



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



**The  
President's  
Corner**  
*By Michael  
Current*

I have a new computer! A custom-built desktop running Windows 10. Why would I do this, when my laptop PC is only a couple years old? The sound of the laptop fan was driving me nuts! I got myself a PC built around the idea of no moving parts, and especially NO CPU fan. Mine does actually have one moving part, because I included an optical drive for CD-ROMs. But unless I'm reading a CD-ROM, this computer literally makes no sound. What a relief!

I have a new appreciation for the fact that our old 8-bit Atari computers have no fan, and make now sound just by being on.

Did any of the later Atari computers have fans? Surely the Atari PCs did, but what about the ST computers, with their 68000 or 68030?



Message from Captain Irata:

"Lights! Camera!  
ATARI GAME ACTION!"  
"HOO-RAH!"



**Treasurer's  
Report**

*By Gregory Leitner*

What a difference a month makes.

We had with the exception of our two out of state members all our members present for the SPACE Birthday Party, and even two of our spouses. But, in August it was just Glen and myself so not much to talk about.

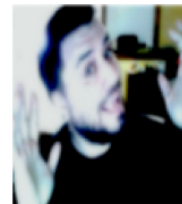
We waited until a little after eight before we called it and spent our time waiting by going through the DOM. My \$3.00 DOM purchase was it for August, so Glen and I are the only members to have seen the disk in action.

It is amazing that with my \$3.00 DOM purchase we have a bank balance of \$471.54. August was the second month this year that my DOM purchase was all we took in for the month, February being the other month. I hope we can bounce back like we did last March when we took in \$27.00.

I will always remember the 2017 SPACE Birthday Party as the month we got all the members that could possibly have attend there. We even had former members renew and that made the July meeting that much more special.

Wouldn't it be great if we could repeat that again? We have a lot of our current members that are coming up for renewal, so maybe we can look forward to some good months before this year is gone.

I hope we have a better attended SPACE meeting in September. See you then.



**Secretary's  
Report**

*By Steven  
Peck*

**HELLO WORLD!**

Well, it looks like  
I missed another Meeting.

I apologize for not making it to the last SPACE Club Meeting. It was because I could not procure a ride in time. If I did, there would have been five members at the meeting.

So, I express my apologies. Anyway, I will make better sure that I can get a ride for the next meeting, and also for Lance and Brian. I am sure that this can be done with ease.

So, here's to hoping that we can get there in September. This concludes the Secretary's Report. In the words of the great Stan Lee...

**EXCELSIOR!**

*In Memoriam:  
Kenneth Lee Siders  
Homebrew Game Creator of  
"Beef Drop" and "b\*onQ"  
(1968-2017)*

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**TRIVIA TIME**

The prototype version of the Atari 5200 Supersystem was known as "Atari Video System X," with an inscription on the bottom of that which says, "Advanced Video Game System," on the bezel.

There are still a few of these prototypes around, but not many.

## Recent Atari News

Legendary Game Designer Jeff Minter and Atari® Team Up for Adrenaline-Pumping Reboot of Classic Arcade Sci-Fi Tube Shooter with Tempest 4000™

Beloved Fan-Favorite Arcade Classic Heads to Console and PC in Time for Holiday 2017

NEW YORK, NY (AUGUST 8, 2017) - Atari®, one of the world's most iconic consumer brands and interactive entertainment producers, today announced Tempest 4000™, a visually stunning, action-packed shooter based on the classic arcade game, Tempest®, will be available this holiday season on current generation consoles and PC. Developed by legendary game designer Jeff Minter, Tempest 4000 remains faithful to the original fast-paced gameplay while adding exciting new features and gorgeous graphics for audiences on the most popular contemporary platforms.

The original Tempest, one of the first video games to use 3D vector graphics, represents one of Atari's hallmark titles and is considered one of the most popular arcade games of all time. It has been featured prominently across pop culture—including in Ernest Cline's dystopian Ready Player One novel.

"At the end of the day, video gamers always win," said Jeff Minter, Executive Producer of Tempest 4000 and founder of Llamasoft. "I am very happy to work with Atari again to bring a long-awaited sequel of Tempest to our legion of fans and a new generation of gamers worldwide."

Just as in the original game, players are once again in control of the Claw, a powerful spacecraft equipped to destroy deadly creatures and other obstructions with rapid-fire shots on vibrant geometric prisms. With three game modes to choose from and 100 levels to conquer, players must eliminate all enemies as quickly as possible to survive, aiming for the coveted spot at the top of the leaderboards.

Additional Key Features Include:

**Arcade Style Shooter:** Blast down hordes of enemies in this fast-paced arcade style shoot 'em up.

**Unparalleled Graphics:** Experience Tempest 4000's mind-blowing graphics in beautiful 4K resolution.

**Multiple Game Modes:** Pick from three different game modes including Standard, Pure and Endurance that will push your skills to the limit.

**Level Up:** Progress and clear through 100 unique geometric levels by destroying enemies with various weapons and power-ups, and earn upgrades through bonus rounds.

**Climb to the Top of the Leaderboards:** Post your high score in your quest to be recognized as number one on the leaderboards.

**Retro Techno Soundtrack:** Enjoy the beats of a thumping soundtrack inspired by early 1990s techno.

**Old School Gameplay:** Feeling nostalgic? Relive the traditional gameplay of the original Tempest with enhanced graphics on current generation consoles.

"The original Tempest is a beloved arcade classic with a unique style and intense, edge-of-your-seat gameplay," said Todd Shallbetter, Chief Operating Officer of Atari. "We're thrilled to be able to work with Jeff Minter again, someone who is a legend in the industry and has made a huge impact on the history of video games, to develop this highly-anticipated next installment of the Tempest franchise, updated with today's technology."

Developed by Llamasoft, Tempest 4000 will be coming soon to console and PC. For more information, visit [www.Atari.com](http://www.Atari.com).

### About Atari

Atari ([www.atari.com](http://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® and RollerCoaster Tycoon®. Atari has offices in New York and Paris.

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### About Llamasoft

Llamasoft was established in 1982, and has developed nearly 100 games on platforms ranging from the Sinclair ZX81 and Commodore VIC-20 to modern day gaming platforms.

They have also done pioneering work in the fields of music visualization and virtual reality.

Llamasoft remains committed to creating arcade gaming experiences that are exhilarating, uplifting and above all fun.



## Atari 8-bit DOM Report By Steven Peck

I am going to hold off presenting the next DOM review until I get more DOMs at the next SPACE meeting on September 8, 2017.

Sorry about the wait, but my schedule has been demanding of late. Plus, if I am going to do multiple reviews, I need all of the DOMs; hence my decision.

Until then, I will see you at the next SPACE meeting. Thanks again. Also, you have my heartfelt apologies.



GET INVOLVED!



WE WANT  
YOUR  
ARTICLES!



**The next SPACE meeting is on Friday,  
September 8, 2017, at 7:30 PM.**

**We hope to see you there!**

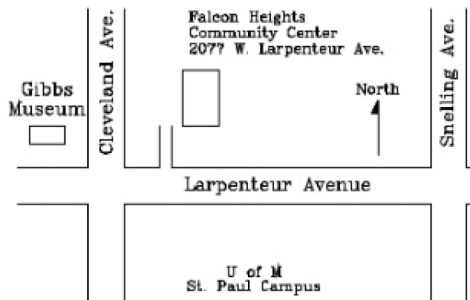
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Saint Paul Atari Computer Enthusiasts (SPACE) meets on the second Friday of each month at 7:30 PM in the Falcon Heights Community Center at 2077 West Larpenteur Ave. Doors open at 7:00 PM.



S.P.A.C.E.

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

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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.

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