

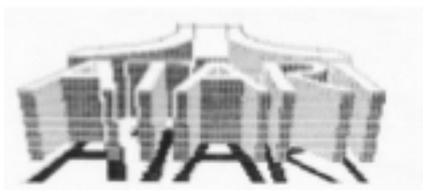


•Serving the Twin Cities Atari Community for Over Three Decades•

May 2015 Newsletter



The President's Corner By Michael Current



And now a word from a special fan of SPACE...



Captain Irata says:

"President Current has issued an Executive Order - use that Atari to the max! Or, you can drop and give me fifty! Hoo-rah!"

Another month has gone by already!

This past month saw the release of Delta Space Arena from our favorite Atari dealer, Video 61. Weren't we lucky in SPACE to have had a chance for a hands-on preview before the release of this great-looking and playing game?? You never know what you might miss if you miss one of our meetings! Are you going to buy the cartridge yourself? I hope to!!

You can contact me by e-mail at my address: artisan213574@gmail.com. I will gladly respond in kind to your requests. I am even open to requests as to what can be added to the Newsletter to make it more aesthetically pleasing. So, fellow Atarians, I am all ears to your input.

If you have any critiques on the Newsletter, please feel free to let me know about that, too.

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday, May 8, 2015.

I will see you at the next SPACE meeting. Be cool, folks! (:D

Steve Peck,
SPACE Secretary and
Acting Newsletter Editor

A Special Request...



P.S. I am thinking of starting a cartoon page. I am debating if that will be too much work or not. I will see what I have in store for that. Thanks again.

I am eager to see your writing talent. I will gladly maintain the Newsletter. It is my temporary job, of course, until Nolan does something with the Newsletter again. However, if you want to contribute, by all means, please, feel free to do so and I will be happy to publish it in a future Newsletter. I am at your disposal.



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Treasurer's Report

By Gregory Leitner



With only three members present at the April SPACE meeting we still had a great time, and it turned to be a good meeting at least for me anyway. We talked about adding a member to our bank account for protection in case something happened to me and i was unable to access our funds at TCF. This works out perfect for SPACE. The only expense is a \$19.95 opening charge for new checks which is the same amount we would have had for the re-ordering of checks on our old account More to talk about at the May SPACE meeting.

It was fun talking about games on the iPad and iPhone. If you have ever played one of these it is very aggravating when a pop-up overshadows your game in progress to let you know there is another game you may be interested in downloading when, in fact, you only want to play the game you just waited to load. Isn't it great to play an Atari game and not be interrupted just because you finished a new level? I'll tell you one thing: if you ever have a grandchild use your iPad or phone make sure you watch very carefully what they do you may find charges on your credit card that you will not be able to identify. The best thing to do is to put a lock on so that you have to answer a question and okay a charge to your account. This brings up another problem as the question you need to answer may only ask you to enter the three numbers on the screen and answer okay afterwards My three-and-a-half year-old grandson can do that on his own and okay the charge.

We had a great DOM for April, and with only three members we still had sales of \$12.00 with no

expenses again since Nolan hasn't been at a SPACE meeting since December 2014. We had a balance of \$223.49 to begin the month of April, and with the \$12.00 added we now have \$235.49.

Thanks to a very nice associate at TCF Bank, we got our bank fees back and got us set up with a new business account. Now, we have to figure out who we want added to the account, and that person would have to be with me to be added to the account. We could tyake care of it at one of our meetings as I am sure there must be a TCF location close by the Falcon Heights center. Something to talk about next month. See you in May.

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Secretary's Report

By Steven Peck

HELLO WORLD! :D

I was not around for the meeting in April. But, with kudos to Greg for taking notes for me, here is my Secretary's Report. So, here we go!

The meeting commenced at 7:30 PM. I am glad for the DOM sales from April. I think that the ST DOMs are the pinnacle for our success as a club at the moment. Every little bit helps.

There was talk of new games from V61, but it is still in the development phase, of course. There are bugs to work out. The

new batch of 1010 Evolved drives is in progress. Lance will have more info soon.

There is a new SPACE bank account. Greg will say more about it in May as he suggested we have two people on the account. Also, the remains of Atari, Inc. is going digital. Well, I do not know what to say about that. It was such a great American company, until... Anyway, the dungeon game President Current showed us is going to cartridge format! I like this idea, as it will be more durable than a disk. Lance has said that there is a new memory upgrade coming from Europe (from Lotharek in Poland, I assume). More info will come on this soon.

The membership count is at nine members with two needing to renew.

Well, that concludes the Secretary's Report. I will now close with my favorite salutation from Stan Lee:

**EXCELSIOR!
Atari 8-bit
DOM Report**

By Steven Peck

My fellow Atarians! Here is the next installment of the Atari 8-bit DOM Report. I know that I am still backlogged with the older Newsletters and I am working on them as we speak. So, sorry for the inconvenience. The previous DOM Reports will be doubled up in the older Newsletters.

I am going to concentrate on the April 2015 DOM in this May issue.

So, here we go with my Reports:

May 2015 DOM, Side A:

RANSACK!: Beautifully executed game! You hop around the screen shooting targets in a side-scrolling environment. Mind your speed and be careful because you only have limited energy Love it!

Graphics: 7
Animation: 9
Gameplay: 10
Sound: 9

Total score: 35 out of 40

RGB: This game shows a robot-that has to avoid enemy robots to get out of each level within a time limit maneuvers. It looks impressive and plays well. But, I really could not make it through the game. Liked it anyway.

Graphics: 8 out of 10
Animation: 8 out of 10
Gameplay: 10 out of 10
Sound: 9 out of 10
Total score: 35 out of 40

Nemezyro: This is a puzzle game with a PAL problem. I could not really understand it. I need instructions on how to play the game.

Sound: 10
Graphics: 7
Animation: 1
Gameplay:: 5

Total score: 23 out of 40

Side B:

Dimo's Quest in ABBUC Land: In this game, since I did not have the level disk, I could not play it. Nice splash screen, though. Great music.

Sound: 10
Graphics: 10

Total score: Incomplete

So, this concludes the 8-bit DOM Review for this month. Have fun a-gaming! See you next month.

**Latest Atari News
For May 2015**

Tuesday, April 7, 2015

From: video61atarisales@gmail.com

Newsgroups:
comp.sys.atari.8bit

"We have a new game for Atari 8-bit computers at Video 61! 'DELTA SPACE ARENA' was programmed by Peter J. Meyer, who worked on Tempest Xtreme and Venture for the Atari 8-bit computer:

"When we started working on the game we wanted something that would be really reflective of the early Atari 8-bit era on 16K cartridges. We wanted to make a game that really reflected that '1981 Atari' look and feel of a great game on a very limited amount of memory. I used to love to play 'Asteroids'! I wanted something that felt a lot like 'Asteroids' and brought you back to that era, especially with the sound effects. So, that's what we came up with: a very good looking game, lots of sound effects and lots of playability. One of the testers played it up past level 70! It's always one of those great games that keeps you coming back."

Game description: nearly 300 years into the future, you are selected to undergo space fighter training against robot ships. There will be many types of ships to destroy. You can obtain some power-ups for the ship, but avoid the "K" power-up. It will destroy your ship!

More on "Delta Space Arena":
<http://members.tcq.net/video61/dsa.html>

The game is \$39.95 and includes the cartridge in a clamshell packaging.

Please visit my website
<http://www.atarisales.com/>,

or call me at (651) 462-2500 with any questions.

Thanks,

Lance

<http://atariage.com/forums/topic/237580-new-a8-game-released-curse-of-the-lost-miner/>
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Curse of the Lost Miner is a simple platformer with features of a logic game for Atari 800XL and compatible computers.

Your goal is to guide the cursed miner through dangerous caves and collect all diamonds in each cave.

The game is a sequel to "Caverns of the lost miner" released in 2007.

Improvements
13 New caves (more difficult)
More responsive controls
Updated sounds and music
4 "Looks and Feels" of the caves
Training cave
Both source code (C and ASM) and game data are freely available.

The game is NTSC-aware, the game speed is the same on both PAL/NTSC systems.

Download from home page:
<http://www.baktra.wz.cz/software/culomin.html>

The next SPACE meeting is on Friday, May 8, 2015. We hope to see you there!

CLUB OFFICIALS

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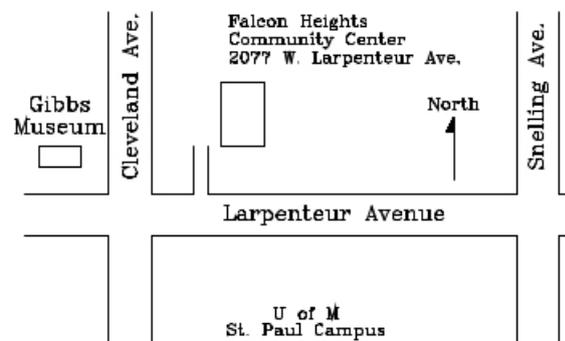
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Saint Paul Atari Computer Enthusiasts (SPACE) meets on the second Friday of each month at 7:30 PM in the Falcon Heights Community Center at 2077 West Larpenteur Ave. Doors open at 7:00 PM.



S.P.A.C.E.

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Visit our website at: <http://space.atari.org/>

The SPACE BBS is currently offline. We apologize for this inconvenience and hope to have it back online in the near future.

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