallen asteroids to find their fortunes. This bonanza doesn't come without risks and daily survival is a mere struggle. Asteroid storms bombard the surface, destroying Outposts, and hostile claim jumpers can appear at any moment. For the brave, there is a fortune to be made. For the foolish - there is only death. *Welcome to the new Gold Rush.*

"**Asteroids: Outpost** is bringing a completely new premise to the world-renowned Asteroids arcade shooter by combining survival and crafting gameplay mechanics in a multiplayer intergalactic setting,"

said Fred Chesnais, Chief Executive Officer, Atari. "during the Early Access period, **Asteroids: Outpost** will build on the current gameplay while adding compelling new elements and expanding on the open world."

Key gameplay features available at the Early Access launch include:

- **Tool & Weapon Crafting** – Using tech and ore, gamers craft upgrades to their tools to create advanced weapons.
- **Base-Building & Degradation** – Serving as both a player's mining headquarters and home, bases are easily built in a square grid pattern by crafting and connecting modular pieces.
- **Asteroid Showers** – Recurring showers of smaller asteroids represent both a source of wealth and a deadly threat, as players must shoot down incoming projectiles to defend their claims and harvest components from the fallen rock.
- **Resource Gathering** – Mine the asteroid's surface or scavenge bases and crash sites to gather resources required to craft and upgrade materials.
- **Terrain Exploration** – Utilize in-game suits and vehicles to explore the lunar terrain and search complex landscapes featuring craters, boulders, cliffs and valleys, crystal formations, lava flows, gas plumes, and more.
- **Attacking & Looting** – Bases include resource refining equipment and storage areas that are susceptible to looting, meaning players not only need to protect the precious resources they've collected but they also have the opportunity to seek out and loot nearby bases.

"This is part of our new strategy. We are going to be teaming up with young and innovative studios to take a refreshing look at each game from our extensive portfolio," said Todd Shallbetter, Chief Operating Officer, Atari. "Releasing **Asteroids: Outpost** through the Early Access program will also help us get feedback from the community. Asteroids is the first of a long series

of re-births, and we are considering doing the same for our other iconic games such as Warlords, Adventure, Tempest, Missile Command and many more.”

“We’ve created this massive world with base-building, crafting, and blasting asteroids out of the sky and we believe this game has great potential,” said Peter Banks, Executive Producer, Atari. “We also understand we need players to make this world thrive and turn this game into a super fun experience. We want players to know the game will evolve over time and this is why we are releasing the game in Early Access.”

Asteroids: Outpost is developed by indie developer, Salty Games.

Players that participate in Early Access are encouraged to assist in the future development of *Asteroids: Outpost*, and can provide feedback at <http://steamcommunity.com/app/330210/discussions/>.

For the latest news and releases on *Asteroids: Outpost*, sign up for email updates at www.asteroidsoutpost.com.

Fans can also join the conversation by liking *Asteroids: Outpost* on Facebook at [facebook.com/asteroidsgame](https://www.facebook.com/asteroidsgame), and following *Asteroids: Outpost* on Twitter at @Atari_Asteroids.



The next SPACE meeting is on Friday, April 10, 2015. We hope to see you there!

CLUB OFFICIALS

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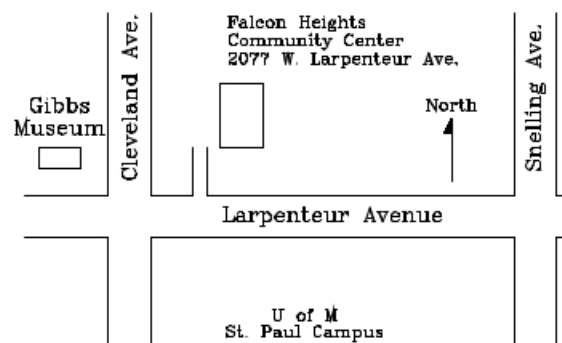
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Saint Paul Atari Computer Enthusiasts (SPACE) meets on the second Friday of each month at 7:30 PM in the Falcon Heights Community Center at 2077 West Larpenteur Ave. Doors open at 7:00 PM.



S.P.A.C.E.

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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.
