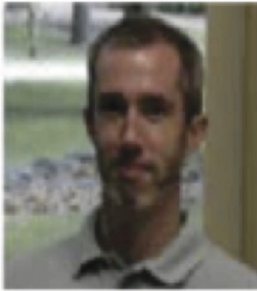




•Serving the Twin Cities Atari Community for Over Three Decades•

## • March 2019 Edition •



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

Even our hardest SPACE members had to make the common sense decision to cancel the meeting last month due to the unsafe winter weather. And here, as I write this toward the end of February, there are blizzard warnings out there once again! It's been quite the full-featured winter this year. Keep yourself (and your Atari gear) safe and warm!

Thanks, keep using that Atari, and come to your next SPACE meeting: Friday, March 8, 2019.



### Treasurer's Report *By Gregory Leitner*

NOTE: Due to the cancellation of the SPACE meeting in February, there will be no Treasurer's Report. However, there will be a Report, weather permitting, in the next newsletter. We apologize for the inconvenience. Thank you.



### Secretary's Report *By Steven Peck*

#### HELLO WORLD!

Here's your latest Secretary's Report. Again, there will be a short Secretary's Report. There was no SPACE meeting in February due to the wacky weather we are having.

I don't know about you, but I am getting tired of this weather, as it keeps me from doing things as well. I have decided to publish this month's newsletter. As they say, the show must go on.

I will try to make it to the meeting in April, as again there is not way for me to get to the SPACE Meeting in March. I will try to create a great newsletter, as always. So, with that, I close. In the words of the late, great Stan Lee...

#### EXCELSIOR!

#### TRIVIA TIME!

If you listen to the soundtrack to the arcade game, "Crystal Castles," the music has excerpts from famous classical music compositions.

It is believed that the idea for the game from Atari, "Food Fight," was based on a scene from the classic comedy college movie "National Lampoon's Animal House." It was the famous food fight scene in the film.

There was going to be a sequel to the game "Marble Madness." However, it never made it past the prototype stage.

David Theurer based "Missile Command" on a nightmare he had about nuclear war.



Message from Captain Irata:

"Physician, heal thyself! Get more HP and MP in your RPG and fight those evil NPCs! What did I just get through saying?!"

HOO-RAH!

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GET INVOLVED!



WE WANT  
YOUR  
ARTICLES!



## Recent Atari News

AtGames® Announces Atari Games Included in Upcoming 'Legends Ultimate Home Arcade' Machine

Full-Size Home Arcade Machine  
Will Feature Legendary Video Games,  
Including Atari Favorites

LOS ANGELES, February 21, 2019 (Newswire.com) - AtGames® Digital Media Inc., a leader in interactive entertainment products, today announced additional details about the upcoming Legends Ultimate Home Arcade machine, which comes with more than 250 built-in games.

Among the many legendary games that will appear on this full-size home arcade unit is a large selection of Atari's classic arcade and home video games. These favorite games can be enjoyed from the authentic arcade-style control panel, which includes two joysticks, six action buttons per player, a high-performance trackball and two spinners.

The Legends Ultimate Home Arcade will take limited pre-orders at favorite retailers starting July 2019.

"This new full-size home arcade machine offers amazing play and features," says Dr. Ping-Kang Hsiung, CEO of AtGames. "A product like this simply wouldn't be complete without featuring Atari's legendary arcade and home classics as part of its extensive game lineup."

The Legends Ultimate Home Arcade features more than 250 built-in arcade and home video games from Atari and other iconic publishers, including Atari legends like Breakout®, Centipede®, Crystal Castles®, Liberator®, Millipede®, Missile Command® and Warlords®.

It offers a gameplay experience just like being at the arcade thanks to the machine's authentic controls, including a high-performance trackball controller and two spinners for the ultimate in precision.

Meanwhile, the software powering the home arcade is similarly impressive, with scan line filtering options, an intuitive menu system, save and resume game functionality, and the ability to rewind a game in progress to recover from a play misstep. Additional features and extended functionality are still to be revealed.

About AtGames:

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.

Source: AtGames Digital Media Inc.



**Atari 8-bit  
DOM Review**  
*By Steven Peck*

*NOTE: Due to the fact that I cannot make it to the next meeting in March there will be no A8 DOM Review for the March 2019 newsletter. I apologize for the inconvenience. There will be a quadruple-review in the April newsletter.*

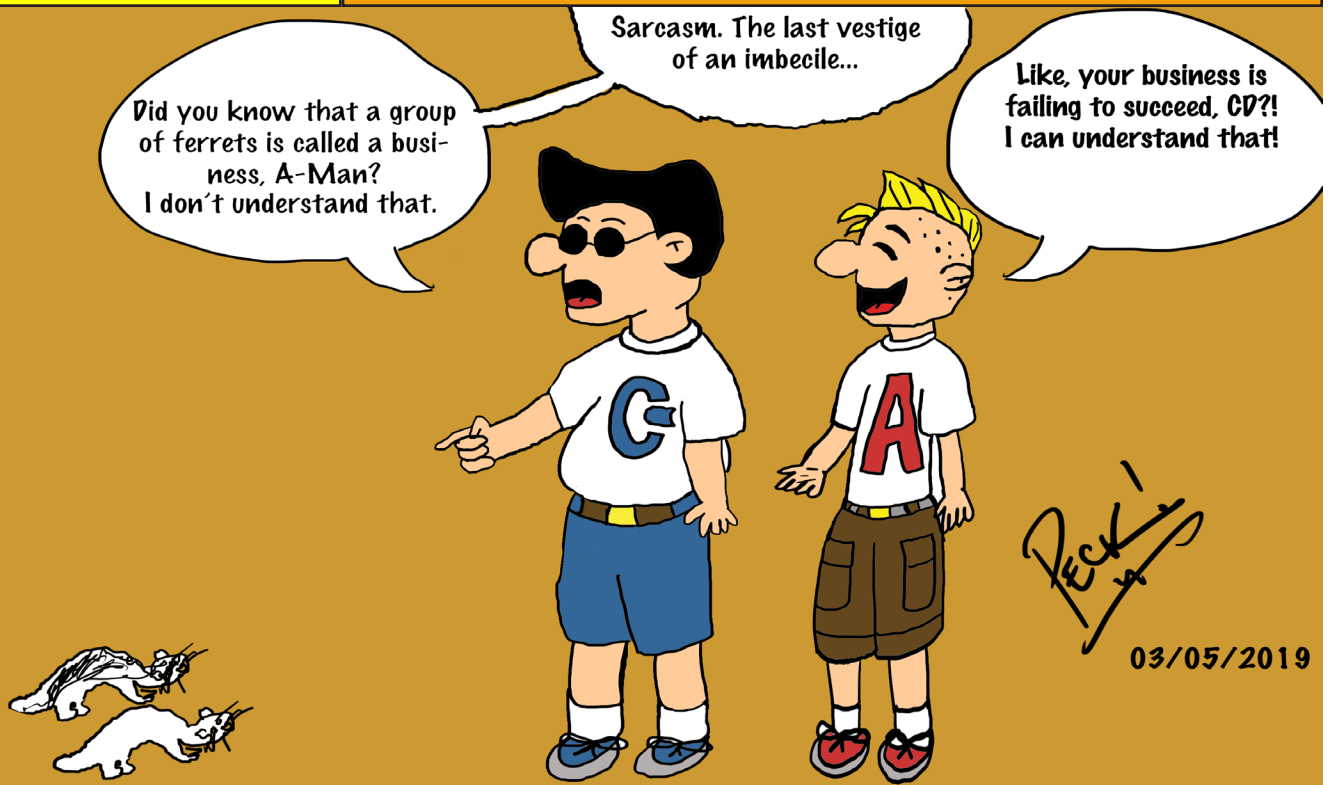


*The next SPACE meeting  
will commence on  
Friday, March 8, 2019,  
at 7:30 PM.*

*We hope to see you there! Thanks!*

**SPACE  
COMICS  
SECTION!**

**The Misadventures of A-Man and C.D.**  
*By Steve Peck*



**Angel, Bandit, and Their Ferret Fracas**  
*By Steve Peck*



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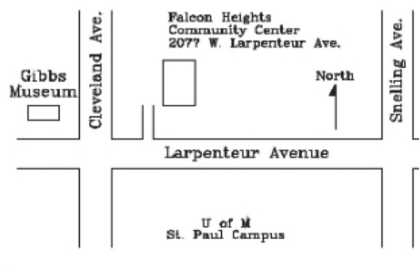
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The Saint Paul Atari Computer Enthusiasts (SPACE) special interest group meets on the second Friday of every month at 7:30 PM in the Falcon Heights Community Center at 2077 West Larpenteur Avenue. Doors open at 7:00 PM.



S.P.A.C.E.

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## DISCLAIMER:

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We do, however, ask that credit be given to the authors and to SPACE. Opinion expressed are those of the authors and do not necessarily reflect the opinions of SPACE, the club officers, the club members, or ATARI, Inc.

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.

