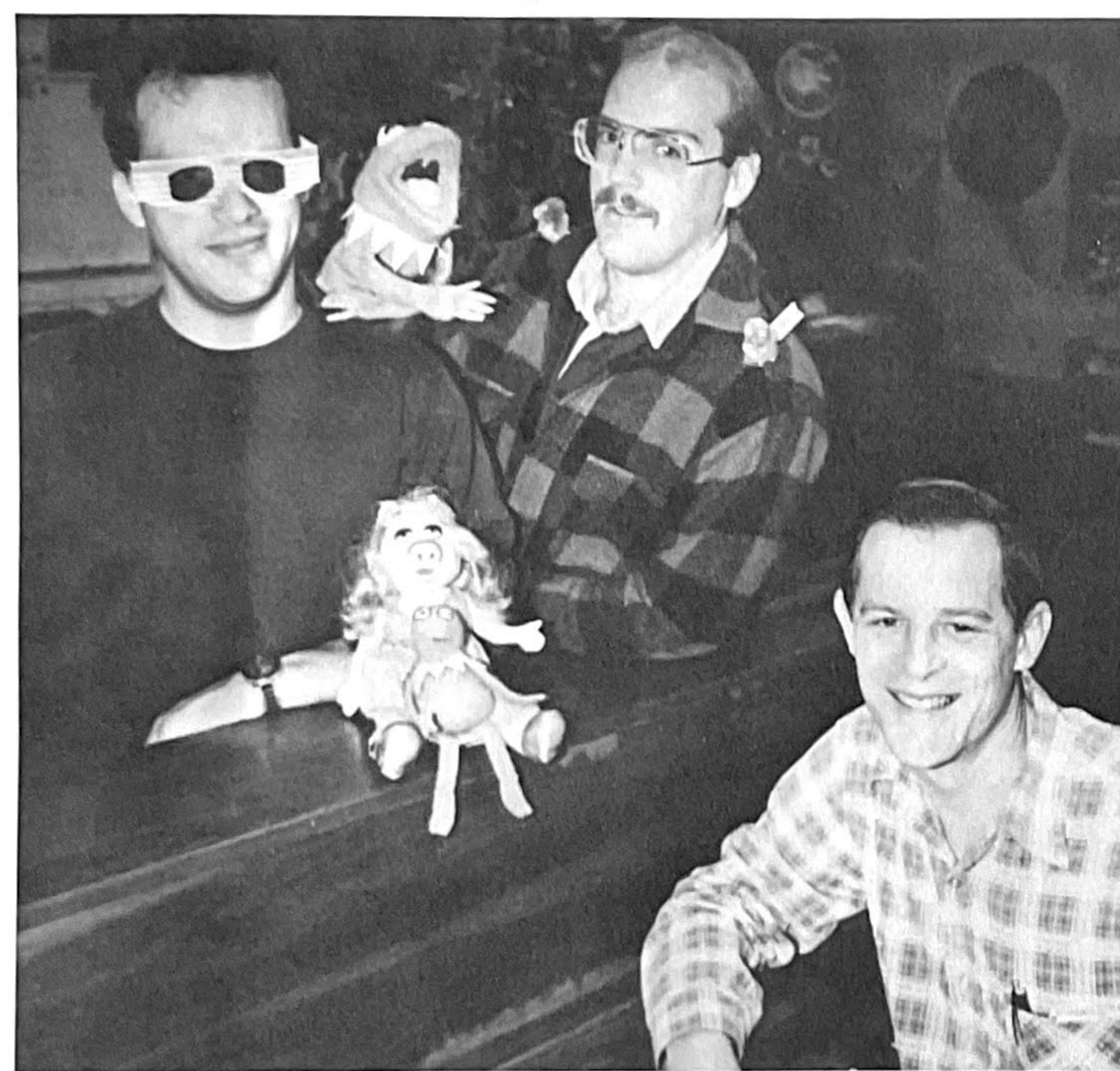


Atari and the Muppets Announce the Wedding of the Century... and the Launch (Lunch?) of a Lifetime



Gary Shannon (right), Dave Joly (center) and Michael Sierchio (left) discuss who's going to be best man while the happy couple and their ringbearer look on.

She's hog wild about him, and he's toadily mad about her—so naturally Miss Piggy and Kermit have decided to tie the knot. And with the help of Henson Associates and Atari, everybody's favorite romantic couple is making plans for the wedding. So far they've set the date, booked the church, arranged for the minister and sent the wedding invitations.

But wait! Kermit's webbed feet are getting cold because he's feeling amphibious about Miss Piggy. He thinks she's only too ready to hog tie him into matrimony. Will he leave her standing at the altar? Or will her proud porcine will prevail? You won't know until you play Miss Piggy's Wedding, the VCS™ game cartridge currently in the last stages of development. By November, Kermit will have to say "I do" and start bringing home the bacon or else make a break for it.

Coordinating the design and produc-

tion of this game cartridge is CED Product Manager Lisa Zeller, who has been busy for months brainstorming with members of Henson Associates and Atari software developers to make sure this little piggy goes to market with exciting gameplay and graphics.

Lisa is also coordinating the design and production of Pigs in Space, the other Muppet cartridge now in development. Says Lisa, "I am very excited about these two cartridges because the game designers are excellent."

The game designer of Miss Piggy's Wedding is Gary Shannon, whom we visited in his office at 275 Gibraltar. Gary took a short break from programming the game to tell us how a video game is designed. First, he says, the game concept is thought up and refined in a series of brainstorming sessions. Then, the designer and game animator decide how big to make the characters and what the background should look like.

According to Gary, the background of Miss Piggy's Wedding is going to be an aerial view of the inside of a church. He says, "We have to decide how many pews can fit in the church and still have enough space so Miss Piggy can chase Kermit between the pews. This involves a lot of mathematical calculations to figure out the best combination of sizes for the characters and the background elements. We also have to figure out how many guests to include and how big to make them."

One of the major difficulties in game design, Gary says, is representing a character in an area that is eight pixels wide by as high as you want to draw the character. Some characters, like amply-snouted Gonzo, are relatively easy to depict because they have large distinguishing features.

Another problem is figuring out how the elements of the game will interact with one another. In the initial stages, Gary says, all he is concerned about is how they are going to move, how they are going to chase each other and what is going to happen when they catch up. What he does is write a program that depicts a little pink box (Miss Piggy) chasing around a little green box (Kermit). He then sees whether he likes the game play. If he doesn't he might try having Miss Piggy go a little faster and

cont. on page 8

Project Falcon Has Landed



AtariTel president Peter Wensberg poses with the original Maltese Falcon, presented to him by Atari's sister company, Warner Brothers Pictures.

Project Falcon, Atari's latest secret operation, has shed its wings and become AtariTel, the company's fourth product division.

The actual product line, which has been two years in development, is still under wraps, but Peter Wensberg, president of AtariTel, describes the products as home telecommunications devices. But unlike many home phone products that hit the market after the deregulation of AT&T, explains Wensberg, "AtariTel will market a broad line of microprocessor-based systems incorporating features not available in other residential telecommunications products.

"We plan to become active marketing partners with local telephone operating companies in distributing the new AtariTel line," he added. In addition, AtariTel systems will be sold through traditional retail consumer electronics channels.

Atari Goes to the Academy Awards

Although Atari didn't receive any nominations, the company will play a leading role at the 55th annual Academy Awards presentation on April 11. A major sponsor of this year's gala event, Atari will be sharing the limelight with Oscar. So make sure your TV is tuned to Channel 7 or 11 when Atari shines with the stars.





Atari Star: Alberta Santangelo

This issue's Atari Star, Alberta Santangelo, has been working in Quality Assurance since the days when PONG®, Superpong™ and Quadrapong™ were the reigning threesome in home games. In the years following PONG, she's inspected everything from the ATARI

VCS™ when it first came out to such venerable Coin-Op classics as Super-breakout, Video Pinball and Basketball. What games are coming under her scrutiny these days? Pole Position™, Xevious* and Food Fight™, she says.

As a Coin-Op QA specialist, Alberta is responsible for inspecting the integrated circuits, capacitors, resistors, transistors and bare printed circuit boards that make up a coin-operated game. On boards that have been completely assembled, she is responsible for checking them against assembly drawings to make sure the right parts are in the right places.

Sandy Judd, her supervisor, compliments Alberta on "her total understanding of all incoming QA and final visual inspection of completed boards."

Sandy and Alberta go back a long way together at Atari. Sandy was Alberta's supervisor in CED Customer Service QA in 1976. Then in 1978, they both became a part of the Coin-Op team. As members of the Quality Assurance team, they see to it that all our coin-operated games meet the high standards set for them.

*Trademark and © Namco 1982



Because of the great amount of interest expressed in our recent Atari Life Readers Survey for a column on our parent company, Warner Communications, Inc., and its various subsidiaries, we are bringing you **WCI News**. In each issue we will feature the most interesting information and product news from fellow members of the WCI family: everything from exciting films in production to new sports ventures to best

selling Warner records and publications.

DC Comics

To mark the 45th anniversary of Superman, DC Comics will publish a special edition of **Action Comics**. The anniversary special issue will be twice as large as a regular comic, have gold metallic ink on the cover and be printed on special paper stock. The company has also announced plans to publish a monthly **Star Trek** comic book this year. Rights were acquired to the popular property from Paramount Pictures. The film sequel is planned for a June 1984 release.

Warner Amex Cable Communications Inc.

Drew Lewis, formerly Secretary of Transportation to President Reagan, has assumed the role of chairman and chief executive officer of Warner Amex Cable Communications Inc., which is owned by WCI and American Express.

Malibu Grand Prix

A new Malibu Fun Center Pizza Restaurant recently opened at Malibu's Castle Golf and Games site in Redwood City. The restaurant features pizza and sandwiches in a King Arthur-type setting.

cont. on page 8

How to Earn College Credit for Growing with Your Job

"A company's best assets are its people," comments Corporate Policies and Procedures Administration supervisor Celeste Putnam. That's why she has encouraged Eileen Kelly, Policies and Procedures distribution administrator, to cultivate her career growth by taking advantage of the Cooperative Work Experience Education Program offered by DeAnza and Foothill Colleges. Through the Co-op Education Program, which Eileen has been enrolled in for four quarters, she has earned 16 units of credit for raising her performance levels in her job. By achieving the objectives she set each quarter in consultation with her supervisor and Bill Mathiasen, Foothill-DeAnza Co-op Education coordinator, she was able to advance from a senior secretary into her present position. In addition to being a superperformer on the job and getting college credit for it, her 3.7 grade point average in her regular community college classes have put her in the ranks of superstudents. "I am very proud of her," states Celeste.

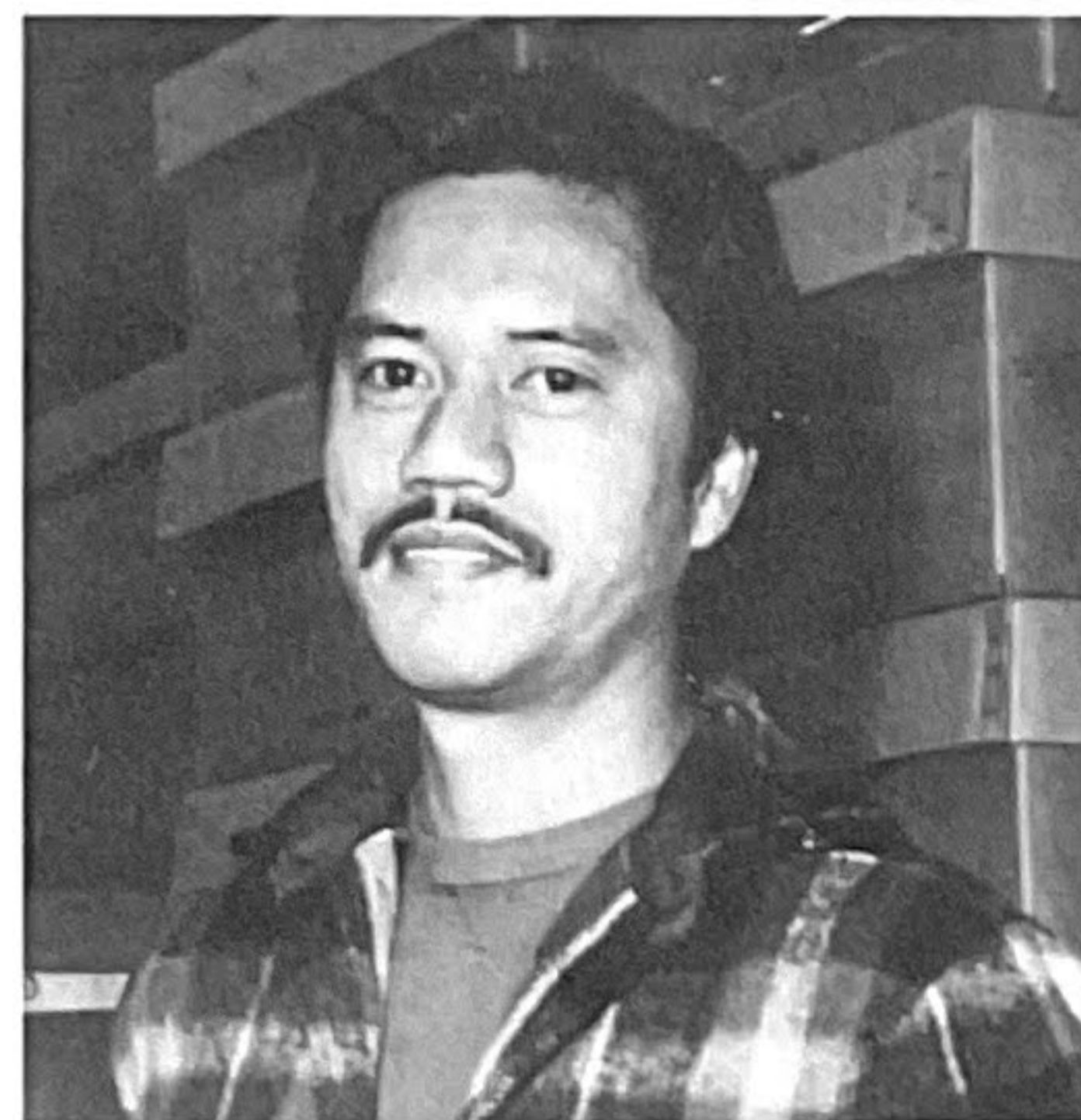
Says Eileen, "The Co-op Education Program is wonderful because it has let me grow with my job." This past winter quarter, she grew with her job by formally documenting the system her department has established for distributing Corporate Policies and Procedures manuals and updates. This



Eileen Kelly (right) and her supervisor, Celeste Putnam (left).

was a formidable task because it involved establishing a clean data base for distribution of manuals, creating a distribution log and back-up on the Micom word processing system and creating a master file and support system for corporate policy manual distribution.

Consumer Products Service material handler Wilson Cleveland is another ambitious Atari employee who is taking advantage of the Co-op Education Program. Like Eileen, he is earning credit for growing with his job. In the spring quarter his goal is to master all the skills required of a warehouse specialist/supervisor, a position he is aiming for.



While CPS material handler Wilson Cleveland performs his job at Atari, he is receiving college credit through the Co-op Work Experience Education Program.

His supervisor, Rudy Robles, is glad that Wilson is involved in the program because it is helping him achieve his potential.

At CPS's Parts and Distribution warehouse at 1312 Crossman, Wilson coordinates the shipping and receiving of parts for ATARI Home Computers and the VCS and 5200™ Supersystem. The warehouse supports the company's network of independent service centers, which are dealers authorized to repair ATARI Home Computers and game units.

How do you sign up for the Co-operative Work Experience Education

Program? If you plan to attend Foothill, call Doris Holt at (415) 948-8590, ext. 232. If you plan to attend DeAnza, call Marlene Larsen at 996-4841. In order to participate in the Co-op Education Program, you must take at least one regularly scheduled course at either college. If the class relates to your present job or one which represents a logical next step in your career development, then Atari will reimburse 100 percent of your tuition, fees and textbook costs. For more information, call Laura Roberts, Atari Educational Reimbursement Program, 732-2437.

When you contact the Co-op Education Office, Bill Mathiasen, Foothill-DeAnza Co-op Education coordinator, will arrange a meeting with you and your supervisor. At the meeting, educational/work objectives will be set. These will become your course of study for the quarter. During the quarter, Bill will periodically drop by Atari to check on the student/employee's progress. At quarter's end, your supervisor will evaluate your progress. From this report, Mathiasen will assign a grade.

Why not grow with your job and get college credit for it. Call the Co-op Education Work Experience Program at either Foothill or DeAnza today. But hurry because registration closes on Wednesday, April 13.

ACTIVITIES & RECREATION

Calendar of Events

April 16	Atari Night with the Golden State Warriors
April 24	March of Dimes TeamWalk Challenge
May 7	Pasatiempo Golf Tournament
May 15	Bay to Breakers
Weekly Events	
M/T/Th	Karate—5:30-6:30—Sunnyvale High School
M/W	Jazzercise—5:30-6:30—Sunnyvale High School
T/TH	Energetics—5:30-6:15—2820 Orchard Parkway

Atari Ski Team Excels at Corporate Ski Challenge



Atari shone brightly at Alpine Meadows last month when our six-member ski team placed sixth among the 55 companies competing in the Corporate Ski Challenge. Coming from a wide variety of backgrounds, Atari's ski club members dedicated their time and expertise to the event and finished ahead of such teams as Apple, Hewlett-Packard, Lockheed, KGO-TV, Osborne and Tandem Computers. Not bad, considering this was the first year Atari has participated in the event. The team members were:

Neill Allen, Corporate senior engineer, Cyan Engineering (Grass Valley). Neill learned of the event in an issue of Atari Life and contacted the Employee Activities office. He has skied for 14 years and has raced in NASTAR competitions.

Chris Crain, Operation Analysis and Support manager, CED. Chris has been an active skier for 29 years (he started at age 2!). Although he had never raced competitively before the Corporate Challenge, he ended up having the team's third fastest time—making him one of the most valuable members of the team.

Karl Grame, MIS computer operator, Corporate. Karl has skied for seven years and has also raced in NASTAR competitions. Karl won the Corporate Challenge class C in individual competition and was awarded a week's vacation in Park City, Utah!

Nikki Rocca, administrative assis-

tant, HCD. One of the two women on the team, Nikki has skied for seven years and has competed in NASTAR racing.

Stuart Schreyer, product merchandiser, CED. Travelling all the way from Salt Lake City, Stu joined the team as co-captain after seeing the Atari Life article recruiting skiers interested in competitive racing. He led the team to sixth place with the best team time. Stu has been a skier for 15 years and has raced competitively in the Rocky Mountain region.

Shimo Shimasaki, Employee Activities administrator, Corporate. Shimo, the team's captain, has skied for 18 years and has competed in the Far West region. She earned the third highest women's score at the Corporate Ski Challenge.

"To have six strangers come together and have such a strong team spirit was just great," says Shimo. "The best thing was that our pride in Atari was so obvious to other companies."

This spirit certainly worked in their favor because the competition was fierce. Some opposing team members were world class racers—one participant was a member of the Austrian Ski Team!

Although the team is still basking in its glory, it's not resting on its laurels. Recruiting has already started for next year's team. If you are interested in trying out for the team, contact Shimo Shimasaki at 988-0762.

Sports Update



Basketball team coach Rick Bernard accepts the championship trophy from Shimo Shimasaki.

The Atari Co-Ed Softball Tournament scheduled for the April 9-10 weekend has been cancelled.

Atari Co-Ed and Men's Softball Leagues

The Employee Activities department is arranging a co-ed's and a men's softball league for Atari employees only. The league games will be held either during the week or on weekends on San Jose or Santa Clara fields. If you want to join either of these leagues, get your team together and have your team manager call Shimo at 988-0762 for more details. The leagues are expected to begin playing practice games at the end of this month.

Basketball

Atari now has another championship basketball team! By defeating top-ranked NASA/Ames Research with a score of 77-61, our men's team in the "B" league of the City of Sunnyvale conquered the league. Congratulations, guys!

Winners of the St. Patrick's Day Family Fun Run

The first place winners of the St. Patrick's Day Family Fun Run were:

One Mile

Age 40 and over

Men: Mike Nohelty

Women: (no entry)

Age 30-39

Men: Rich Stiller

Women: Nancy Guich

Age 20-29

Men: Jim Green

Women: Rhonda Padilla

Age 10-19

Boys: Philip Johnson

Girls: Lisa Paterson

Age 9 and under

Boys: Luis Johnson

Girls: Kristi Nohelty

Closest predicted time: Jason Neu;

5K

Age 40 and over

Men: Ray Mascia

Women: (no entry)

Age 30-39

Men: Rich Stiller

Women: Nancy Timbers

Age 20-29

Men: Jim Green

Women: Lisa Bailey

Age 10-19

Boys: Philip Johnson

Girls: (no entry)

Age 9 and under

Boys: (no entry)

Girls: (no entry)



Runners get off to a good start in the 5K race.

Winners of the "Atari Ads"

Here is our gallery of winners and runners-up in the "Atari Ads by Children" Contest. Atari Life staff were delighted

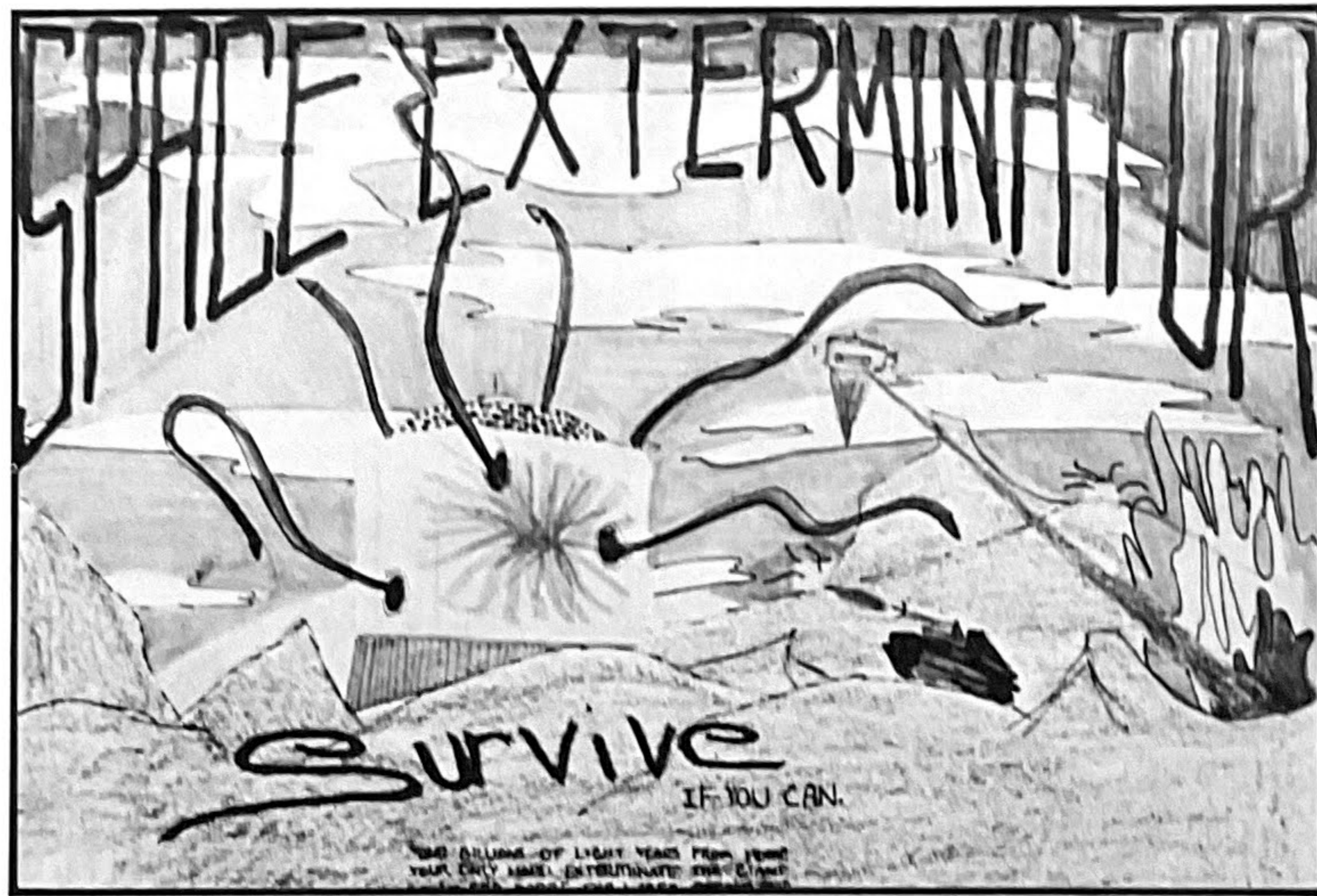
by the multitude of entries submitted, some coming from the children of employees in Atari offices on the East Coast. T with th the yo



"Atari Ads by Children" contest winners and their parents: (left to right) Patricia Wooldridge, Donnie Wooldridge, Tracy Senter, Jason Phillip Berry, Madeleine Sexton, Shawn Orr, David Eastman, Stephen Eastman and Patrick Orr.



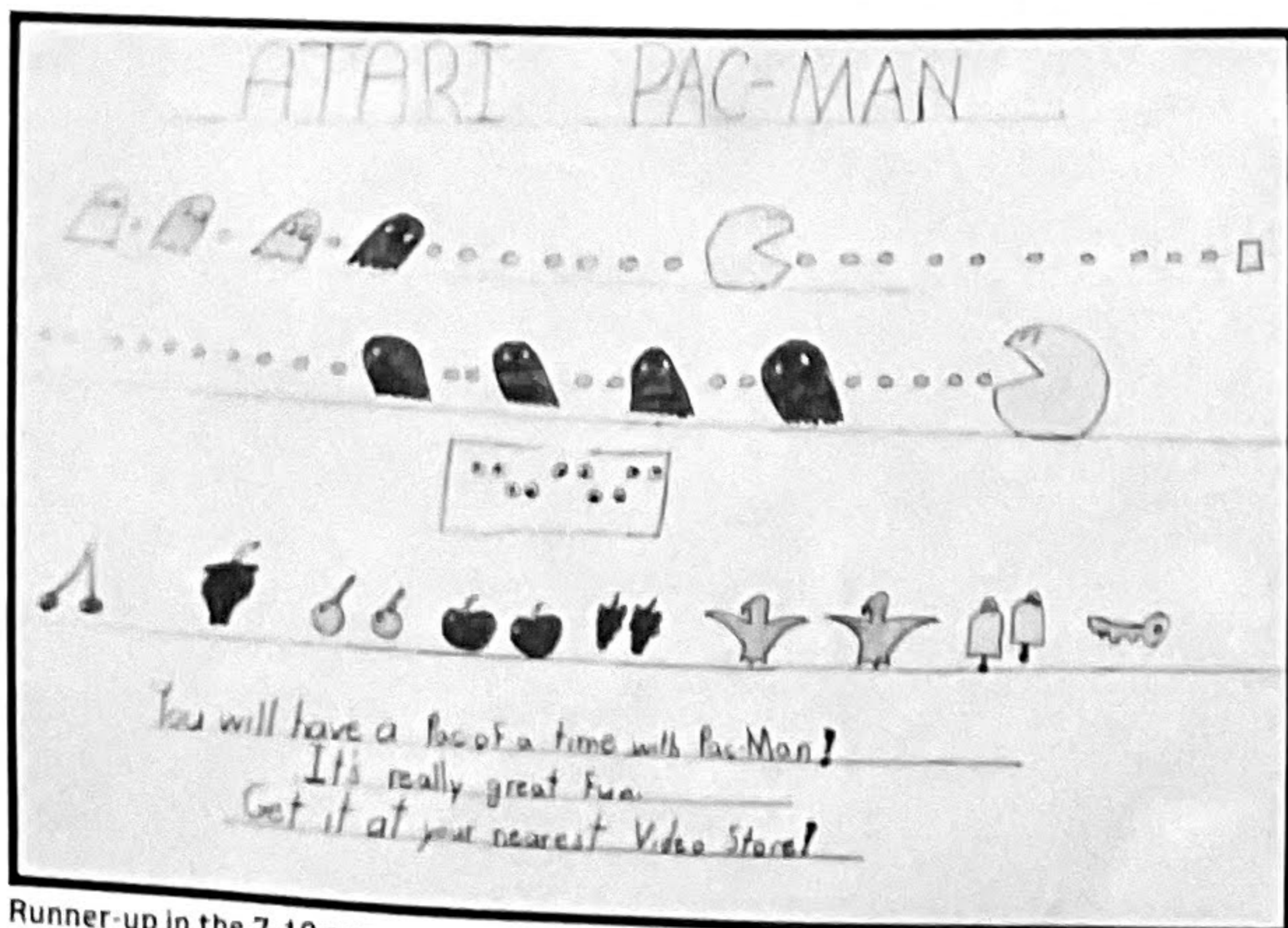
First place in the 7-10 age group: Tracy Senter, 8, daughter of Mary Senter, product merchandiser, CED.



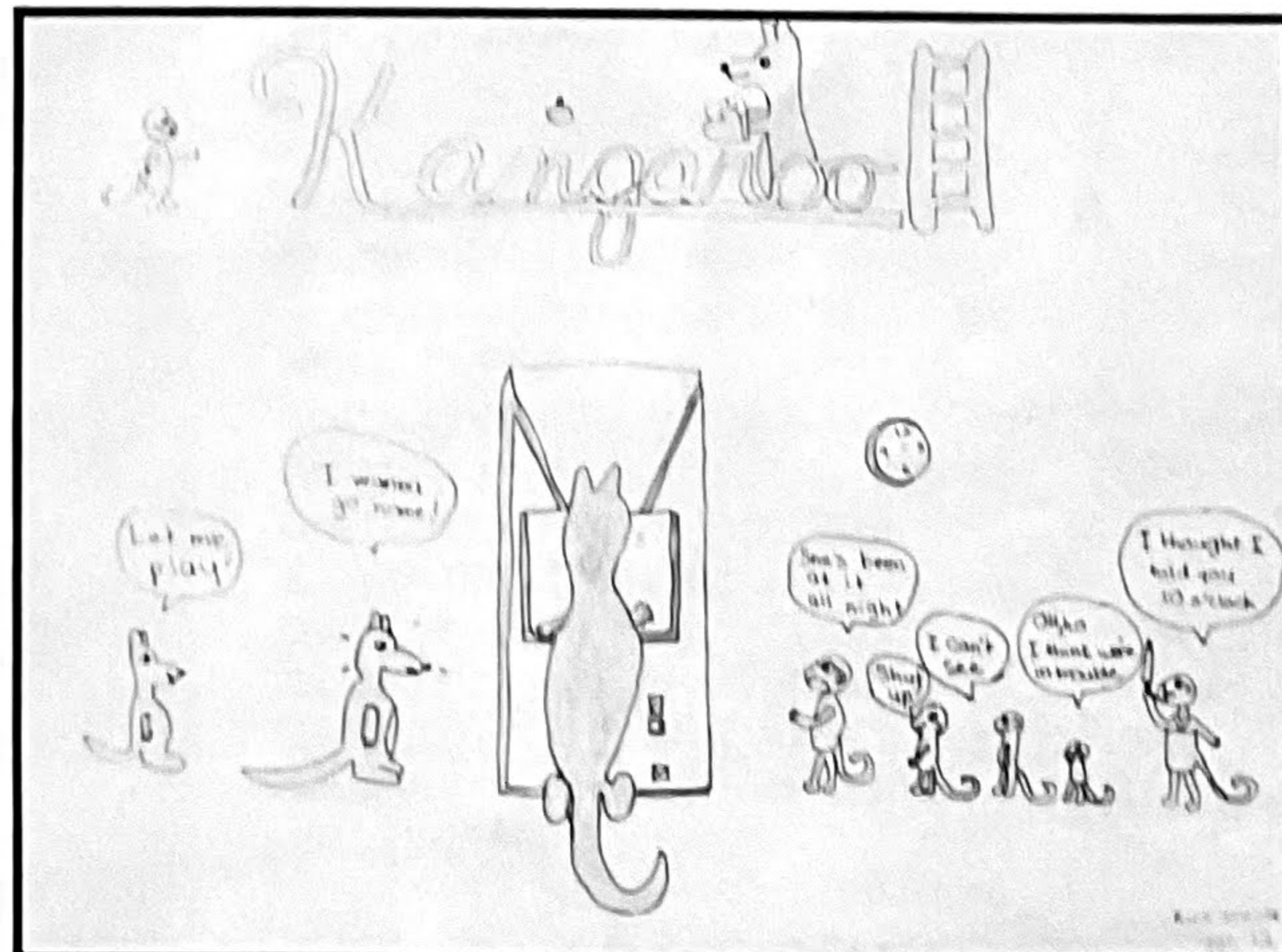
First place in the 11-14 age group (tie): Stephen Eastman, 14, son of David Eastman, CAD Layout Design manager, Corporate.



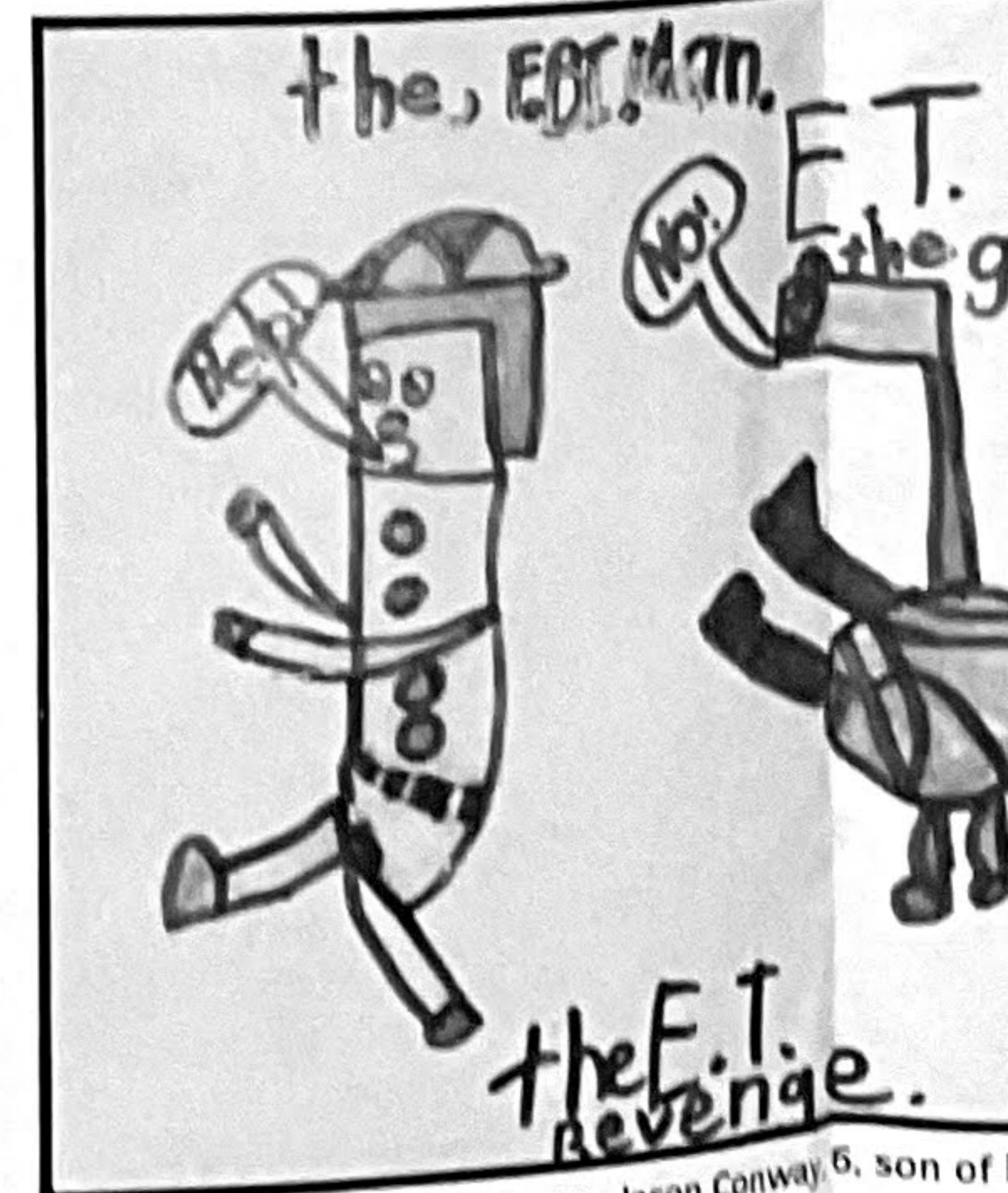
Judges' Special Prize: Jason Phillip Berry, 13, Madeleine Sexton, technical librarian, HCD.



Runner-up in the 7-10 age group: Arish Khanna, 8, son of Moe Khanna, Component Engineering manager, HCD.



Runner-up in the 11-14 age group: Kirk Yoshida, 12, nephew of Shimo Shimasaki, Employee Activities administrator, Corporate.

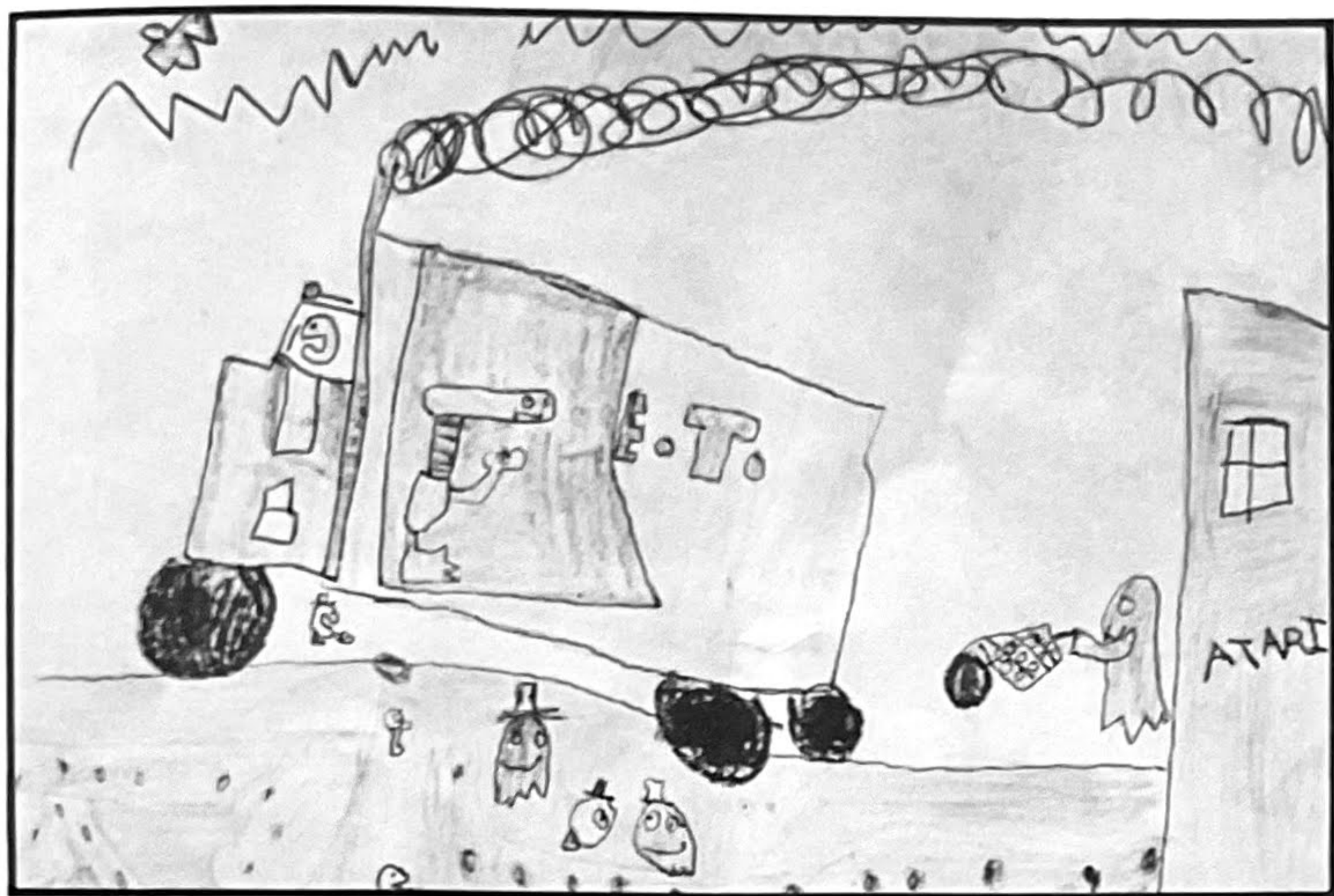


Runner-up in the 3-6 age group: Jason Conway, 6, son of analyst, Corporate.

Ads by Children" Contest

Coast. The judges were VERY impressed with the imagination and artistic skill the young artists displayed in their

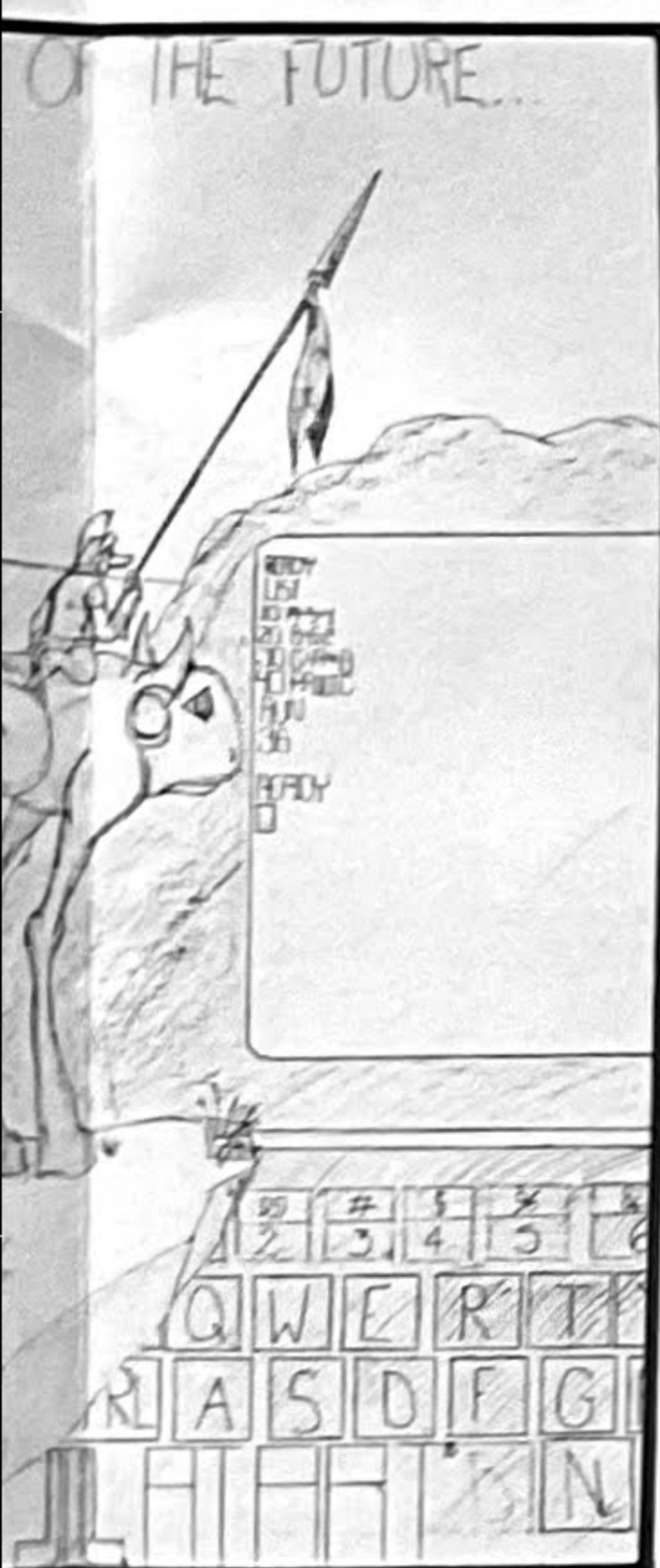
entries. To show our special thanks, all the other children who entered the contest will receive a special award ribbon.



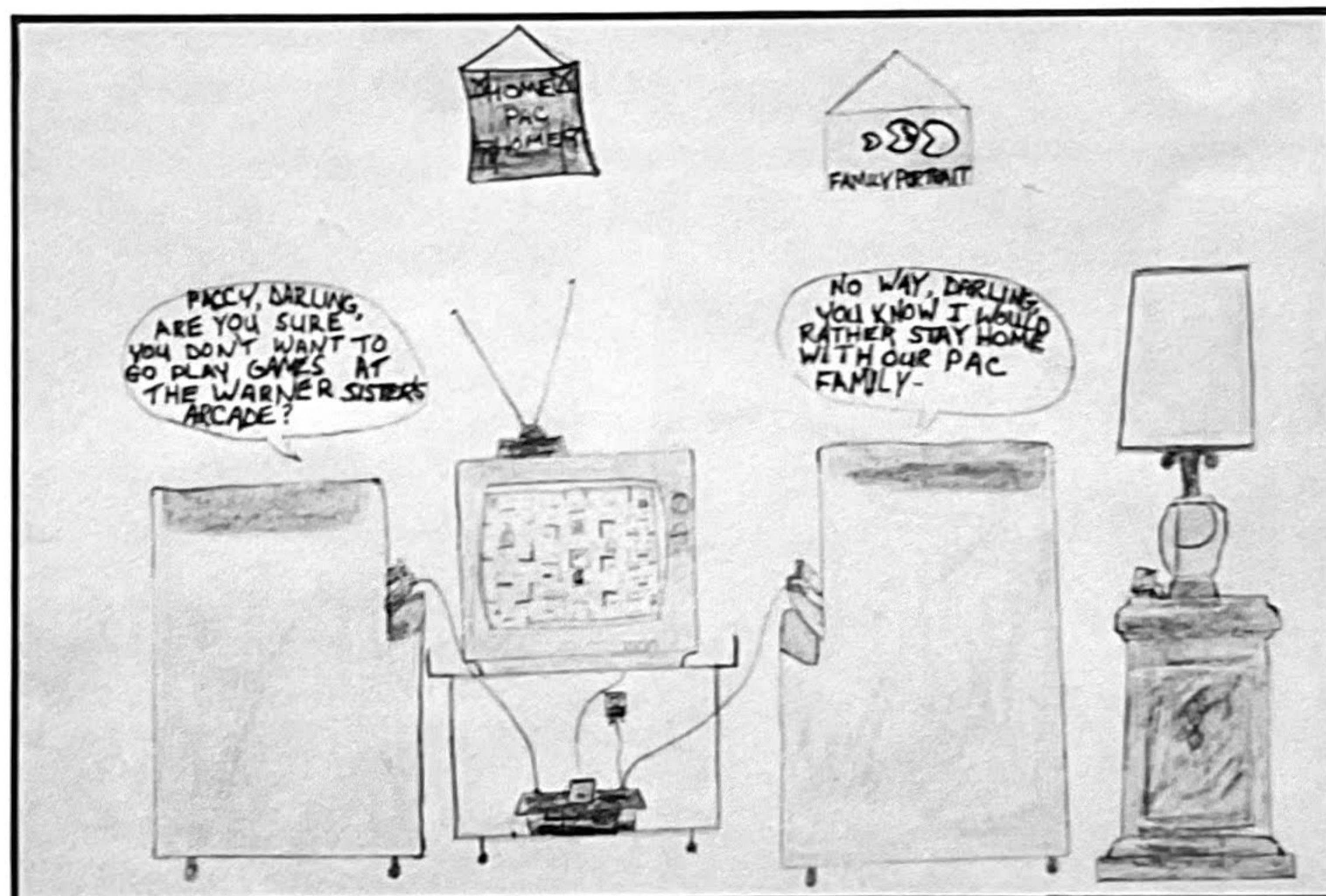
First place in the 3-6 age group: Shawn Orr, 5, son of Patrick Orr, graphic artist, CED.



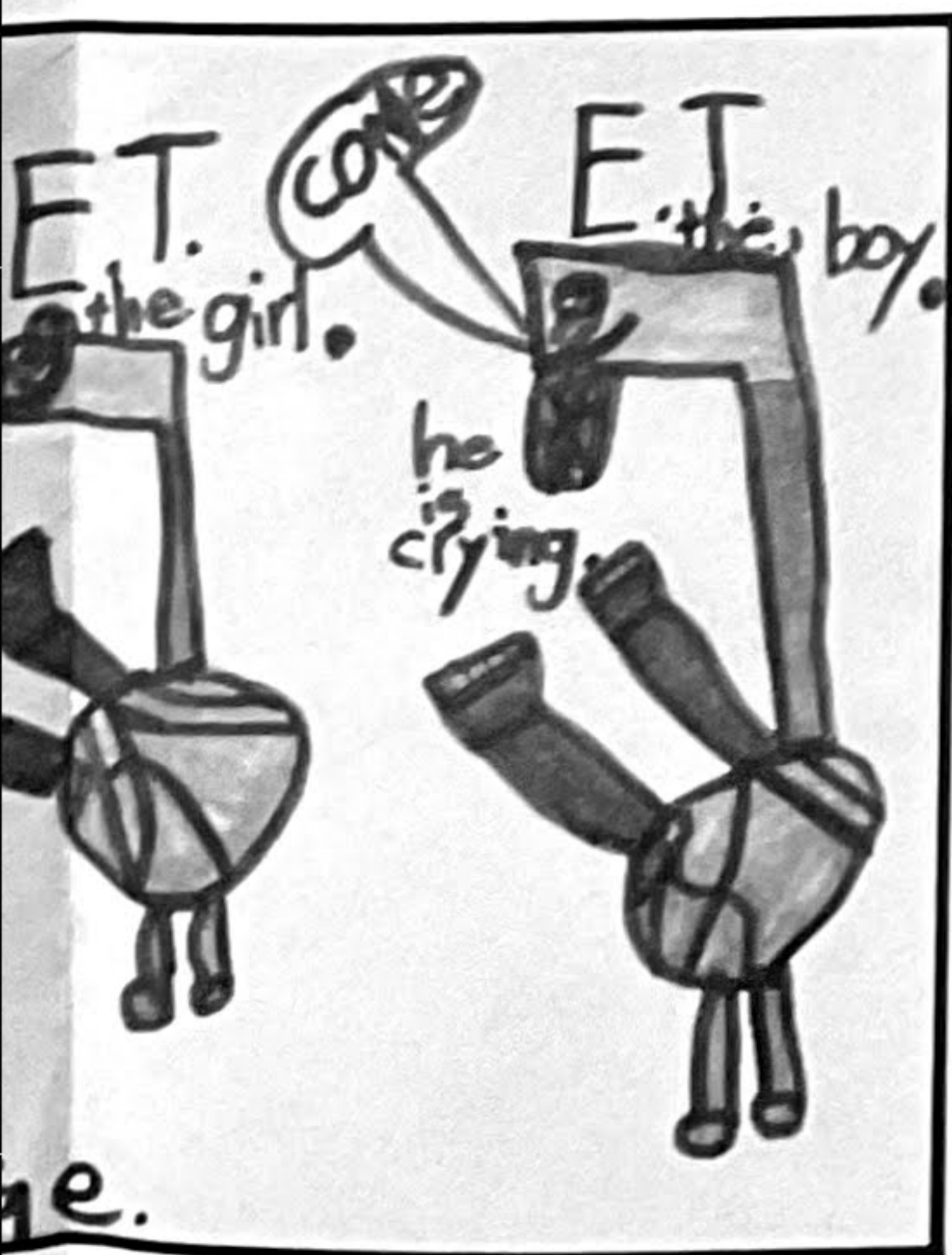
In the last round of judging, Ginny Talmadge, Advertising/Merchandising manager; Ted Kahn, Atari Institute director; Andy Leonard, Advertising director, HCD; and John Hayashi, Graphics director, CED, debate the merits of the finalists. Not pictured: George Opperman, Visual Communications director, Coin-Op.



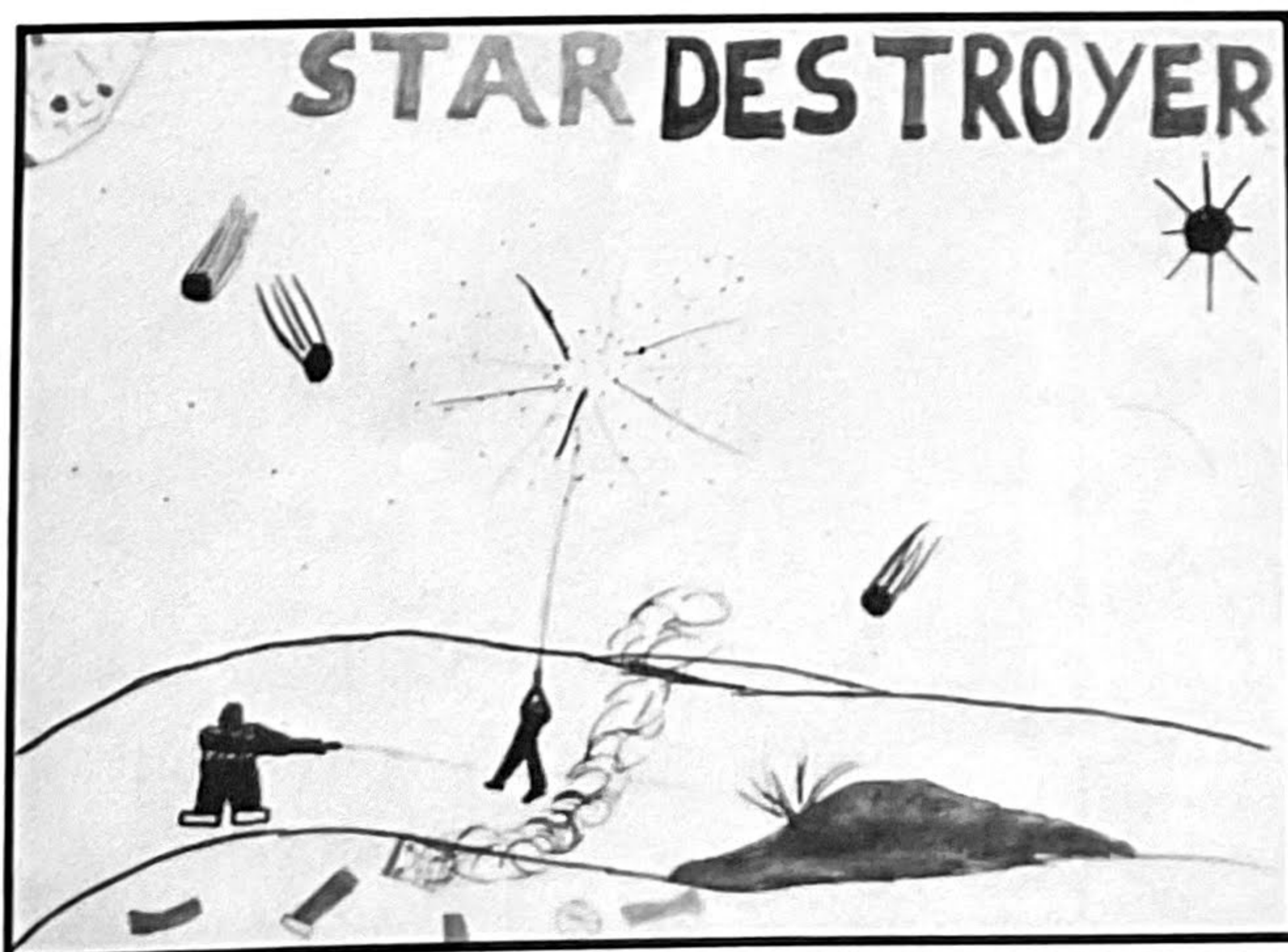
Phillip Berry, 13, son of Librarian, HCD.



First place in the 11-14 age group (tie): Donnie Woolridge, 12, son of Patricia Woolridge, senior secretary, CED.



ay, 6, son of David Conway, Policies and Procedures



Runner-up in the 7-10 age group: Chris Terzian, 10, son of Fred Terzian, engineering supervisor, HCD.



Runner-up in the 7-10 age group: Melani Dingel, 9, daughter of Jean Stiehler, senior systems analyst, Corporate.

Go Bonkers! Run Bay to Breakers

On Sunday, May 15, one of the most popular and bizarre running events in the world will take place for the 72nd year in a row: Bay to Breakers. With or without race numbers, runners from everywhere (including outer space!) join in the point-to-point 7.51-mile course from the bay to the ocean in celebration of San Francisco and its throngs of two-legged to 20-legged running enthusiasts.

The 1982 event was televised live, with several repeat broadcasts. But just because the famous naked lady regularly graces the event, and just because thousands of entrants can be seen tossing their sweats into the air minutes before the race begins, and just because costumes are as important as split-times, don't get the idea that this race

isn't taken seriously by top runners. Rod Dixon's 1982 record time of 35:07.6 is evidence that somebody is actually trying to win.

Atari Employee Activities is planning to coordinate a bus trip to San Francisco for Atari employees and their families for the event this year. We need to know how many people are interested in participating for a nominal fee in order to make appropriate plans. We are also interested in hearing your creative ideas on how we can best show our Atari spirit through costumes, hats, etc., at the event. If you have any ideas and/or are interested in participating in Bay to Breakers, call Toni May, Employee Activities, 988-0352, and ask to be placed on the list of potential participants.

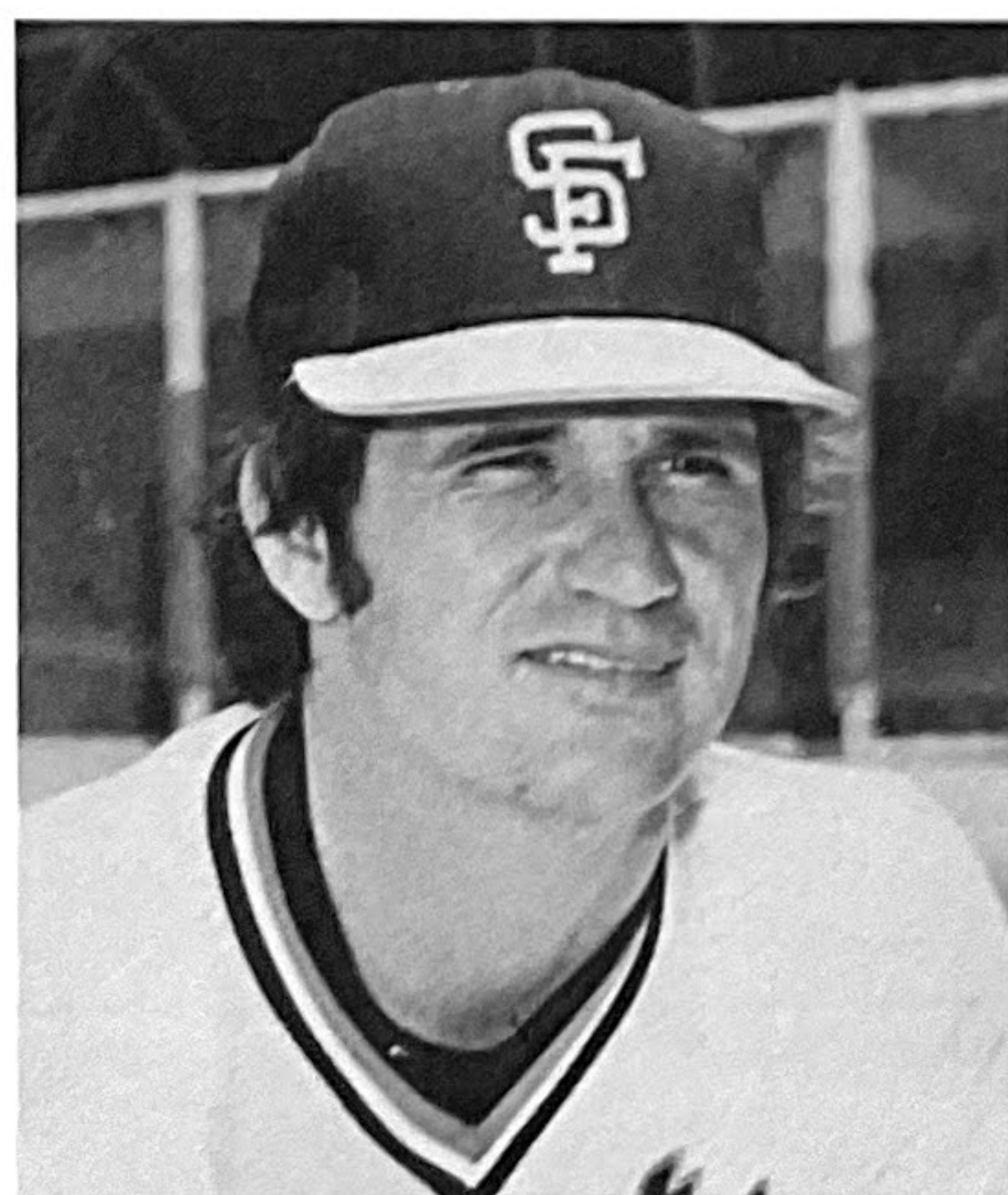
San Francisco Giants Ton-of-Fun Party for Atari Employees

Plan now to bring your family and friends to our special Ton-of-Fun Party with the San Francisco Giants when they take on the world-champion Saint Louis Cardinals Tuesday evening, May 10, at Candlestick Park. Lower reserve seats are being discounted to only \$5 each! It's going to be a great event, and if you like treating your family to exciting, wholesome entertainment, here's your chance. Hot dogs, peanuts, major league suspense...the works.

Use the form below to reserve your seats now. If you want to sit with specific members of your department, be sure that your orders are included in the same envelope. Mail orders to: San Francisco Giants, Candlestick Park, San Francisco, CA 94124. Attention: Group Sales.

Sign-up deadline is April 22. Tickets are limited and will be made available on a first-come, first-served basis. Payment

via check or VISA/MasterCard charge must accompany order. Tickets will be mailed to you two weeks prior to the game.



See pitcher Gary Lavelle in action at Candlestick Park with the Giants.

Laurie Christensen Appointed Chairman of NCIRC



Employee Activities manager Laurie Christensen

Laurie Christensen, Atari Employee Activities manager, has been appointed chairman of the Fifth Annual Northern California Industrial Recreation Conference to be held this May. Laurie was selected to preside over the conference at the recommendation of the Tri-County Industrial Recreation Council, which he served as president in 1982. The conference will be attended by more than 300 industrial recreation directors from all over the Bay Area.

March of Dimes TeamWalk Challenge

Atari will be participating in the annual March of Dimes WalkAmerica 30-kilometer TeamWalk Challenge on Sunday, April 24. Funds raised will go toward the fight against birth defects and to help fund local intensive care nurseries and prenatal clinics.

If you are interested in learning more about the TeamWalk Challenge, contact the Employee Activities office, 988-0352.

Forty-Niner Season Tickets

Although '83/'84 season tickets to the San Francisco 49ers games are sold out to the general public, you still have the opportunity to purchase them through Atari Employee Activities. We have access to a block of seats located on the upper deck (section 54) in the end zone. Price for the tickets is \$150 (10 games at \$15 each). For more information, call Ken Castles, 266-2200.

Atari Team Report

SPORT	DATE	GAME RESULTS	CURRENT STANDINGS
BASKETBALL—MEN "B" City of Sunnyvale	2/22	Atari 77 NASA/Ames Research 61	6-1-0 Champions
	BASKETBALL—MEN "B" City of San Jose	2/8 Atari-Message 65 Rebels 68	
BASKETBALL—MEN "B" City of San Jose	2/15	Atari-Message 57 Coast Fabrication 48	2-6-0
	2/22	Atari-Message 54 Louisville Spurs 58	
	3/1	Atari-Message 38 Blazers 45	
	3/8	Atari-Message 64 D.J.'s Skyline Heating 68	
	3/15	Atari-Message 48 Rebels 57	
BASKETBALL—MEN "C" City of San Jose	2/7	Atari-Men at Work 60 With Ourselves 59	5-2-0
	2/14	Atari-Men at Work 60 FMC #2 41	
	2/21	Atari-Men at Work 59 Versatec 36	
	2/18	Atari-Men at Work 65 SATTCO 44	
	3/7	Atari-Men at Work 77 Dam Beavers 52	

ATARI NIGHT • TUESDAY, MAY 10-7:30 P.M. vs ST LOUIS
PLEASE RESERVE _____ LOWER RESERVE TICKETS FOR ME AT \$5.00 EACH

NAME _____
ADDRESS _____
CITY/ZIP _____

Enclosed is my check or money order (include one dollar per complete order/handling) made payable to San Francisco Giants.
 Charge my VISA MasterCard

Card No. _____
Expiration Date _____
Signature _____

FOR OFFICE USE ONLY:
No. of tickets _____
Location _____
Date _____
Amount \$ _____
Date Mailed _____
By _____

Doug Crockford Turns Hobby into a Career

When Doug Crockford submitted his game program, "Galahad and the Holy Grail," to the Atari Program Exchange (APX) last year, he had no idea it would land him a job as a game designer for Atari Research and Development. Doug's game was awarded first place last summer in the APX Quarterly Contest. And to his delight, it brought him to the attention of Atari Games Research manager Chris Crawford and the rest of the R&D staff.

"Although it took me by surprise, I had absolutely no reservations when Chris Crawford called and asked me to join the team," says Doug.

Doug first began the project as a hobby for his own amusement while working as a computer programmer for Tymshare. After buying an ATARI 800™ Computer, he wanted to try converting ADVENTURE, a VCS™ 2600™ game, into a home computer game. But as soon as he started to do so, all kinds of game variations came to him. He decided instead to design his own game.

How does a game designer plot out a new game?

"Everyone has his own technique, but I first started with a story and ideas for characters who would be in the story," he explains. "The mysterious Middle Ages have always intrigued me, so one of

the traditional stories from that era set the stage for Galahad and the Holy Grail."

The plot of Galahad combines the exploits of the knights of King Arthur's Court and the hijinks of Monty Python, allowing the player to encounter honorable knights and undergo the challenge

of humorous obstacles. The game is a series of 96 mazes that vary in sequence, depending on which way the player moves his joystick. He must guide his knight through a landscape of walls, roads, meadows and forests. Some of the walls have magnetic powers, and

the player can enter into secret portals when he passes over them.

According to Doug, it can be difficult to scale down your expectations in designing a game from what you WANT it to do into what you CAN make it do.

"After I had eliminated certain things and felt that there was enough stuff in it, I decided I was finished," he says. "But from the beginning, it all flowed smoothly."

Doug compares game designing to writing a novel: "All the thoughts I've gathered throughout my life—who I've known, where I've been—collected together and formed mental snapshots. The game is the result."

In addition to his talent for game designing, Doug plays the bass and flute, writes music and is currently writing a musical screenplay fantasy. The plot? A little girl becomes a musician to rise up out of poverty during the Middle Ages.

Now a member of Corporate R&D, Doug is working on writing new languages for the ATARI Home Computers. He encourages computer enthusiasts of all ages to learn how to design their own games and to become involved in APX.

"APX is one of the most exciting things going on at Atari because it gives people a chance to enter into the field," he says. "I'm living proof of that!"



Doug and his award-winning game, Galahad and the Holy Grail.

Silkscreen Sets Quality Record

The woodline crew of the Coin-Op Games Silkscreen Shop is on a roll! They are in the midst of their tenth week of 99.7 percent flaw-free production.

Working with huge silkscreen presses, the 8-man crew prints up to six colors on the wooden panels used to make the game cabinets for Atari's coin-operated video games.

Silkscreen's Quality Assurance (QA) inspectors examine each board closely for nicks, scuffs, cracks, vinyl and molding damage, color tone and overlap. The 99.7 percent QA record means that less than five boards a day are flawed.

According to senior supervisor Mike Budriunas, most of the flawed boards can be retouched, reworked and refinished to pass inspection. Over the course of a week, 3,000 panels make 18,000 press runs. No more than seven panels are ever totally rejected in that time.

The almost-100 percent QA record is up from 93 percent during the same time last year. "It has a lot to do with pride of workmanship, plus a lot of training," explains Mike. "This crew gives 100 percent," adds Silkscreen manager Dave Coiner. "I'm really proud of them."



The quality woodline crew: (left to right, standing) Ray Budriunas, Ken Thompson (lead), Adan Barajas, Alfonso Carillo and Kirk Martin; (left to right, kneeling) Mike Small, Bob Albers, Frank Jimenez and Jose Basulto.

CLASSIFIED ADS

For Sale: Technics Cassette deck #RS-m218 Dolby system. Brand new, must sell. \$130. After 5 p.m., call 255-9733.

For Sale: 1978 Kawasaki, 650cc, 4-cylinder. Excellent condition. Case savers, back rest and luggage rack. \$1095. After 6 p.m. call Mike, 448-5236.

For Sale: 1981 Dodge Ram D-50. Custom paint, sunroof, power steering and brakes. 5-speed, tilt-steering wheel, AM/FM/cassette, air, mag wheels. \$7000. After 3 p.m., call 773-0919.

For Sale: 1973 Datsun pickup with shell, radials, new clutch and valves. Runs great! 24-MPG. \$1800 or best offer. Call Milt, 942-7337. Evenings 275-0578.

For Sale: Portable, electric Remington typewriter, \$70. Unfinished wooden desk with four drawers, 30 x 15 x 30", \$25. Kitchenette set—yellow/white pedestal table with 4 swivel chairs, \$50. Metal home file—1 file drawer, 1 storage area, \$15. After 6 p.m., call Gail, 374-5871.

For Sale: 1971 Chevy Monte Carlo. Clean inside and out, must see to appreciate. Power steering and brakes. \$1500. Call 942-3411.

Free: Two rear axles for late 50's and newer Studebakers. One is type 44, 3.34:1; the other is type 27, 3.73:1. I will be moving soon and can't take them with me. Rather give than throw away. Call Geoff, 942-3258 or 247-7453.

For Sale: 400KZ motorcycle parts. Includes front end, both wheels, fenders, carbs, gauges, brackets, pegs, nuts and bolts. CHEAP! Call Milt, 942-7337. Evenings, 275-0578.

For Sale: 1979 Camaro Z28. Silver with gray interior. 350 engine. Excellent condition. 22,300 miles. \$7800 or best offer. Call Paula, 942-6823. Evenings, 225-9780.

For Sale: AIWA 6900 cassette deck. 3 heads, 3 motors, top of the line. Paid \$900, asking \$300 or best offer. Hardly used/mint condition. After 7 p.m., call 258-0856.

For Sale: King-size waterbed on 6-drawer raised pedestal. \$800. Call Nancy, 945-7424.

For Sale: 1973 Volkswagen Bug. New engine. Many extras. Runs great. \$2900 or best offer. Call Ed, 745-1310.

To place an ad in the Atari Life Classifieds, just jot down the information and send it to:
ATARI LIFE
3900 Freedom Circle

Portrait of an Average Video Game Player

Picture the average video game player as a well adjusted teenager who's active socially, enjoys sports and maintains a good grade point average. So say the results of a national telephone survey Atari recently commissioned Custom Research, Inc. of Minneapolis, Minnesota, to conduct in order to gain marketing information which will help shape future product development for the Coin-Operated Games Division.

According to the survey, which consisted of 2,000 interviews with males and females between the ages of 10 and 45, the typical video game player is likely to be a good student. Thirty-seven percent of the adolescent players surveyed said math is their favorite school subject, and 76 percent have an overall grade average of "B" or above.

In addition to a healthy interest in academics, video game players were likely to be involved in group activities and team sports. The studies characterized them as "do-ers," in contrast to

non-players, who were interested in individual activities such as reading or sewing. This group, the study termed "observers."

Three categories of game players were identified by the survey: heavy, medium and light. "Heavy" players, those who play at least once a week, were dominated by teen-age males. "Medium" players, those who play one to three times a month, represent members of both sexes. "Light" players, those who play less than once a month, consisted mostly of women. Overall, it was found, the amount of time and money players devote to playing video games appears to be minor—over 70 percent of all players spend 30 minutes or less per visit and over half spend \$1 or less per visit to a video game location.

Players from all three groups say they consider video games to be one of many leisure time activities they participate in, and not the primary focus of their interests.

Fire Extinguishers in the Home

Fires cost us close to \$7 billion a year, to say nothing of the annual toll in deaths and injuries.

If you have a fire extinguisher nearby at home and know how to use it, you might be able to put out a fire or prevent a small fire from becoming a large one. To help you prepare for such an emergency, here are some questions and answers about fire extinguishers.

What's the best type of fire extinguisher to buy?

A multipurpose dry chemical Class ABC fire extinguisher is the best choice for general home use. Fire extinguishers are classified according to the types of fires they are suitable for putting out: Class A fires involve ordinary combustibles such as wood, trash and paper; Class B fires involve flammable liquids such as grease and gasoline; and Class C fires involve live electrical equipment. A multipurpose fire extinguisher (ABC) can put out all three types of fires.

Is a fire extinguisher always the best way to fight a fire?

Use a fire extinguisher only when you are nearby when a fire starts or if you discover a fire in its early stages. Never try to tackle a major blaze. While you're fighting the fire, be sure everyone else gets out of the house and that the fire department is called. If the fire spreads beyond the spot where it started or if the fire could block your exit, don't try to fight it—get out!

There are also quicker ways to put out some fires than by using a fire extinguisher. A grease fire on the kitchen stove may be easily smothered with a pan lid or metal cookie sheet. And a bucket of water is usually best for putting out a paper or wood fire. The dry

chemical in multipurpose fire extinguishers is a fine powder when sprayed on a fire. This powder can be cleaned up with a vacuum cleaner, but it does make some mess.

How do you operate a fire extinguisher?

Instructions for different models vary somewhat, so read the operating instructions on your extinguisher carefully. Most fire extinguishers are operated by first pulling or twisting a ring pin that prevents the contents from being accidentally discharged. Stand back eight feet or so from the fire and aim the nozzle at the base of the fire. Squeeze or press the lever while sweeping from side to side. Fire extinguishers discharge their extinguishing material quickly—in as little as eight seconds for typical models.

How can you be sure your fire extinguisher will work when you need it?

Inspect every fire extinguisher in your house and garage every couple of months. Look at the pressure gauge to make sure the extinguisher hasn't developed a slow leak or been partially discharged. Lift the extinguisher off its bracket mounting to make sure that it's in good condition and easy to remove. An ABC fire extinguisher should be checked by a qualified extinguisher service about every six years.

What do you do with a fire extinguisher after you use it on a fire?

Rechargeable models must be taken to a service center for recharging after they've been used, even if only partially. Ask your dealer how and where to have it serviced and inspected, or look in the Yellow Pages. Recharging costs about \$5 to \$10.

Atari and the Muppets

cont. from page 1

Kermit a little slower. Maybe he'll decide he doesn't have enough wedding guests getting in the way, so he'll add more to complicate the maze and thereby make it more challenging. Conversely, he might decide there are too many guests cluttering up aisles and decide to remove a few.

When Gary finishes writing the program for Miss Piggy's Wedding he will have written two to three thousand instructions in Assembly language. Most games for the VCS contain eight thousand instructions, most of which are devoted to gameplay. The rest of the instructions are taken up defining how the characters and playfields look.

According to game animator Dave Joly, there is a constant tradeoff in game design between graphics and game play. He says, "The more room you use in memory for fast-action gameplay, the less you have for detailed graphics."

Dave is responsible for designing the background, the play field and the characters. Since everybody knows how the Muppets look, Dave has to transfer the quintessence of that look onto the video game screen. He says, "Each character has his or her own movements, style and expressions. Miss Piggy's karate chop, for example, is a good example of an action which identifies a character. It is part of her whole schtick."



Lisa Zeller

To do the animation for both Miss Piggy's Wedding and Pigs in Space, Dave works with the Animate program designed by Coin-Op Games senior programmer David Theurer for the ATARI 800™ Home Computer. This program allows Dave to draw the characters on the TV screen and animate them. First, he draws a sequence of images on the screen, changing each successive one slightly for each phase of movement, as in regular cel animation. Then he presses the Animate function in the program, and the computer runs through the sequence of images, thus creating the illusion of movement.

Designing the Pigs in Space cartridge is Michael Sierchio. He is having a lot of fun programming the cartridge because the litter of four games on the cartridge include parodies of some of the best known space games: Asteroids®, Vanguard* and Space Invaders**. Like most parodies, many puns are involved.

For instance, one game involving a space duel between ships equipped with pasta blasters is called "Chicken-Catch-Atari." In "Dr. Stangepork Goes Gonzoid" Dr. Stangepork is armed with a weapon called a "Boommerray" which fires sausage-shaped missiles. "If the Boommerray boomerangs and hits the character who fired it originally," explains Lisa Zeller, "then you could say that it's possible to be 'one's own wurst enemy'."

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Warner

cont. from page 2

Warner Bros. Pictures

Films in production include **Never Say Never Again**, a James Bond film starring Sean Connery; **Deal of the Century**, starring Chevy Chase; **Greystoke: The Creation of Tarzan and His Epic Adventures**; and **Swing Shift**, starring Goldie Hawn. In post production are **Stand On It**, starring Burt Reynolds and Loni Anderson; **The Man With Two Brains**, starring Steve Martin; and **National Lampoon's Vacation**, starring Chevy Chase.

Warner Publishing

One of the new Trade Paperback titles recently released is: **Thorn Bird Country**, by Colleen McCullough, a tie-in with the release by Warner Bros. Television of **The Thorn Birds** on ABC-TV. **WCI Record Group**

The Coalition to Save America's Music (SAM), representing more than 2 million people and hundreds of companies and organizations from all sectors of the music community, has called for immediate passage of legislation to lessen the home taping problem and control unauthorized commercial record rentals. Senator Charles Mathias (R-MD) and Congressman Don Edwards (D-CA) were praised by SAM when they introduced in both the Senate and the House "The Home Recording Act of 1983," dealing with audio and video home taping, and the "Record Rental Amendment of 1983," dealing with the problem of record rentals. The home taping bill would free the consumer from liability for taping for private use and compensate the creators and copyright owners of recorded music.

ATARI LIFE

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