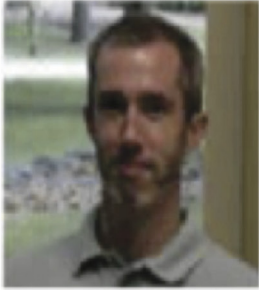




•Serving the Twin Cities Atari Community for Over Three Decades•

• HAPPY NEW YEAR 2019 EDITION •



The President's Corner *By Michael Current*

Happy Atari New Year!

I just learned a bit about patents. It had always confused me why there appeared to be multiple patents awarded to Atari for a "Data processing system with programmable graphics generator" (the Atari 400/800 hardware platform) by inventors Steven T. Mayer, Jay G. Miner, Douglas G. Neubauer, and Joseph C. Decuir.

Well, now I get it, the original patent was partially awarded, but the USPTO requested that they break up the application into several groups of claims.

Eventually, four patents were awarded for the 400/800 system: Patent 4,296,476 was awarded October 20, 1981, for 18 claims; 4,435,779 was awarded March 6, 1984, for 13 claims; and on September 11, 1984, 4,471,463 was awarded for 6 claims and 4,471,464 was awarded for 15 claims. Note that by September 1984, Warner Communications had sold the Atari home computer business to Jack Tramiel and company!

The new Atari introduced new XE computers in January 1985. Much more quietly, on April 19, 1985, Atari Holdings, Inc. (the former Atari, Inc.) transferred ownership of the four US Patents 4,296,476, 4,435,779, 4,471,463, and 4,471,464 (collectively covering the Atari 400/800 hardware platform) to Atari, Corp. Probably not coincidentally, April 1985 is right around when Atari released the 65XE and 130XE computers.

Thanks, keep using that Atari, and come to your next SPACE meeting, on Friday, January 11, 2019.

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Treasurer's Report *By Gregory Leitner*

We had five members and two wives at the SPACE Christmas party for our December meeting. Plenty of food, but it sure would be nice to have a couple more members taking part in a fun evening.

Unfortunately, it got off to a rough start as when I got to the party I had once again forgotten the key. I promised the last time it wouldn't ever happen again, so I put the key in with my monthly Atari meeting papers so I couldn't possibly forget the key.

Behold, not so!

In getting all the food and beverages together, I forgot all my Atari papers so guess what? No key!! By the time I went back home and returned with the key, it was already going on half past seven. Technically I wasn't late, but it put everything back about one half hour.

Fortunately, no one left before I returned so the party proceeded and we all had a great time. Thanks to Brian for providing the Christmas music and the video to go along with the music. And thanks to Lance, Steve, and Glen for bringing food dishes to share. Because of my lateness, we did not get a chance to review the 8-bit DOM, but from Glen's report it seems to be another good one.

The treasury for the month started at \$661.54, and by month end we had \$418.54 in our account. Here is how we got there. We had an expense for the room rental for 2018 of \$300.00 but we offset that a bit with receipts of \$57.00 for the month. This included the sale of four 8-bit DOMs and three membership renewals. \$12.00 for the DOMs and \$45.00 for the renewals.

After paying the 2018 room rental, we still have enough funds to cover the room rental for 2019. This is the best financial picture we have had in years. A "Thank You" goes out to all our members for their continued support.

I would like to along with my wife, Jackie, and wish all our members a very Merry Christmas and a very Happy New Year. See you all in the new year.



Secretary's Report *By Steven Peck*

HELLO WORLD (and Happy New Year 2019)!

I am hoping that 2019 will be a prosperous and safe year for everyone and their loved ones in the SPACE Club. The year, 2018, went fast, as every year seemingly does.

Lots of things happened, like the announcement of the Atari VCS, and of the eventual debut in October of 2020 of the Intellivision Amico, among things. I am personally happy with Video 61 and Atari Sales and their new lineup of video games.

I like Lance's game lineup and there will be more. We have had a lot of successes with the new V61 games. Thanks, Lance, for caring about the Atari Community and releasing your games. They're contenders, to be sure!

I am impressed that the Treasurer's Report is so positive, and that we have a healthy Treasury. Thank you, Greg, for the great news about that. Thanks, Brian, for getting elected as the new Vice-President of SPACE. I think that you are doing an admirable job of it.

Thank you, Michael Current, for your Presidency over the last few years and for your support in the website and Facebook pages. I am glad of our on-line presence. Thanks, Glen, for being the DOM Librarian, and for the great DOMs.

Thanks again, Mike Allard, for your support in bringing the ST DOMs to us. I know that it is not easy, being so far away, but you still manage to do it. Kudos!

Also, a BIG thank you for the SPACE Club members who support the SPACE cause with their attendance and financial support. Without you, we would not have been here for nearly four decades!

This concludes the Secretary's Report. I extend a big "carpe diem" to you all, my fellow Atarians! Let's make 2019 as successful as 2018 was for us previously.

In the words of the late, great Stan Lee...

EXCELSIOR!

TRIVIA TIME!

The Atari Lynx video game system originally, with all its components, encompassed an entire room as a prototype. It was eventually miniaturized by Epyx Games into the iconic color handheld that we know of today.



Recent Atari News

Atari® Flashback Classics Brings Retro Fun to PlayStation®Vita Today with 150 Remastered Atari Games

Set Sail for Vita Island with This Definitive Collection of Beloved Atari 2600, Atari 5200, and Atari Arcade Titles Including Tempest®, Super Breakout®, Haunted House®, and Dozens More!

NEW YORK, NY (December 19, 2018) – Atari®, one of the world's most iconic consumer brands and interactive entertainment producers, today announced the digital release of Atari® Flashback Classics for PlayStation®Vita.

Featuring Atari's most comprehensive collection of arcade and home console titles, Atari Flashback Classics is available now from PlayStation®Store in North America.

PlayStation®Vita owners can now enjoy 150 Atari fan-favorites including Asteroids®, Centipede®, Canyon Bomber®, Warlords®, Yars' Revenge®, and Missile Command® all with additional content and online features!

Never before available on PlayStation®Vita, Atari Flashback Classics has arrived as a holiday surprise on Sony's portable system! Dive into the legendary publisher's iconic library of games featuring titles from the Atari 2600 and Atari 5200 home consoles, along with former arcade exclusives. Atari Flashback Classics adds support for trophies, rankings and multi-player support to bring players together just like in the olden days. Original Arcade cabinet art and console manuals round out the package to make Atari Flashback Classics a must-have for fans and collectors!

Atari Flashback Classics is designed to take advantage of the unique controls of PlayStation®Vita to bring new life to beloved games. Each game can be played using analog, digital, and touch inputs. Up to four-player local multiplayer and two-player online is available as well on a per-title basis.

Key Features Include:

- 150 Classic Atari 2600, 5200, and Arcade Games: Play seminal Atari titles including Asteroids®, Centipede®, Missile Command®, Pong®, Tempest®, Warlords®, and many more.
- Ad Hoc, Online and Local Multiplayer: Battle for arcade supremacy against friends either online or at home. Arcade Games Online Rankings: Compare your high scores with players from around the world.
- PlayStation®Vita Functionality: Designed to take advantage of the greatest features on PlayStation®Vita including PlayStation® TV support.

Brand New User-Interface: New User-Interface designed to re-create the classic arcade experience. Flexible Control Schemes: Play the classics using analog, digital, and touchscreen inputs.

Developed by Code Mystics, Atari Flashback Classics is now available for purchase from PlayStation Store for \$19.99 USD. Atari Flashback Classics is rated E for Everyone for Mild Cartoon Violence, Simulated Gambling and Use of Tobacco. To learn more about Atari Flashback Classics, please visit: www.Atari.com.

To stay up-to-date on all things Atari and retro-pop-culture, like us on Facebook at www.facebook.com/Atari, and follow us on Twitter @Atari and Instagram.

About Atari:

Atari 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. Visit us online at www.atari.com.

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About Code Mystics:

Based in Vancouver, BC, Canada, Code Mystics (www.codemystics.com) is a prolific and versatile independent developer, comprised of industry veterans.

With over 50 titles spanning both high-profile flagship brands and popular indie titles, Code Mystics' proprietary technology delivers pixel-perfect solutions on all platforms from console and handheld to mobile and desktop and even custom hardware.

Atari Flashback® Classics – Volume 3 Featuring 50 Remastered Atari Games Now Available on PlayStation®4 and Xbox One

Own Four Decades of Gaming History with Latest Bundle of Definitive Edition Releases of Classic Atari Titles from Legendary Platforms Atari 2600, Atari 5200 and the Arcade

NEW YORK, NY (December 14, 2018) – Atari®, one of the world's most iconic consumer brands and interactive entertainment producers, is thrilled to celebrate today's release of Atari Flashback® Classics – Volume 3 for PlayStation®4 and Xbox One.

Gamers of all ages can travel through time and enjoy 40 years of Atari gaming history with definitive editions of 50 popular Atari arcade classics and remastered home console titles available for the first time on current-gen consoles.

Watch the Atari Flashback Classics – Volume 3 trailer here: YouTube: <https://youtu.be/xtkAmVN4vKM>

Atari Flashback Classics – Volume 3 continues the success of Volume 1 and Volume 2 by expanding the library of remastered classic Atari titles on PlayStation®4 and Xbox One, including Asteroids®, Centipede®, Missile Command®, Maze Invaders™, Yars' Return™ and more.

Enjoy 50 beloved titles in one package, including arcade classics, Atari 2600 fan favorites and for the first time on current-gen consoles, Atari 5200 hits. Atari Flashback Classics – Volume 3 delivers nostalgia and retro gaming fun in spades, while adding online leaderboards and support for local and online multiplayer!

"The third volume of Atari's Flashback series expands the number of remastered Atari classics on modern platforms to 150 games," said Frédéric Chesnais, CEO of Atari.

"Whether someone is playing for the first time or revisiting a childhood favorite, we're happy to put these historic games in the hands of today's gamers and hardcore Atari fans."

Atari Flashback Classics – Volume 3 Full Games List:

Atari 2600: Adventure II, Air Raiders, Aquaventure, Armor Ambush, Astroblast, Dark Cavern (Night Stalker), Frog Pond, Frogs and Flies, Holey Moley, International Soccer, MotoRodeo, Saboteur®, Sea Battle, Space Attack, Star Strike, Super Challenge Baseball, Super Challenge Football, Sword Fight, Wizard and Yars' Return™.

Atari 5200: Asteroids®, Centipede®, Countermeasure, Final Legacy, Micro-Gammon, Millipede®, Miniature Golf, Missile Command®, Realsports® Baseball, Realsports® Basketball, Realsports® Football, Realsports® Soccer, Realsports® Tennis, Star Raiders®, Super Breakout® and Xari Arena.

Arcade: Atari® Baseball, Atari® Basketball, Atari® Football, Atari® Soccer, Avalanche, Canyon Bomber®, Destroyer, Dominos, Fire Truck/Smokey Joe, Maze Invaders™, Monte Carlo, Pool Shark, Sky Diver and Super Bug.

Developed by Code Mystics and distributed in North America by ATGames, Atari Flashback Classics – Volume 3 is now available at retail and digital purchase from PlayStation®Store for PlayStation®4 and through Xbox Live for Xbox One for \$19.99. Atari Flashback Classics – Volume 3 is rated E for Everyone for Mild Cartoon Violence.

To learn more about Atari Flashback Classics – Volume 1 – 3, please visit: www.Atari.com.

To stay up-to-date on all things Atari and retro-pop-culture, like us on Facebook at www.facebook.com/Atari, and follow us on Twitter @Atari and Instagram.

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About AT Games:

AtGames Digital Media Inc. (<http://www.atgames.net>) is a leader in innovative consumer-oriented interactive entertainment products. The company leverages the latest technology to develop and publish its best-selling classic video game products for worldwide distribution. AtGames is based in Los Angeles, with international offices in Taipei and Shenzhen.

About Code Mystics:

Based in Vancouver, BC, Canada, Code Mystics (www.codemystics.com) is a prolific and versatile independent developer, comprised of industry veterans.

With over 50 titles spanning both high-profile flagship brands and popular indie titles, Code Mystics' proprietary technology delivers pixel-perfect solutions on all platforms from console and handheld to mobile and desktop and even custom hardware.

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Happy New Year, fellow Atarians, and happy new A8 DOM Review! In this month's DOM, the last for 2018, we have six games and four demos to look at here, for a total of ten programs! I will now review what they are.

December 2018 DOM: Side A:

The first file is a demo, called "Hot Summer," and it has text scrolling in German and English. It shows a map of Germany in the summertime, as well as a picture of a flower, and also shows hot temperatures in Celsius scale.

It then wishes everybody a nice summer in German and English. The text animation is in real-time, and it warps across the screen. Although it is hard to see, you can see the English translation in the Atari Fuji logo banner, which is multiple flashing colors.

I liked the demo, as it is technically impressive. However, it could have been better in the graphics. It still shines, however. It is fun to watch and pleasant to the eyes.

The music is OK, too. It could be better, but it is still very good and technical. With that, I will score the demo.

SCORE:

Graphics:	7
Animation:	10
Sound:	8
TOTAL:	25/30

The next file, another demo, is called "Mario Happy Birthday." It is a birthday greeting, for either Mario from Nintendo or maybe the coder Mario130XE. Or, just some random guy named Mario. I am not sure.

Technically, it is good. The graphics need a little polish, but that is fine. I like the animation, and it is a cutesy demonstration. So, I will score this accordingly.

SCORE:

Graphics:	7
Animation:	10
Sound:	9
TOTAL:	26/30

The next file, by Matosimi and Jose, is a game preview demo called "Black Bouncy Blob." In this preview, you play a blob. You have to bounce on dots on the screen. You can jump higher by pressing the fire button on your joystick or pad.

If you miss, you start over. I ran into what I think is a PAL problem. The game field disappeared during play, but it was still somewhat functional as I could still see the blob and it was interacting with the game.

This is a work in progress, granted. But, it is great in execution. I like it, but I think it could be more interactive with more than just the fire button.

I will score this game now.

SCORE:

Graphics:	6
Gameplay:	8
Animation:	8
Sound:	8
TOTAL:	30/40

The next game is called "Iron: Revenge of Zubr." You play a character on the screen that chases a bottle. I am guessing the bottle is an alcoholic beverage, so the humor is tongue-in-cheek.

It is a simple game, as the graphics need work, but I think that it conveys the message well. The

animation is actually superb, for a mini-game. So, here is my score:

SCORE:

Graphics:	6
Animation:	10
Sound:	8
Gameplay:	6
TOTAL:	30/40

The next file is another game, called "Irona Keyboard." Simple, crude, yet fun, you have to type the keys to match the falling letters. You score points for the typed letters. So, the premise is pretty easy.

Simple, easy to understand, yet fun for the kids. It could use a background, but I am not worried about that. It is meant to be simple in execution. If I had kids, I would have them play this to learn their ABCs. It would be fun for them. With that, I will score.

SCORE:

Graphics:	3
Gameplay:	5
Animation:	7
Sound:	7
TOTAL:	22/40

The next file is the classic arcade game "Scramble," originally developed by Konami in 1981. It is a faithful translation. I think that it needs a graphical makeover, especially with the text. But, it is an 8-bit machine.

You can't get perfection. I think it is a cool game, though. You fly a rocket through missile barrages, alien ships, guns, and all the while watching your fuel intake. It is like "Super Cobra," which is also made by Konami with the same premise. Fun game to play, and challenging to boot.

Here is my score for this game:

SCORE:

Graphics:	8
Gameplay:	10
Animation:	10
Sound:	8
TOTAL:	36/40

The next file is a picture with music demo called "Ben Daglish Tribute," which is dedicated to the late Ben Daglish.

It is a cool demo showing a picture of a ninja, and it displays the words "The Last Ninja" in the caption. It also shows Ben Daglish's name as well as how long he lived. I do not know of him, but he must have been a great programmer. RIP.

SCORE:

Graphics:	9
Sound:	10
TOTAL:	19/20

The final file is a picture called "I Want to Believe." It is an illustration of Zorro. It is pretty decent, too. I like it. It is raster in appearance, but it mimics a vector appearance. It's very sharp and clear. You could almost call it early WYSIWYG. That is exactly what it reminds me of. Very good illustration, I must say, and well executed.

SCORE:

TOTAL:	9/10
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SIDE B:

The entire next side of the DOM is one file: a game from ABBUC called "Ski-It," and written by programmer Jason Kendall. Basically, you play there ways: Slalom, Downhill, and Skiquest skiing. It is a challenging game.

Although the graphics need a little work, this game is a gem. For people who like skiing, you will love this game. It is well done.

SCORE:

Graphics:	6
Gameplay:	10
Animation:	10
Sound:	10
TOTAL:	36/40

Well, folks, this concludes the A8 DOM Review. I will see you next month with another review for the next DOM. Carpe Diem, folks, and hey, have a happy! Thanks.



Message from Captain Irata:

"Keep using that Atari! That's President Current's Executive Order!"

HOO-RAH!



GET INVOLVED!



**WE WANT
YOUR
ARTICLES!**

NOTICE!

**The SPACE Comics are
returning in
February of 2019!**

**Sorry for the
inconvenience with
the hiatus!**

THANKS!



*The next SPACE meeting
will commence on
Friday, January 11, 2019,
at 7:30 PM.*

We hope to see you there. Thanks!

CLUB OFFICIALS:

**President/ Web Page Manager/
BBS Operator:**

Michael Current
Ph: (608) 787-8548
E-Mail: michael@mcurrent.name

Vice-President:

Brian Little:
E-Mail: demomantna@gmail.com

Secretary/Newsletter Editor:

Steven Peck
Ph: (651) 462-5600
E-Mail: artisan213574@gmail.com

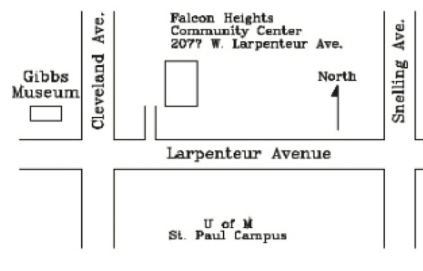
**8-bit DOM Librarian/
Membership Chairman:**

Glen Kirschenmann
Ph: (763) 786-4790
E-mail: kirschg@netzero.net

Treasurer:

Gregory Leitner
Ph: (651) 895-2223
E-Mail: greglites@hotmail.com

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



S.P.A.C.E.

c/o Gregory Leitner
3407 78th St E
Inver Grove Heights, MN 55076-3037

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Please feel free to visit our website at this URL:

<http://space.atari.org>

We now have a Facebook page.
Please feel free to visit it at this URL:

<https://www.facebook.com/AtariMinnesota>

SPACE BBS NOTICE:

The SPACE bulletin board service (BBS) is currently offline. We apologize for the inconvenience and hope to have it back online in the future.

NOTICE FOR AUTHORS OF SPACE NEWSLETTER ARTICLES:

Articles meant for newsletter publication must be received by the SPACE Newsletter Editor by two weeks prior to the start of the next scheduled SPACE Meeting. Thank you for your understanding on this.

