



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

SPECIAL EDITION NEWSLETTER

Why The Need for a Special Edition Newsletter?

Foreword By Steven Peck

Well, that is a good question and I will answer that for you all. It seems that our venerable Newsletter Editor is pretty busy working overtime. So, I will take his place again. We are going to pick up the slack here. This newsletter will cover THREE months instead of one.

Yes. You have read me correctly.

I just wanted to cover all of the bases. So, I will keep up the work on the newsletters until Nolan is ready to do it again. He is very busy and I will be there for the Club when it comes to getting newsletters produced. So, we will get started with the months of September, October, and November of 2015.

So, without further adieu...

HERE WE GO!

Table of Contents

Foreword:	1
President's Corner:	1
Treasurer's Report:	1
Secretary's Report:	3
8-bit DOM Review:	3



The
President's
Corner
*By Michael
Current*

November, 2015

It's time for the SPACE Annual Meeting, officially the most important meeting of your favorite Atari computer club of the year. We will be holding elections for one-year terms for all of the positions in the club's Executive Board: president, vice president, secretary and treasurer. And, we will again be asking for people to volunteer for the roles of Membership Chairman, Newsletter Editor, DOM Librarian, BBS Operator, and Webmaster. As you know, the club would not be here without people stepping up in one of these leadership roles. Can you do your part this year? See you there!

Thanks, keep using that Atari, and come to your SPACE Annual Meeting, Friday November 13, 2015.



Treasurer's
Report
*By Gregory
Leitner*

Recap from August

I was quite surprised to see more members at the August SPACE meeting than we had at the July Birthday Party. Five members were present and even though Lance could not be there Steve Peck and Nolan did manage to come. It was nice to see Steve Berglund there also and he was able to use Glen's knowledge to help him solve an 8-bit problem he ran into. He brought in a game called I think something like The Return of Heracles and it was pretty cool.

Glen had another great DOM and if you missed it please try to pick one up in the future. There are some good games on this DOM.

As far as the treasury for August we finally got to the three-hundred-dollar mark for 2015 by selling four 8-bit DOMs and two ST doms. We also had one membership renewal so we took in a total of \$33.00. We paid out \$20.00 for two months of web-site fees so all in all we had a net gain of \$13.00 to bring our bank account to just over \$300.

I hope this Treasurer's report

comes out okay as I am typing it on an I-pad. It seems that Microsoft is no longer supporting XP so I guess I will have to upgrade. Everytime I have done that in the past something usually goes wrong. I hope it all works out otherwise I will be sending this out every month on the iPad.

See you in September!

Recap from September

With only Glen and myself in attendance at the September SPACE meeting we decided to cancel after waiting until 7:45 to see if any other members would show up. Glen went through the September DOM and I bought one as I always do and that \$3.00 was the only activity for the month. Glen and I also talked about his 1050 disk drive problem which is also a Club problem since he needs the 1050 to produce the DOM. It seems that he can format and write to three disks and then it stops as if it is overheating. If he lets it cool off for a while he can usually do three more. You can see how time consuming this is for Glen so we need to come up with ideas to help him out. Some 1050's are available online but they are as is or are being sold for parts. I know we have auctioned off a few 1050's in the past so if there is any member who has one he can part with maybe the Club could buy it back. In the meantime Glen may have to borrow the Club's 1050 until we figure something out. Glen is trying to contact Richard Mier to see if he has any idea what part needs fixing if a fix is a possibility.

Anyway, with the \$3.00 deposit and no expenses for September the Club's bank balance is now at \$306.54. I sure was hoping we would be further along to meeting our financial obligations for 2015, but there are a few membership renewals due (mine included) in the next few months. So I hope we can get everybody healthy and back on track and then we should be in good shape.

I hope to see as many in October as possible and I fully understand the circumstances that have affected our membership turnout in September. See you October 9.

Recap from October

We had 50% more members in October than in September. That means we had three members present. I hear that Lance may come in November and that means Steve Peck and possibly Brian may also accompany him. I was worried that we would not have a quorum for our voting since we would need at least five members present, but if Lance can make it we should be covered.

Lance has an answer for Glen's 1050 disk drive problem which we should discuss at the November meeting. He is getting by as long as he can use a single side and this requires him to punch holes in each disk to be able to use both sides. This is not a good solution and who knows how long the drive will last.

Our treasury really got a boost even though we only had the three members. It just so happened that Steve Peck and myself were both due for membership renewals. Also, with Steve picking up disks

for Lance including some back months and my usual two DOM purchases we actually took in a total of \$69.00. This included \$30.00 for memberships, \$24.00 for 8-bit DOMs and \$15.00 for ST Doms.

Since Nolan wasn't present we didn't have any expenses to report for the October SPACE meeting. We started with a balance of \$306.54 and with an additional \$69.00 we ended October with a balance of \$375.54.

Now we have to wait for the room rental bill which could be either \$300.00 or \$360.00 depending if we get billed for \$25.00 or \$30.00 per month for 2015. We also owe Nolan for September thru December for the web-site which is another \$40.00. So if we take in another \$25.00 or more by year end then we have it made for this year. Still getting a little too close for comfort.

Don't forget the meeting next month so we can have voting for our SPACE officers and membership and DOM chairman positions. We also have to plan our Christmas party for our December meeting. So it's very important to attend the November meeting. See you all in November.



OBEY!



Secretary's Report

By Steven Peck

HELLO WORLD! :D

Sorry I had not been available in the last few months. I will make up for that here with this current Secretary's Report. So, here we are.

The last meeting started on Friday, October 9, 2015, at 7:35 PM. We were talking about what to do with the disk drive, which is on the fritz as we know. Richard Mier was mentioned as a person who could possibly fix it, but we are not so sure if it is able to be fixed. Glen went on amibay.com to see about a new drive, but the shipping cost from Europe was deemed horrendous. There was talk of an XF551 kit from Germany that could make formats of quad-density disks, but they do not sell it anymore to anybody.

The membership count stands at nine paid-up. I paid up myself in October until next year. We also talked about the new games coming soon from V61, but they need documentation and, once that is done, we might see a release.

The elections are in November, so come along, cast your votes, and decide who the officers that are running will get the positions they are running for or not. Maybe new officers will get voted in, I do not know.

The meeting concluded at 8:03 PM.

So, that concludes the Secretary's Report. In the words of Stan Lee...

EXCELSIOR!

8-bit DOM MEGA Review By Steven Peck



I am sure you are wondering why I call this a MEGA review. Here is the reason why. Because this review is going to cover ALL of the DOMs that I have not previously covered yet. Some go back to 2014. I think that I should just take some time to accept responsibility and just get it all done in one issue. Sorry about the wait, folks. Here are the DOMs to be reviewed, full of great games, demos and music.

August 2014 DOM: Side A:

The first game on this DOM is a game called Tetris clone called Rolltris. However, it is different from classic Tetris in the fact that you cannot control where the pieces fall, but you can manipulate the position of the bricks when they have fallen already. Pretty cool. Anyway, I liked the difficulty on the game and I am going to give you my score on it. Here are the results:

Graphics: 7
Gameplay: 8
Animation: 7
Sound: 6

Total: 28/40

The next game on Side A is

called The Hunt, based on the movie Predator. It is a game that resembles a board game. Despite the graphics being mostly black and white, this game is really top-notch. I loved it, despite the difficulty level.

Here are my scores on it:

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

Total: 37/40

Side B:

Side B is different because it is full of games that are written with only ten lines of BASIC code each. I scored the marks low on some of these, but do not mind me. I am a perfectionist when it comes to games looking good after all. These games may be small, but they do pack a wallop. Really. I will show you.

The first game is a game called Boxing, and it actually looks good. The gameplay could be better, but what do you expect from such a small program?

Graphics: 3
Gameplay: 3
Animation: 2
Sound: 1

Total: 9/40

The next game is called Deathrace (without Jason Statham). It is almost like Night Driver, but with an overhead perspective. You are driving along until the road starts narrowing down

until it gets too narrow to drive. Here is my take on it:

Graphics: 1
Gameplay: 8
Animation: 3
Sound: 1

Total: 13/40

The next game is a text adventure called Heisser Draht. I could not understand how to play it because it is in German. So, I could not really test it to see if it played well. I will not score it at all because of that.

Moonlander, the next game on the list, is a Lunar Lander clone. I liked this game the most out of the bunch. Try to soft land on the Moon if you can. Or, if you dare.

Graphics: 7
Gameplay: 9
Animation: 5
Sound: 5

Total: 26/40

Perfect Pitch is an interesting game where you have to guess how to reproduce a sound exactly. I could not figure out how to exactly do it, but maybe the readers will have better luck than I did.

Graphics: N/A
Gameplay: 7
Animation: N/A
Sound: 3

Total: 10/40

The final game on this disk is called Catch the X. You have to pinpoint where the X is going to

be at a given moment. However, I could not figure out how to play the game. So, I gave it low marks.

Graphics: 1
Gameplay: 1
Animation: 1
Sound: 1

Now on to the next DOM. One down, eight to go...

September 2014 DOM: Side A:

Assembloids XE looks like a puzzle game. I could not figure out how to play the game for the life of me. It looks great and difficult. But, I could not understand it.

Graphics: 8
Gameplay: 10
Animation: 9
Sound: 9

Total: 36/40

Side B:

Deathrace XE is an awesome game set in a dystopian Europe in an apocalyptic future. You ride your motorcycle in the forest, avoiding trees and shooting at bikers and helicopters. Again, awesome game! It has great graphics and better sound. Kudos to whomever programmed it. My eternal thanks! Need I say more?

Graphics: 10
Gameplay: 10
Animation: 10
Sound: 10

Total: 40 (Perfect)

That is it for that DOM. Now, on to the next one, and it is a good one.

October 2014 DOM: Side A:

This is a DOM with only six titles, so the review of it should go quite fast. So, I will continue on with my review.

The first game on Side A, Xirius Defect, is a puzzle game that I could not figure out how to play at all. I am sure it is a good game, but I guess I need to read the instructions better. Cool music and graphics.

Graphics: 9
Gameplay: 4
Animation: 2
Sound: 10

Total: 25/40

Heli in the Caves, the next game on the list in this amazing DOM, is actually quite impressive. You pilot a helicopter in a cave, shooting your foes along the way. It is quite well done. Kudos!

Graphics: 8
Gameplay: 10
Animation: 9
Sound: 10

Total: 37/40

Battle Eagle is a vertical shoot-'em-up where you have to fly through basically a metal labyrinth battling alien spacecraft. It is a nicely done game, but needs some oomph. However, I did give it high marks anyway.

Graphics: 9
Gameplay: 10
Animation: 9
Sound: 8

Total: 36/40

Side B:

Speedway One is a game where you are racing against other cars on a road. The graphics need some work, but the premise is solid. I liked the gameplay, which was difficult.

Graphics: 2
Gameplay: 9
Animation: 6
Sound: 2

Total: 19/40

Slovenian Quiz is an educational game that teaches you how to speak eighty Slovenian words. The graphics and sound need work, but it is overall a great game if you want to learn some words in a different language. Great for kids.

Graphics: 3
Gameplay: 10
Animation: 2
Sound: 1

Total: 16/40

Dev War is a game like Space War for the Atari 2600, except you fight an alien that keeps shooting at you. You have limited amounts of energy and shields. Once you are out, it is curtains for you.

Graphics: 3
Gameplay: 8
Animation: 7
Sound: 4

Total: 22/40

November 2014 DOM: Side A:

Radioactive S#!t Happens is a very unusual game in the fact that it incorporates toilet humor where you have to pick up radioactive human and bird droppings.

Yup. You read me correctly.

You can also beat back your enemies by running after them and touching them, blasting them back outside of the screen. I did not think this was a very good game in the fact that, in my honest opinion, toilet humor is getting old.

Nice try...

Graphics: 5
Gameplay: 2
Animation: 5
Sound: 5

Total: 17/40

Galaga, the old arcade classic, has landed on the Atari 8-bit, sort of. You would figure that with the graphics capability of this microcomputer that it would look better.

Unfortunately, it dulls in comparison, but the gameplay is astounding. It is the essence of Galaga, but it needs better graphics and sound.

Graphics: 1
Gameplay: 9
Animation: 1
Sound: 1

Total: 12/40

Happy Pokey Stomper is a delightful little tune. The tunes in the demos are always pretty good, and although this falls short of a perfect score, it is still quite good.

Total: 8/10

Depixel is a demo from a group called Slipstream. It shows a ticker in real-time going across the screen. There is also text in the background of the demo. Personally, it's a pretty good demo in my honest opinion.

Graphics: 10
Animation: 10
Sound: 10

Total: 30/30 (Perfect)

Mona is a reproduction of the Mona Lisa on the 8-bit. It self-draws on the screen to reveal the famous portrait. Only, there was a problem. It crashed my system. I think it was a PAL issue. Just when it was starting to get good, too. Here is my score:

Graphics: 8
Animation: 8

Total: 16/20

Pad is yet another Breakout clone. It looks nice and it seems to need paddle controllers. It plays somewhat like Arkanoid. It looks smashing (pun intended).

Graphics: 10
Gameplay: 9
Animation: 9
Sound: 8

Total: 36/40

Floppy Bird is exactly like Flappy Bird, only 8-bit. Keep the bird from crashing into anything and you are home free. Maybe. I think it's quite challenging, so I will give it some high marks.

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

Total: 33/40

In Bad Bat Bart you control a bat in a jagged cave. You have to navigate through the cave with its twists and turns. The bad news is it's dark and you usually cannot see the walls.

However, you can flash lighting with the joystick button to light your way. It only works for a split second, however, and if you crash it's game over.

Graphics: 6
Gameplay: 8
Animation: 7
Sound: 7

Total: 28/40

Ancient Vanished Omen shows a fantasy character holding an orb in a picture which I believe is from the Ys Series of video games from the TurboGrafx-16 days. It looks pixellated, but it still looks pretty good. Good work.

Graphics: 8/10

Small Men with Old Devices is from Squoquo, a group from Europe. It has some PAL problems, but I think that these guys underestimate themselves. They are better artists than they give themselves credit for. It isn't perfect, but I will give it high marks.

Graphics: 9
Animation: 10

Sound: 9

Total: 28/30

Side B:

CaveBlaster is a game where you are speeding inside a cave and you have to avoid objects by blasting them or swerving around them. The graphics weren't the greatest, they were alright, but the gameplay and sound were outstanding. Kudos.

Graphics: 7
Gameplay: 9
Animation: 8
Sound: 10

Total 34/40

Invenies Verba is a simple word game. You have to make up an eight-letter word before the time runs out. Unscramble it and you get score. Do nothing and you get nothing.

I found this a very difficult game, and I think that it is because it is because I needed to use the keyboard. So, I didn't find it intriguing really.

Graphics: 1
Gameplay: 7
Animation: 1
Sound: 0

Total: 9/40

The next file is a pic with Helene Fischer on it. It is a nice pic that is very well done, but it has a PAL problem, it seems. Other than that, it is pretty good.

Graphics: 10
Sound: 8

Total: 18/40

The next file was released by Video 61. This was a pirated version of Delta Space Arena on the DOM from Europe.

Graphics: 7
Gameplay: 10
Animation: 8
Sound: 5

June 2015 DOM, Side A:

We Are Brothers in ATRs 2 is a fast-paced tune that, in my opinion, can use a little work and polishing up. Nice and upbeat, but I have heard a lot of the same before.

Sound: 8/10

Back Into the Cyberspace shows a spaceship going through a mixture of binary numbers. The music is repetitive, but it carries well graphics and animation wise.

Graphics: 10
Animation: 10
Sound: 7

Total: 27/30

Cyber Girl is a picture of a damaged female robot. It looks well drawn and I can see the artistic inclination of the person that drew it. This ranks up there. Nice work.

Graphics: 10 (Perfect)

The Demons of Cycling Space is a cacophony of moving pixels and weird sounds. It is in real-time, and I like that. But, it is annoying over time. Nice colors, though.

Graphics: 7	shows a bunch of rays radiating from the middle of the screen, like an explosion. It has some funky sound to it, too. Not one of my favorites. But, It's still striking.	Sound: 9/10
Animation: 9		Tronix looks good, until it got scrambled on the computer. Great music and graphics. I think it is a PAL issue again. Oh, well. Programming isn't perfect.
Sound: 6		
Total: 22/40		
DJ Sona Approves of This is a picture of a female DJ wearing a futuristic costume with a Fuji logo on her helmet. She also seems to be grooving to an Atari 130XE computer. Pretty cool! I like this pic, especially the colorful background.	Graphics: 5 Sound: 5 Total: 10/20	Graphics: 9/10 Animation: 9/10 Sound: 9/10 Total: 27/30
Graphics: 10/10 (Perfect)	Quite a Sad Song does not sound so sad to me, although it may be somewhat to a degree. I think it partially misses the mark, but it sounds good nonetheless, I must say. Good going. I'll give you effort.	Total: 27/30
Atariculus is a pic of a guy with a brain helmet attached to the cartridge port of an atari 130XE computer. He even has Atari Fuji wallpaper. nice. It isn't the greatest artwork, but I will give him an A for effort. Kudos!	Sound: 9/10	July 2015 DOM: Side A: In the game Spiders, you must stop invading spiders from reaching the ground. It is difficult because it is slow-paced. That is on purpose.
Graphics: 7/10	16 Shapes of Grey shows grey silhouettes, in real-time, against a color background. Each shape shifts into a different shape overall. I love this demo and it really show the power of the 8-bit's graphics capabilities. The music can be a little repetitive, though.	Graphics: 5 Gameplay: 10 Animation: 3 Sound: 2 Total: 20/40
Fifty Shades of Grey is not what you think. It is a display showing fifty boxes each showing a different shade of grey with some cool music. So, out of the gutter, guys. ^_^	Graphics: 10 Animation: 10 Sound: 8 Total: 38/40	In Space Voyager, you must avoid the asteroids and catch the hearts. It is quite easy once you get the hang of it. Almost too easy.
Graphics: 5 Sound: 9 Total: 14/20	Strasna Hudba! (Or How Matrix Met Tron) is a heavy but short piece that sounds somewhat techno. It's good, but short. Here is my take on that.	Graphics: 2 Gameplay: 5 Animation: 4 Sound: 3 Total: 14/40
Lokalna Porucha is a musical piece. It is mostly beat with some funky 8-bit music in it. Then, it gets fast-paced later on. Now, this is a good piece.	Sound: 9/10	Wkorvek is a European puzzle game where you have to bounce a ball to a certain goal in each level, but there are many obstacles in the way. Very difficult, but I like some difficulty. Kudos.
Sound: 9/10	Ten Minutes to Deadline is an up-pity piece of music that sound too delightful to be urgent, but it still sounds good. I am going to give it some good marks anyway.	Graphics: 10 Gameplay: 10 Animation: 10
Pow is an intro demo that		

Sound: 10 In Tecno Ninja, guide the ninja Graphics: 10
through the levels collecting pow- Animation: 10
Total: 40/40 (Perfect) er-ups and such without getting Sound: 8
destroyed. Interesting graphics and
Jawbreaker 2 is a puzzle game fun gameplay. Total: 28/30
not unlike Candy Crush Saga.

In the game, you match certain Graphics: 7
icons. If you do, they disappear. Gameplay: 7
If you clear the screen, you ad- Animation: 6
vance. If not, game over. Sound: 5
Total: 25/40

Cool premise. A little overdone, but cool nonetheless.

Graphics: 4
Gameplay: 5
Animation: 4
Sound: 9

Total: 22/40

Curse of the Lost Miner is like Miner 2049er and Boulder Dash in the way that it is set up. You have to advance to certain levels and collect gems. But, this is a platform game. It is fun, but very hard.

Graphics: 7
Gameplay: 9
Animation: 5
Sound: 5

Total: 26/40

The next game is another variation of the classic Boulder Dash.

Guide Rockford through the mine to collect diamonds and avoid getting crushed by boulders.

Graphics: 10
Gameplay: 10
Animation: 8
Sound: 10

Total: 38/40

August 2015 DOM: Side A

Xmas Tree 2014: This is a decorative Christmas tree graphic with a reflective ticker on the bottom of the screen. Pretty inventive design, especially the ticker on the bottom of the screen.

Graphics: 10/10 (Perfect)

MasterIt 2015 is a game where you have to find the right passcode after a certain amount of tries. It isn't unlike Master Mind from the 1970s. I can see it being very challenging.

Gameplay: 10/10

Quarrion is a puzzle game where you have to match the colors on the screen to remove them from the screen. Or, so it seems anyway.

Graphics: 7
Gameplay: 10
Animation: 6

Total: 23/30

The next file is a demo from Desire. It looks striking and impressive. I especially like the flames in the background. The music needs work, however.

Graphics: 10
Animation: 10

Total: 20/20 (Perfect)

NYDS is a demo commemorating the year 2015. Although it could be better, the music is excellent.

Graphics: 7
Sound: 10

Total: 17/20

Happy New Year 2015 is a demo showing a comic doodle of kids wearing Atari garb. Funny. I like it. It accentuates humor and fun at the same time.

Graphics: 8
Sound: 9

Comic Squares is a PAL demo that crashed on me, but I found the part that I saw of it astounding. I will give it high marks anyways.

Graphics: 9
Sound: 9

Animation: 10

Total: 28/30

Side B:	works display over a city. It looks good.	but it could use polish. But, not very colorful and it looks pretty too shabby.
Inc Year is a demo that starts out grey at first, then gradually includes color over time. this demo also has a fancy looking ticker at the bottom, showing a friendly greeting from the programmers. Love it!	Graphics: 8/10	Graphics: 8/10
Graphics: 10 Animation: 10 Sound: 10	FIREWORKS 2015 is a spectacular demo with a nice picture of a fireworks display and a nifty ticker.	Biba is a macabre pic of some freaky dude mixing drinks at a bar. But, I love the work put into it. It actually is very good.
Total 30/30 (Perfect)	Graphics: 10 Sound: 10 Animation: 10 Total: 30/30 (Perfect)	Graphics: 10/10 (Perfect)
Laglance is a pic that shows awoman next to a rocket, so I am assuming that she is an astronaut. It reminds me of those stipple drawing I used to make in college.	35 Year-Old 1 is a scan of an Atari 800 computer. It looks like a scan, but it's very high-resolution. Also, it's extremely good.	Back from Fractalis is a music demo that is quite twangy, but that is in a good way. It exemplifies something to me. I don't know what, but it does.
Graphics: 7/10	Graphics: 10/10 (Perfect)	Sound: 10/10 (Perfect)
Rej is a pic expressing a Happy New Year greeting. It is simple in design. I think Vincent Van Gogh is in the lower-right corner. It looks pretty nice.	September 2015 DOM, Side A: 2DE is a demo that may have a PAL issue, but it does have some great real-time parralax scrolling effects. If I could get a PAL upgrade on my XE, it might help.	Back in Time: No. This is not Huey Lewis and the News. But, it is peppy for an 8-bit tune. It gets faster and it is quite dramatic in the middle of the music.
Graphics: 8/10	Graphics: 9 Sound: 9 Animation: 9	Sound: 9/10
DITCH is a game where you have to escape a cave in a certain amount of time. Or, you are toast. It looks fun, but it is hard. I like the graphics, though. Pretty good game.	Total: 27/30 Duch is a demo that shows a ghost, some words in Polish and has simple music. It was OK. I thought it could have been better. Oh, well...	Popeye Arcade is only different from previous versions of Popeye because it has a splash screen and somewhat enhanced graphics. I like Popeye anyway. It always was a pretty cool game.
Graphics: 9 Sound: 8 Animation: 9 Gameplay: 9	Graphics: 6 Sound: 5 Total 11/20	Graphics: 7 Gameplay: 8 Sound: 9 Animation: 8 Total: 32/40
Total: 35/40	APP Clown is an image that seems to be created as a snapshot from an art program. Actually, it looks nice,	Diver is a pic of a diver underwater near a fisherman. It looks silly, but I give its creator credit.
New Year is a picture of a fire-	APP Clown is an image that seems to be created as a snapshot from an art program. Actually, it looks nice,	Graphics: 6/10
	Viking Z is a pic of a Viking monster. Reminds me of the Wendol	

from the movie, The Thirteenth Warrior. Pretty cool artwork. sounds epic. I can see it as triumphant music for the Olympics or something like that. Torch is an elegant demo. it is stylishly produced and wonderfully animated. I have seen it and it rocks.

Graphics: 10/10 (Perfect)

Sound: 9/10

Graphics: 10/10

Side B:

CGS Christmas Card 2014 shows a house in the winter-time with snow falling to the ground wishing everybody a Happy Holidays from the Classic Games Shrine. It was pretty cool.

Gdansk Airport Doesn't Like Atari is a musical piece that, again, is fast-paced and frantic. It sounds like an Atari trying to hide himself and his wares from the Gdansk Airport security. It's pretty good music, though.

International Karate Enhanced 2014 is based on the classic game International Karate. It is a great game and it takes a while to get used to the controls, but it is worth playing just once.

Graphics: 9
Sound: 10
Animation: 9

Sound: 9/10

Graphics: 10
Gameplay: 9
Sound: 8
Animation: 8

(NOTE: We had another copy of Curse of the Lost Miner on this disk and it will not re-reviewed in the same DOM Report.)

Total: 36/40

Total: 28/30

Wavy 256 Bytes is a demo show a bunch of dots on the screen waving like a flag in real-time. Pretty fluid animation.

Ka-Ri is a pic about a beautiful female figure with wings flying above a cityscape. It looks very detailed and I enjoy it.

Self Test Terror is a musical piece that has some suspenseful elements to it. I did not find it so terrifying to me, however. Still, you can sense an element of stalking to it.

Graphics: 10
Animation: 10

Graphics: 9/10

Sound: 7/10

Total: 20/20 (Perfect)

Romb Art looks like a cross-stitch picture to me. It looks great. From a distance, if you did not know it was from a computer, you could swear it was the real thing.

The Third sounds more terrifying than Self Test Terror. I like this one because it hits the mark more with horror.

I Came Here to Destroy Your World shows a metallic juggernaut with the Biblical Scripture reference to Revelation 13:18. Somewhat apocalyptic. But, it is a nice piece of artwork.

Graphics 10/10 (Perfect)

Sound: 9/10

Graphics: 10/10 (Perfect)

ST vs STe shows off the graphics capabilities (simulated) of the two 16-bit microcomputers from the former software giant. It is well done and I like the colorful graphics. But, it can be a little better. But this is 8-bit. Great job anyway.

Pleasure is a pic that does not seem so pleasureable. I don't think it would be appropriate to describe, it isn't pretty.

Graphics: 6/10

Jaggi show one of the aliens you must fight in the classic game Rescue on Fractalus. It looks pretty good and almost 16-bit. Stylish!

Graphics: 8/10

Krasnoludek is a pic showing demons and an old man with a magic wand. It looks evil, but this was Halloween at the time. Nice pic.

Graphics: 10/10 (Perfect)

October 2015 DOM: Side A:

Graphics: 8/10

Destiny is a music demo and it

Scary shows a toothy creature with

dreadlocks. It looks really cool, for a Halloween pic. I quite enjoyed it.

Graphics: 9/10

Postcard shows some scenes in black and white, and in color. The pics blend in together to form a sort of collage. It's really neat.

Graphics: 8/10

Rolo XI is a musical demo with graphics and a ticker in Polish. It looks pretty good. I like the dots that are displayed in a string pattern on the screen.

Graphics: 8
Sound: 9
Animation: 7

Total: 24/30

Side B:

(NOTE: Happy New Year 2015, and Intro 2015, demos on this disk, have been on previous DOMs and will not be reviewed again in this DOM Report.)

Oczoplas is a game where you have to avoid flying debris coming at you. It is in the style of Gyryss in the way that you have to move around the screen. The longer you stay alive, the more points you score.

Graphics: 3
Gameplay: 9
Sound: 7
Animation: 7

Total: 26/40

My Fault is a mournful tune that sounds pretty good. I think it is

about someone that is sulking about something bad that he could've prevented.

Sound: 8/10

Strazniczka is a pic of a woman with a crossbow and a vicious dog on a leash. It can be better, but I think it is still striking.

Graphics: 7/10

Ona Tanczy Dla... is a pic showing a troll-like with a captive fairy. A lot of detail went into this. It show and it pays off.

Graphics: 9/10

Peace shows Barack Obama and Vladimir Putin shaking hands, while thinking about bombing each other to the Stone Age. Interesting pic.

Graphics: 6/10

Transmission is a pic showing pictures of womens' heads in abstract but detailed positions. It seems to be showing states of mind. Pretty nice pic.

Graphics: 10/10

Well, that concludes the DOM Review and, hey I am finally caught up with ALL of my DOM Reports! Well, isn't that swell! I will catch you later with another DOM Report soon! Thanks! In closing...

No matter where you go,
there you are.

(I just wanted to share a little food for thought. Have a happy, folks!)



(Yup! Even in Riverdale Atarians are going strong. Ask them about it there!)



Message from Captain Irata:

"OK, you SPACE Cadets!
Get your DOMs out and start practicing those games!
Hoo-rah!"

Atari++ Release 2015

Posted Sun Nov 8, 2015 14:00

Hi folks,

a new release of Atari++, the portable atari emulator for Linux and windows has been released here in the download section - as usual, you find there the Linux sources and a compiled version for 32-bit Windows. Release 1.80 is a new major release of the Atari emulator, not only fixing a series of nasty bugs, but also including new features and major improvements. The major improvement is the inclusion of a Basic interpreter, named Basic++, which improves on Atari Basic in many ways.

Atari++ has now a built-in Basic interpreter, namely Basic++. It is a mildly extended Atari Basic dialect, which is quite a bit faster, plus one additional command, "DIR". See the Basic++ distribution for additional modifications. The Basic settings have been improved, the preferences allow now up to three Basic images to be defined, typically corresponding to revisions A,B and C of the language.

The CPU emulation fixed the cycle count for some rarely used instructions.

Added a profiler to the monitor. PROF.S starts the profiler. PROF.L lists the profile counts collected so far, PROF.C lists the cumulative cycle counts of subroutines.

Tape emulation has been largely extended and simplified. Entering a non-existing tape will now create an error immediately. The tape emulation also allows now WAV files, i.e. digitized real

tapes, and will decode them on demand. Output to .WAV files (audio-encoding) is now also possible. This integrates the wav2cas and cas2wav programs of the same author into the emulator.

SIO sound emulation has been extended. The SIO sound now also emulates the tape sound on input, and improves on the authenticity of the disk drive sound.

The X11 front end improves the handling of mouse clicks. Mouse clicks that do not go into the window but into an overlapping window are now ignored. Audio output can now be recorded into a SAP Record-Type R file for playback.

Disk drive emulation has been largely improved. Several drive types are now emulated, including their serial transfer characteristics, such as disk drive speed. Note that the original 1050 drive emulation no longer takes disks that are double density or have more sectors than those of the original disk formats. To play such extended disks, select one of the more advanced drive types.

SIO emulation has been reworked to some degree to allow the extended drive types, control the serial speed and allow for proper tape emulation. Binary disk images now also create a valid disk structure containing the load file as AUTORUN.SYS so it can be loaded from DOS, too.

The math pack patch has been revised and its precision has been improved by changing the rounding policy slightly. The floating point to ASCII conversion now also follows the

convention of the original math pack.

Detection of .BAS (Basic) files as disk images is now handled more carefully, and the emulator will no longer confuse some xfd disk images with basic files.

The built-in monitor supports now symbolic labels. Such label information can be read from a CA65 debug file output, i.e. use --dbgfile on the ca65 command line. The debug file is then read with the new ENVIS command of the monitor.

The math pack in the built-in Os ROM had a bug in the BCD to ASCII conversion which could not print signed zeros and some denormalized numbers correctly. This got fixed.

The math pack could not handle signed zeros in the BCD to integer conversion, fixed.

The BCD to integer conversion was pretty slow. The new release replaces the algorithm completely, making it a lot faster.

<http://www.xl-project.com/>



The next SPACE Meeting is on Friday, November 13, 2015 at 7:30 PM CST.

SPACE Election Night



November 13, 2015
Your Vote Counts!

CLUB OFFICIALS

President:	
Michael Current	(608) 787-8548 michael@mcurrent.name

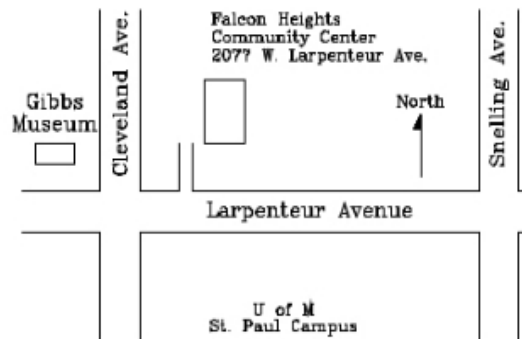
Vice President / BBS Operator / Newsletter Editor	
Nolan Friedland	(763) 689-5340 ilmarinen1976@hotmail.com

Secretary:	
Steve Peck	(651) 462-0111 artisan213574@gmail.com

DOM Librarian / Membership Chairman:	
Glen Kirschenmann	(763) 786-4790 kirschg@netzero.net

Treasurer:	
Greg Leitner	(651) 455-6550 greglites@hotmail.com

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.

c/o Gregory Leitner
3407 78th St E
Inver Grove Heights, MN 55076-3037

DISCLAIMER

Published by the Saint Paul Atari Computer Enthusiasts (SPACE), 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. Opinions expressed are those of the authors and do not necessarily reflect the views of SPACE, the club officers, club members or ATARI, Inc.

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.