



THE ATARI XL/PRINCE OF PERSIA MARKS A SIGNIFICANT EVENT IN THE RETRO GAMING COMMUNITY ORIGINALLY GREAT-
 FOR ITS FLUID ANIMATION AND ENGAGING GAMEPLAY. THE GAME SAW NUMEROUS PORTS TO VARIOUS SYSTEMS BUT HAD NOT BEEN
 OFFICIALLY AVAILABLE FOR THE ATARI 8-BIT COMPUTERS UNTIL A DEDICATED TEAM BROUGHT IT TO LIFE.

AFTER TWO YEARS OF INTENSE DEVELOPMENT, THE TEAM MANAGED TO PORT "PRINCE OF PERSIA" FROM THE BEG MASTER VERSION.
 KEEPING THE GAME'S CORE EXPERIENCE INTACT FOR ATARI XL/PC USERS. THIS EFFORT MADE IT POSSIBLE FOR ATARI 8-BIT USERS TO
 ENJOY THE GAME WITH 128K OF RAM, OPENING UP A NOSTALGIC JOURNEY BACK TO ONE OF THE MOST INFLUENTIAL GAMES OF ITS
 TIME. THE ATARI PORT WAS MADE POSSIBLE THANKS TO CONTRIBUTIONS FROM SEVERAL INDIVIDUALS ON BOTH THE ARTISTIC AND
 TECHNICAL FRONTS. THE ART SIDE INCLUDED CONTRIBUTIONS FOR CHARACTERS ART AND THE PRINCESS ROOM BY @TIX, MUSIC AND
 SOUND EFFECTS BY MULTIPLE ARTISTS SUCH AS @MINKER, @VINGSOOL, @EMARV, @MAMAKRY, AND @SUPERJIM, WHO CONTRIB-
 UTED THE TITLE PICTURE. THE TECHNICAL ASPECTS WERE HANDLED BY @DMSC WITH THE SOUNDPLAYER, XBOX BY @XXL FOR DISK
 LOADING AND UNPACKING, DEVELOPMENT AND TESTING FACILITATED BY ALTRISA SORTAKE BY @PAPEROM, AND SEVERAL OTHERS
 CONTRIBUTING TO PACKING AND UNPACKING TOOLS.

THE GAME WAS RELEASED ON OCTOBER 25, 2021, BRINGING AN END TO THE LONG WAIT FOR ATARI 8-BIT FANS AND ALLOWING THEM
 TO EXPERIENCE ONE OF THE DEFINING GAMES OF THE PLATFORMER GENRE ON THEIR BELOVED SYSTEM.

PRINCE OF PERSIA