



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

• April 2020 Edition •

A NOTE FROM THE SPACE SECRETARY & NEWSLETTER EDITOR

By Steven Peck

HELLO WORLD!

Due to the COVID-19 pandemic, we decided not to have the April 2020 meeting, and we may possibly postpone the May 2020 meeting as well. I was debating creating a new Newsletter, and asked my constituents, if they wanted one.

I decided to make the Newsletter, but no one needed to create their own articles. I decided to create it all by myself. So, this is the sum of my hard work. It will have less information, but I will have some stuff that you might find interesting.

So, in this trying time of emergency and sickness. I hope that you enjoy this Newsletter and while you are reading, I implore you to stay healthy, stay safe, and be courageous!

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

EXCELSIOR!



Message from Captain Irata:

"OK, SPACE Cadets! Stay home and stay safe! Play your Atari and beat that pants out of those games! That's an order!"

HOO-RAH!

TRIVIA TIME!

The classic game, "Crystal Castles," was originally going to star a robot in a 3D setting called "Toporoids." The game was changed to include a teddy-like bear instead.



TECH TALK

By Steven Peck

Although the Atari computers are older and not made anymore, there are still companies supporting Atari and TOS-based machines. I just want to let people know that there are people that are still building an modern Atari computer.

The Atari Coldfire Project (ACP) has done just that. They have created the FireBee, a modern Atari computer not unlike the more advanced computers Atari made, but with a faster CPU, more RAM, and more expandability.

In the following months, I will be putting up information about this computer and I will visit their website for more facts about this fascinating subject. Stay tuned and I will post some tidbits concerning the FireBee. Thanks for reading.

ATARI HOME PLATFORM GAMES REVIEW

By Steven Peck

Welcome to the Atari Home Platform Games Review! In this article, I am going to review games for the Atari game systems. Today, we will review an oldie for the Atari 2600, Lost Luggage, from Games by Apollo, and it is a great game.

In Lost Luggage, you play an airport employee who has to wait for flights to come in. When they come in, watch out! Because, the luggage from the plane will start flying around the airport, and you have to catch them before it is too late.

Plus, as the game goes on, the luggage come faster, faster, and even more faster, until you cannot keep up anymore. Once you miss, the suitcases fly open and the contents fly out. After missing too many times, the game is over.

Sure, it has primitive graphics. It is an A2600 game after all. Sure, some may think that it is dull-looking because of that. But, I think that it is great gameplay. It looks like a great game for the Atari 2600, and it is a beaut for an A2600 game.

I think that the gameplay is superb and the graphics are good for the A2600. I played it before and I love the challenge in this game. Kudos to the programmers and designers of this game for doing a good job. It deserves high marks.

SCORE FOR LOST LUGGAGE:

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

TOTAL SCORE: 33/40

Well, that settles it folks! I will be back with new reviews for other games for other game systems. In the meantime, I will close. Carpe Diem, fellow Atarians, and I will see you soon after this pandemic is over.

Until then, stay safe! Thanks for reading!



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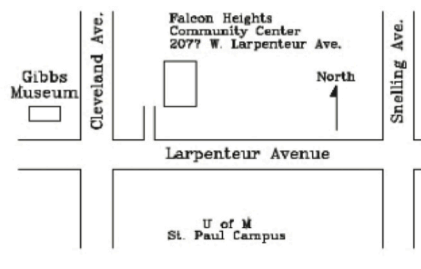
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The Saint Paul Atari Computer Enthusiasts (SPACE) special interest group meets on the second Friday of every month at 7:30 PM in the Falcon Heights Community Center at 2077 West Larpenteur Avenue. Doors open at 7:00 PM.



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<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.

