



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

1982 • 38TH ANNIVERSARY EDITION • 2020

SECRETARY'S REPORT

By Steven Peck

HELLO WORLD!

Hi, again! Here we are with another Secretary's Report. It is the anniversary of the founding of SPACE. So, Happy Birthday and Happy Independence Day, SPACE Cadets!

Anyway, although we do not have any SPACE meetings coming up anytime soon, I hope that everybody is doing well healthwise and keeping busy. I know that I have been busy, let me tell you!

I hope that we can see each other and have SPACE meetings soon. Of course, I will continue to create these abridged newsletters for the Club. It is my duty and I am obliged to help. Thank you for offering me the service of doing this.

Let's hope that the city council of Falcon Heights opens up the City Hall soon! I am getting really anxious for another SPACE meeting in the future. So, I hope that all goes well and we can all share our techy points of view. Thanks again!

This concludes the Report. See you soon!

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

EXCELSIOR!



Message from Captain Irata:

"Be well, be safe, and get your GAME on!"

HOO-RAH!

TRIVIA TIME!

Yars' Revenge is named after former Atari CEO Ray Kassar. the name "Yar" is Kassar's first name spelled backwards.



THE REAL
WAY TO
GAME!

TECH TALK

By Steven Peck

In this edition of Tech Talk, we will focus on Atari Dev Studio for Visual Studio Code™, from Microsoft®. Atari Dev Studio is a full-fledged integrated development environment (IDE) for Visual Studio Code™. It is available for Mac™ and Windows™.

Atari Dev Studio allows homebrewers to design, program, and test their games all within the IDE. It has emulators for the Atari® 2600™ and 7800™ to test your games. You can also create your game sprites with the built-in sprite editor, which is compatible for the 2600™ and 7800™.

Plus, it utilizes the DASM assembler, Batari BASIC (a BASIC variant for Atari® 2600™ programming), and 7800basic for programming. This is all in one package. Best of all, Visual Studio Code™ and the Atari Dev Studio extension are both free.

Visual Studio Code™ is available from Microsoft® on their website, and all you need to do is download it.

So, that is it for this edition of Tech Talk. I will be back next month with another edition. See you then, fellow Atarians! Thanks for reading.

Visual Studio Code and Windows are registered trademarks of Microsoft Corporation. Atari, 2600 and 7800 are registered trademarks of Atari Corporation. Mac is a registered trademark of Apple, Inc. All rights reserved.

ATARI HOME PLATFORM GAME REVIEW

Welcome back to the Atari Home Platform Game Review! In this edition of the Review, I will focus on the Atari® 5200™ version of "Gyruss™."

In "Gyruss™," you play a space pilot fighting through myriads of alien armadas to get to Earth and save the world from invasion.

This game is different in the fact that it moves 360 degrees. It is in forward perspective, where you are at the front of the screen, and your enemies are in front of you. Because they are far away in the background they look smaller, but are still deadly.

You can get power-ups to enhance your ship. You can get double-shot lasers to increase your firepower. The object is to get to Earth from Pluto. You are at the fringe of our Solar System, so you have to get to the inner planets to find Earth.

That is not as easy as it sounds. Your enemies are relentless and, as I mentioned, deadly. They will stop at nothing to keep you from reaching Earth.

I like this game, but there is a problem. When you shoot, it shoots very slowly, which complicates play. I think that the shots from your ship should be faster. I like the premise of the game, though. It is fun and looks like it is three-dimensional.

It could be more, but it is graphically pleasing. With that, I will score the game accordingly.

SCORE:

Graphics:	8
Gameplay:	6
Animation:	8
Sound:	9

TOTAL SCORE: 31/40

I will be back next time with another review of the Atari® home platform games. See you soon, and thanks for reading!

Gyruss is a registered trademark of Konami Corporation. Atari and 5200 are trademarks of Atari Corporation. All rights reserved.

HAVE A SAFE AND HAPPY FOURTH OF JULY AND SPACE BIRTHDAY!

BE HAPPY AND SAFE, FELLOW ATARIANS!



GET INVOLVED!



WE WANT YOUR ARTICLES!

CLUB OFFICIALS:

President and Web Page Manager:

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

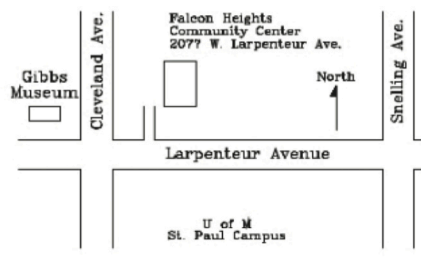
Treasurer:

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

DISCLAIMER:

This newsletter is published by the Saint Paul Atari Computer Enthusiasts (SPACE) special interest group, an independent organization with no business affiliation with ATARI, Inc.

Permission is granted to any similar organization with which SPACE exchanges newsletters to reprint material from this newsletter.

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.

