SPACE

NEWSLETTER   June, 2000

President's Corner
by Michael Current
June, 2000

We had a fine meeting and auction in May. I didn't obtain anything in the auction itself, but I was able to negotiate some of the ANALOGs I didn't have yet afterward. Paging through them, I found myself noticing advertisements for disk drives that were considered very mysterious when mentioned on the Internet. Such as devices from Micro Mainframe, L.E. Systems, and Concorde. I then took a look at my Atari FAQ list's section on Atari disk drives, and realized that I could think of quite a few models that weren't in my own list! With motivation and the help of the newly-acquired ANALOGs, I'm working on dramatically shoring up my list of all disk drives produced for the Atari. Maybe next month I'll be able to include it here in the Newsletter.

So here is the long-anticipated PROPOSED Bylaws revamp. Please take your time to read it over, and bring all your comments and suggestions to the next meeting. It is intended to be status-quo, but I imagine I'll raise your eyebrow somewhere in there. I look forward to your help!

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday June 9!

SPACE Bylaws

As PROPOSED by Michael Current, May 27, 2000

BYLAWS FOR THE SAINT PAUL ATARI COMPUTER ENTHUSIASTS CLUB OF SAINT PAUL, MINNESOTA

ARTICLE I
NAME AND OBJECT

Section 1. The name of the Club shall be the Saint Paul Atari Computer Enthusiasts, or SPACE.

Section 2. The object of the Club shall be to bring those with a common interest in Atari computers together for the purpose of sharing hardware, software and information related to Atari.

ARTICLE II
MEMBERSHIP

Section 1. The membership of SPACE shall not be limited.

Section 2. Any person or family interested in Atari computers shall be eligible for membership upon payment of the annual dues for the first year.

Section 3. The annual dues shall be $15.00, payable on the anniversary month of the member's joining date.

Section 4. Unused portions of dues are not refundable.

Section 5. Any member found to be in violation of the rules or spirit of the club may be expelled by a majority vote of the Executive Board.

Section 6. The Membership Chairman shall be responsible for collecting membership dues and managing the current membership list.

ARTICLE III
MEETINGS

Section 1. SPACE meetings shall be held at 7:30pm on the second Friday of each month, at the Falcon Heights Community Center, unless otherwise directed by the Executive Board.

Section 2. Club business cannot be conducted without at least one Officer and one other member present.

Section 3. All club meetings shall be open meetings.

Section 4. Minutes of each club meeting shall be recorded by the Secretary and published in the club newsletter.

Section 5. The Annual Meeting shall be held each November. At the Annual Meeting, Officers shall be

elected and volunteers for other ongoing club duties shall be secured.

Section 6. The President shall preside over club meetings. In the President's absence, the Vice-President shall preside. In their absence, the Secretary shall preside. If the first three are all absent, the Treasurer shall preside.

ARTICLE IV
TREASURY

Section 1. An accounting for all incomes and charges to the SPACE balance sheet shall be published in the newsletter each month.

Section 2. Prior approval by the Executive Board is required if the club is to incur any expense.

Section 3. The Treasurer shall be responsible for the duties of managing the club's monetary assets.

ARTICLE V
NEWSLETTER

Section 1. The club shall publish the SPACE Newsletter on a monthly basis.

Section 2. All currently paid club members shall receive a copy of the Newsletter by mail each month.

Section 3. Newsletters shall also be sent free of charge each month to other Atari clubs which are able to return the favor.

Section 4. The Newsletter Editor shall be responsible for the duties of collecting articles from the membership, publishing, and distributing the Newsletter.

ARTICLE VI
DISK OF THE MONTH

Section 1. A new SPACE Disk Of the Month (DOM), readable by a standard Atari 1050 disk drive, shall be produced on a monthly basis.

Section 2. DOMs shall include shareware, freeware, or public domain software or other files for the Atari. DOMs shall not include pirated commercial software.

Section 3. The price of the DOM shall be $3.00.

Section 4. DOMs shall be available for sale at each club meeting, and may be sold to members and non-members.

Section 5. Other clubs may trade DOMs with SPACE on *(designated* / *or his proxy)* a one-for-one basis.

Section 6. Other than the DOM Librarian, club members shall not sell or give club DOMs to any other person, bulletin board, or computer club, although sharing of individual files is permitted and encouraged.

Section 7. The DOM Librarian shall be responsibile for the production and sales of the DOM.

ARTCILE VII
BULLETIN BOARD SYSTEM

"make available"

Section 1. A Bulletin Board System (BBS) supporting Atari computers shall be maintained by the club. The BBS provides an online forum for Atari discussions, and an optional communications medium for club matters.

Section 2. The BBS System Operator shall be responsible for maintaining a friendly and welcoming environment on the BBS. Illegal software or offensive language shall not be tolerated.

ARTICLE VIII
WEB SITE

Section 1. The club shall maintain a home page on the World Wide Web. The site shall be primarily designed to attract new club members, and provide online access to club information.

Section 2. The Webmaster shall be responsible for maintaining the web site, and keeping the information presented there current.

ARTICLE IX
OFFICERS AND EXECUTIVE BOARD

Section 1. The Officers of the club shall be President, Vice-President, Secretary, and Treasurer, and shall be referred to collectively as the Executive Board.

Section 2. The Executive Board shall collectively supervise the affairs of the club, shall be responsibile for proper and orderly club operations, shall be responsibile for upholding the rules of the bylaws, and shall at all times make decisions with the best interests of the membership in mind.

Section 3. The officers shall be elected by a majority vote, or by acclamation if only one person is running. The term shall be for one year, or until a successor is

elected. The term of office shall begin at the close of the annual meeting at which the officer is elected.

Section 4. The Executive Board shall actively seek volunteers to fill the following positions: Membership Chairman, Newsletter Editor, DOM Librarian, BBS Operator, and Webmaster. These volunteers shall be subject to the approval of the club membership.

Section 5. The Executive Board shall also seek volunteers for other ongoing administrative duties, such as meeting location arrangements and post office box maintenance.

Section 6. Officers shall be subject to a Recall Vote if a majority of the membership so decries. The Recall Vote shall not take place until it has been announced in the newsletter.

Section 7. The rules contained in the current edition of "Robert's Rules of Order" shall govern the club unless they are in conflict with the bylaws, in which case the bylaws shall take presidence.

ARTICLE X
AMENDMENT OF BYLAWS

Section 1. The Bylaws can be amended at any meeting by a majority vote of the current membership, provided the amendment proposal has been printed in at least one issue of the newsletter.

Section 2. Voting shall be by consenting AYE or NAY if a majority can be confirmed, or a show of hands for a precise tally.

Section 3. Proxy votes are authorized and are the responsibility of the club Secretary to cast for absent members.

ARTICLE XI
CLUB DISSOLUTION

Section 1. The club may elect to disband itself by a majority vote of the current membership, provided the proposal has been printed in at least one issue of the newsletter.

Section 2. In such an event, the Executive Board members shall be responsible for the proper and orderly closing of accounts, arrangements, and all normally ongoing club activities.

Section 3. Any remaining material assets of the club shall be distributed evenly among the membership, as best as

this is possible. Historical club materials shall be preserved if possible.

Section 4. When all outstanding charges are paid, the Treasurer shall distribute any remaining club funds evenly among the final group of club members.

Treasurer's Report
by Greg Leitner
For May, 2000

Would it be the Club meeting or would it be opening fishing. Which one would win!! Well, I guess it was a draw. Seven member showed up for the May meeting and I bet a few others who were out in a boat on Saturday morning wished they had gone to the meeting instead.

I was out Saturday morning and that wind was something. I would guess that further north it would have been much worse. I'm not a fisherman, but I can't believe anyone would like the weather we had for the fishing opener no matter how diehard you are.

I have to miss out on the June meeting due to my youngest son, Tony, graduating that night. It used to be that graduation was always before the end of May, but somehow the school years got extended a while back and now it doesn't and until the second week in June.

Since I won't be at the June meeting, we discussed the July birthday bash and decided that with the few members that we have left, it would be better to just use the Club's treasury to purchase pizzas. I will donate the pop, plates and napkins, but if anyone would like to bring in a dessert it would be greatly appreciated.

Now for the actual treasury news since that it is what I am supposed to be telling you in this column. We had an auction in May and took in $47.00 and since Glen did not make the meeting we did not have a dom to sell. No membership renewals either. Our only expense was $20.00 for the May and June BBS. We still owe for the first two quarters room rental and I guess I will have to call to see what is holding up the bill. I also owe Mike Schmidt for a few months newsletters which I hope he will e-mail before I attend the July meeting. I will have a small article for the June meeting since I won't be there, but I at least would hope to have all the expenses for the Club caught up by that time. Here is the treasury breakdown for the month ended May 31, 2000.

Beginning balance for May 1, 2000   1,307.20
Net Auction Sales   47.00
Less:BBs phone for May & June   20.00
Balance for May 31, 2000   1,334.20

As you can see until we get caught up on our expenses we just continue to increase our bank balance.

Hope ypu all have a great June meeting and I will see you all in July. Don't forget that we will have another auction at the July meeting which will include mostle items from the Club storeroom. We will have software, hardware and magazines to fill in you collections. There will not be an auction at the June meeting, but we hope to continue to have them every month starting in July.

See you in July.

Secretary's Report
by Mike Weist
For May, 2000

The Space meeting for May opened at 7:40 pm. Space club president, Michael Current, welcomed members to the meeting. Michael asked for a secretary report.

Mike Weist, Space club secretary,recapped the April minutes printed in the May Space newsletter.

Michael then asked for a treasury report. Greg Leitner, Space club treasurer, gave a report. Greg stated that the club has not received a room rent bill from Falcon Heights for the first and second quarter. He also stated that Mike Schmidt has not yet been paid for newsletter cost. Greg has contacted Mike and Mike said he will send a bill for newsletter cost.

Here is a break down for income and expenses for the month of April:

$10 paid out for BBS cost
$36 auction income
$15 membership renewal
$15 DOM sales

$55 net income

Greg reported the treasury balance now stands at $1307.20 after adding income from April.

Greg also reported that he will not be able to be at the June Space meeting. A club member has volunteered to open up the building in June for Greg.

There was no DOM report or Membership report because Glen Kirschenmann, Space club DOM chair and Membership chair was not at the meeting.

OLD BUSINESS

Michael Current, Space club president, reported he is still working on changes to the Space club bylaws and will present changes to the membership at the June Space meeting

Greg Leitner gave a report on the Mid winter Madness show at Blaine, MN.

NEW BUSINESS

Mike Weist reported on Hamfest sidewalk sale that will take place in June at St. Paul Technical Vocational school.

The membership talked about the upcoming Space club birthday party coming up in July. It has been decided that it will be a pizza party. Greg once again has volunteered to bring the pop, napkins, plates. Thanks Greg! Membership can bring a dessert item if they want.

Space meeting adjourned at 8 pm. Space club auction followed.

Mike Weist
Club Secretary

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Now For Some Email Forwarded to Me by the President:

Subject: 8BIT>UnZIP 1.0 released
Date: Tue, 02 May 2000 08:31:12 -0700
Message-ID: <savetz-
CD2928.08311202052000@news.northcoast.com>

Tom Hunt has released UnZIP 1.0 for the Atari 8-bit. It's been tested
with Sparta DOS 3.3a and MyDos 4.50. It supports deflate, the most widely used compression method.

It is available from:
http://cth.tzo.com/featured/toc.html

From: Video61@webtv.net (Lance Ringquist)
Newsgroups: comp.sys.atari.8bit
Subject: scott adams cartridges
Date: Mon, 15 May 2000 17:30:18 -0500 (CDT)
Message-ID: <7155-39207A7A-17@storefull-172.iap.bryant.webtv.net>

Scott Adams of adventure international fame has kindly
given Video 61 permission to release many of his games
to cartridge format. The first one is done its rally
speedway. It will be availible in about one week. we are
also going to try and produce the adventure games with
the graphics. I also wish to thank Michael Current for
help in this endeavor.
Thanks,
Lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

From: Video61@webtv.net (Lance Ringquist)
Newsgroups: comp.sys.atari.8bit
Subject: lord of the orb on cartridge
Date: Mon, 15 May 2000 17:33:19 -0500 (CDT)
Message-ID: <7154-39207B2F-44@storefull-172.iap.bryant.webtv.net>

We have just received a working prototype of the classic
antic game, Lord of the Orb. This awesome game will be
availible in about 1-2 weeks,we have tested the cartridge
on a 800XL/XE Game Machine, and an 130XE. I have
not had time to test it yet on a 16k machine,or 48k
machine. We will post the memory requirements as soon
as possible.
Thanks,
Lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

Date: Tue, 16 May 2000 20:09:57 -0500 (CDT)

I have tested this on a 400, no dice (but I also tested this
on a 48k 800, and it works just fine, I made it to the
second level) Thats good for me! and it did not crash, the
second level works fine, so it should be fine on any 48k
machine.
Thanks,
Lance

From: Video61@webtv.net (Lance Ringquist)
Date: Sun, 21 May 2000 11:54:06 -0500 (CDT)

Lord of the Orb is done and ready to go. It requires a 48k
machine.its boxed with doc's. To order you can call 651-
462-2500, or go to our web site at, www.atarisales.com.
Just click on the ordering page for mail order
instructions.
Thanks.
Lance

From: Video61@webtv.net (Lance Ringquist)
Date: Mon, 22 May 2000 22:19:49 -0500 (CDT)

Rally Speedway is finished. It runs on any 16k machine.
I would like to thank Aaron Wheeler for supplying an
original owners manual. To order this fine cartridge just
go to our web site at, www.atarisales.com
Thanks,
Lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

LOS ANGELES--(BUSINESS WIRE)--May 10,
2000--ELECTRONIC ENTERTAINMENT EXPO--
With the video game machine becoming standard
equipment in living rooms everywhere, Hasbro
Interactive (NYSE: HAS - news) has developed a full
line of video games that deliver fun for the entire family.
From the exciting world of NASCAR® racing to the
arcade action of the FROGGER® game to the exciting
adventures of the ACTION MAN(TM) game to the best
in TV game shows, like FAMILY FEUD®, WHEEL OF
FORTUNE® and JEOPARDY!®, Hasbro Interactive
offers a broad range of family-friendly games for the
PlayStation® video game console.

ACTION GAMES

FROGGER, the classic arcade game starring that
adventurous amphibian, is better than ever in
FROGGER® 2 SWAMPY'S REVENGE. The
FROGGER 2 game is loaded with dozens of great new
levels spread over wild environments, like the Garden
and Space. New characters, including Lillie Frog, a
female friend of FROGGER, and the nasty Swampy the
Crocodile, keep the world of FROGGER 2 jumping!
With vivid 3-D graphics, FROGGER 2 hops to new
levels, starting this September at retailers everywhere.
Available: Fall 2000.

ATARI® recreates a classic play pattern with the introduction of the new GALAGA®: Destination Earth game. The most exciting space game of the `80s has returned! GALAGA: Destination Earth promises big adventures and fast-action fun. Chase those pesky aliens through space wrecks, asteroid fields and planetary debris rings before orbiting the planets, sun and moon. Proceed to the Earth's upper atmosphere and finally, in the closing stages, to Earth's cities. Learn the enemy's tactics, collect and master their weapons and watch your aim. Use your fighters to defend against the missiles and attacks of the GALAGA aliens and the GALAGA Commander. At every third level you will face a special challenge stage. Retrieve captured fighters from the descending GALAGA Commander tractor beam and double your firepower! Available: Fall 2000.

MOTORSPORTS

The NASCAR® HEAT(TM) game puts players in the heat of the action right from the start, automatically reading the player's level and adjusting to his or her ability for a fun racing experience every time. Players can race as their favorite NASCAR drivers or as themselves and experience the most exciting moments in NASCAR. Based on the 2000 NASCAR Winston Cup Season, the NASCAR Heat game has three different modes of play. NASCAR HEAT offers Single Race and Championship Season, allowing players to choose their favorite driver and race against a full field of cars at one or all of the NASCAR tracks. It also offers Race the Pro, a mode of play that provide an entirely new experience. Race the Pro lets players race against laps actually driven by some of the biggest stars of NASCAR. Choose between Expert and Normal Modes to determine the difficulty level of your races. Available: Fall 2000.

CHILDREN'S ENTERTAINMENT

ACTION MAN(TM), an exciting action hero, makes his way to the U.S. Experience realistic adventures, face the action and conquer evil. The action adventure begins in the stunning new 3-D adventure game which is a thrilling combination of action, counter espionage and strategy reminiscent all the greatest spy/action movies. The twisting story line immerses the player in the world of the evil criminal mastermind Dr. X and friends. The adventures will take players from professor gangrenes' desert laboratory, to the city streets, to Dr. X's secret Ice Base. Using the breath taking range of gadgets and vehicles at hand, players must defeat the evil enemies and save the world from Dr. X. The special effects will make players fill they are really there. Get into the action

and be the hero with ACTION MAN! Available: Fall 2000.

Based on the exciting new Fox Kids animated TV series, the NASCAR® Racers game puts kids into a futuristic world of NASCAR racing. Become a supersonic speed star by living out the adventures of the NASCAR Racers TV show. NASCAR RACERS puts players in control of one of the cars of Team Fastex or Team Rexcor, two of the NASCAR Unlimited Division racing teams, as featured in the animated series. This 3-D racing game features three modes of play: Adventure Mode, which is story-based; Single Player Mode, which lets the player choose a car and driver as well as a single circuit or racing season; and Two Player Challenge Mode, which allows two players to race head-to-head. Available: Fall 2000.

It's a wild cross-country race for ANGELICA, TOMMY, CatDog(TM), the Angry Beavers(TM), Sponge Bob Squarepants(TM) and your other favorite Nickelodeon cartoon characters in the new Nicktoons(TM) Racing game. All the Nick characters have received an invitation from the mystery racer, challenging them to race across the country to win the title of ``King of All Cartoons.'' Keep on course as you race characters against each other in a game that offers five different ways to play! Who will win this title? Start your engines! Ready... Set... Go!!! Available: Fall 2000.

Kids have long loved to fantasize about space adventures. With the Tonka® Space Station game, they are rocketed to a 3-D space station, where they are in charge of the environment with the goal being to assemble, maintain and protect the station. In order to achieve this, players have the challenge to make the space station function as efficiently as possible while building up a large, happy population. To successfully complete their missions, players will need to combine critical thinking, problem solving and fast action, arcade-style game play. If players need any help, Tonka Joe will be there in 3-D to help them along! Available: Fall 2000.

FAMILY ENTERTAINMENT

Put on your thinking cap because this is Jeopardy!® Now with 4,200 all-new questions, new categories and behind-the-scenes interviews, the Jeopardy!® 2nd Edition game creates the closest experience to actually being on the show. Select the skill level of your opponents for better competition. Unlocking in-depth interviews with host Alex Trebek and exclusive back-stage video make you feel like you're actually in the game show studio. It's the closest thing to being there. Available: Fall 2000.

See what it's like to be a contestant on America's #1 television game show, Wheel of Fortune®. Hasbro Interactive's the Wheel of Fortune® 2nd Edition game has 2,500 new puzzles and a sample contestant exam. But that's not all! Exciting new bonus rounds, unlocking interviews with Vanna White and impressive new 3-D graphics make this edition of Wheel of Fortune the closest thing to being there. Now players who really want to live the TV experience can! Available: Fall 2000.

Survey Says... Family Feud® is coming to the PlayStation. Join comedian/host Louie Anderson in round after round of fast-paced competition that's fun for everyone! The Family Feud interactive game recreates the fun and excitement of the television game show. Enjoy all the action as contestants try to out-wit and out-guess opponents for the most popular answers. Either playing by yourself or competing in party mode -- this Family Feud is fun! Available: Fall 2000.

Hasbro Interactive, Inc. is a global interactive entertainment industry leader, innovating new ways to play and developing, publishing and distributing the highest quality interactive games and lifestyle products for a full range of genres and platforms. A subsidiary of Hasbro, Inc. (NYSE: HAS - news), Hasbro Interactive has offices in the U.S., U.K., Australia, Canada and Germany and internal development studios in the U.S. and U.K. For further information, visit Hasbro Interactive's Web site at http://www.hasbro-interactive.com.

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NASCAR® is a registered trademark of the National Association for Stock Car Auto Racing, Inc.

Wheel of Fortune is a registered trademark of Califon Productions, Inc.(c)2000 Califon Productions, Inc. All Rights Reserved.

Jeopardy! is based on the television series produced by Columbia TriStar Television, a Sony Pictures Entertainment company. Jeopardy! is a registered trademark of Jeopardy Productions, Inc.(c)2000 Jeopardy Productions, Inc. All Rights Reserved.

FAMILY FEUD (c) 2000 Pearson Television.

CLUB OFFICIALS

President:	Michael Current	(507)663-9023
Vice President:	Greg Leitner	(651)455-6550
Secretary:	Michael Weist	(651)777-6794
DOM Librarian:	Glen Kirschenmann	(612)786-4790
BBS Operator	Lance Ringquist	XXX-XXXX
Membership Chairman:	Glen Kirschenmann	(612)786-4790
SPACE Treasurer	Greg Leitner	(651)455-6550
SPACE Newsletter Editor:	Michael Schmidt	(612)757-4192

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

Map:

Falcon Heights Community Center
2077 W. Larpenteur Ave.

Gibbs Museum

Cleveland Ave.

Snelling Ave.

North

Larpenteur Avenue

U of M
St. Paul Campus
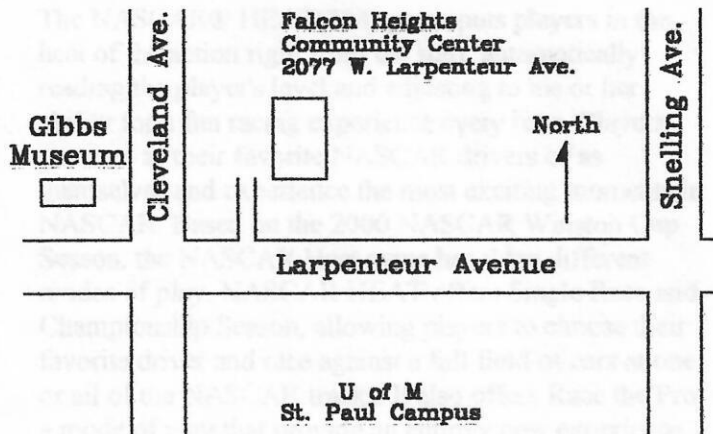
S.P.A.C.E.
P.O. Box 120016
New Brighton, MN   55112

You can find the Club's home page at:
http://www.library.carleton.edu/space/

Articles for Publication must be received by the Newsletter Editor two weeks prior to the Club's meeting.

SPACE BBS

BBS Phone: (651)-462-3680

Sysop: Lance Ringquist

Supporting:

ATARI 8-Bit Computers

ATARI ST Computers

MINNEAPOLIS MN 55
PM
06 JUN
2000

33 USA