



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

December 2015 Newsletter

Introducing Your New Newsletter Editor!

Foreword by Steven Peck

Well, welcome to another edition of the SPACE Newsletter. This is the last one of the year before 2016, as you are aware.

It was decided last month during the SPACE Election that I would assume permanent control of the creation of future editions of the SPACE Newsletter. I am honored to do so and I will make sure that service will be uninterrupted.

I will also make sure that this oversight does not happen again. Thank you. I hope that you enjoy the new look and may I serve the interests of the Club for a long time, for I am not going anywhere anyway. I will present more in the Secretary's Report. You have my heartfelt salutations.

Steve Peck
SPACE Secretary and
New Newsletter Editor

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The
President's
Corner
*By Michael
Current*

Great to see everyone last month! Thanks to Greg and Steve for rounding out the Executive Board, and to Glen, Steve, and Nolan for continuing to contribute to SPACE in leadership roles as well. Where would we be?? The answer is, we would not be here without you!

And now December has arrived, and it's time for the SPACE club annual holiday party! Bring your dish to pass, and enjoy food, Atari folks, and Atari fun-- Atari club style!

Thanks, keep using that Atari, and come to your next SPACE meeting and PARTY, Friday December 11, 2015.

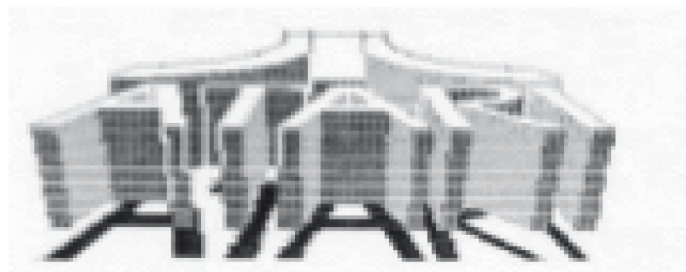


Treasurer's
Report
*By Gregory
Leitner*

Our November SPACE meeting was attended by six members thanks to Lance and our President, Michael Current returning from the injury roster. Lance still can't use his arm that was operated on and had his wife, Beverly drive him to the meeting. Michael was doing much better but he said that he had to drive to Michigan in the summer using only his left foot.

With six members we had a majority of our membership present and the voting went same as usual. All current positions will remain the same for another year. Thank you for your service to SPACE.

Good to have Lance and Michael Current back from their injuries/illness. The meetings take on another gear with those two members present.



Steve Berglund took care of Glen's 1050 disk drive problem by donating an extra one he had on hand. Thanks, Steve.



Secretary's Report

By Steven Peck

In the new business, Lance stated that he will have 8 GB capacity upgrades for the new V61 SD card drives. Right now these handy drives can only handle 2 GB SD cards.

Our treasury took in another \$69.00 in November for the second month in a row so we now have a balance of \$444.54. We had one membership renewal for \$15.00 and sold \$45.00 and \$9.00 on fifteen 8-bit and three ST DOMs respectively. It looks like the Club will need receipts in the neighborhood of \$500.00 next year if our room rental goes up to \$30.00 per month as Falcon Heights is requesting for 2016. I know we can do it.

That is about it for this month. See you for the December Xmas Party.

HELLO WORLD!

Well, it's another month. So, it's time for another SPACE Secretary's Report. This is your friendly SPACE Secretary, Steve, here. There's a lot about November, so I won't beat around the bush. I will get started.

The meeting commenced on Friday, November 13, 2015, at 7:33 PM local time. Our membership count is at ten at the moment. We also had two surprises. Lance and Mike Current showed up at the meeting. Lance is still going through a lot, so please keep thinking about him. He has a long way to go and I wish the best for him and his wife, Beverly.

Also, keep Mike Current in your thoughts as well. I know that he has been going through a lot, too. I'm pulling through for him as well.

In the old business, We were still pondering about the old 1050 drive, as it was still faltering. However, Steve B. showed up and was generous enough to donate one of six 1050 drives that he won in an auction on eBay. I cannot congratulate him enough for doing that. My thanks and I am sure the Club is grateful as well as thankful.

There will be a small charge for upgrading the drives, but the cost is unknown at present. Lance may have a prototype 8 GB drive to demo next month, so come and see it. It will be a good demo.

November also brought the SPACE Elections, and 60% of the Club was there for quorum. The election results were as follows:

Steve Peck: Secretary
Greg Leitner: Treasurer
Nolan Friedland: Vice Pres.
Michael Current: President

Next month is the annual SPACE Christmas Party! As always, it will be a potluck dinner, so it is time for everyone to bring something in to eat (I will bring chips and dip, of course). It will be a fun night of games on the DOM, food, and music. So, be ready for a great time!

President-elect Mike Current brought in some show & tell when he came in. He subscribes to a German Atari magazine (I believe it is called "Pro(C) Atari"), and gave us info about his donating the Dorsett Educational Cassette software collection for the Atari 8-bit. He incorporated the help of Mr. Kevin Savetz of atariarchives.org, as well as Mr. Thomas Cherryhomes.

These men were instrumental in intricately restoring the analog recordings on the tapes and transferring them to a digitally restored format. This is for future generations to enjoy.

So what of the original data cassettes? Well, they are archived in a software museum on the Northwest Coast of the United States (in Oregon, I believe).

ABBUC, the Atari Bit Byte User's Club, located in Germany, congratulated and honored the three intrepid software archivists on a video that Mike showed us.

I express kudos to Mike, Mr. Savetz, and Mr. Cherryhomes for their painstaking work in keepinf this software alive. Thanks, guys, and keep up the good work!

The meeting adjourned at 8:44 PM local time, lasting seventy-one minutes (and every minute was worth it, too).

Well, this concludes the Secretary's Report. In the words of the great Stan Lee...

EXCELSIOR!



Atari 8-bit DOM Review

by Steve Peck

Hey there, fellow Atarians! Welcome to the latest 8-bit DOM Review for the Club.

This is going to be a short review since there are only four programs in the entire DOM. So, I will now get going on that.

Side A:

Sprint 1 is a coin-op arcade conversion of the original Atari smash hit racing game. Not only does it look cool for a game of its time, the conversion is spot-on. I enjoyed trying to play it, but I need to get used to the controls. The was a great game in 1978 and it is in 2015!

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

Total: 40/40 (perfect arcade conversion)

Near is a great looking demo and it really pushes the aesthetics of what the 8-bit can do. It has parallax scrolling, real-time 3D, and excellent graphics. I am speechless (yes literally, because I am typing and not speaking - pun intended). Besides the PAL issues, it is a great demo, nonetheless.

Graphics: 10

Sound: 10
Animation: 10

Total: 30/30 (perfect demo)

Side B:

Skunk 55 is a dice game where you have to get to a certain amount of points before your opponent (computer or human) can beat you to it. I really don't know how to play this game, since it never came with instructions.

But, somehow, I beat the computer, which says something. However, I wish the programmer included instructions to the game. Because, then the game would have been easier to play.

Graphics: 6
Gameplay: 6
Sound: 5
Animation: 1

Total: 18/40

Finally, we have what I think is the best game on the DOM: Gravity. It is very addictive. I could not stop playing for at least an hour. I stopped only to review the rest of the DOM.

The game's premise is simple. You have to match up blocks as perfectly as possible and build up a color-coordinated tower of blocks. If you can do it perfectly at the end of the level, you get bonus points.

However, there is a catch. If you miss the mark on some of the columns and you are off, the line of blocks gets smaller

and smaller. Plus, as it moves back and forth horizontally, it will get faster in movement if you miss enough. You have to be quick on the joystick or joypad. This is a great game. Play it and see!

Graphics: 6
Gameplay: 10
Sound: 4
Animation: 10

Total: 30/40

Well, this concludes the Atari 8-bit DOM Review. I will be back for another review in December and remember, have fun with this DOM because it has great games that are worthy to be played. Thanks for reading and I will see you at the SPACE Christmas Party. Have Happy Holidays!

Announcements from the Atari World

Tuesday, November 17, 2015
2:08:06 PM

"Secretum Labyrinth: The Legend" is now available on cartridge. The Game requires an Atari XL/XE computer with 64K RAM. It requires a joystick and some keyboard usage to select and use items in your inventory. This is a Role Playing Adventure Game that fills in a gap for the Atari 8-bit in that there had been many Arcade Action Role Playing Adventure type games. We put a lot of hard work into this game, months of extensive beta testing.

The cartridge is available for \$39.95, and comes with an instruction manual.

EDITOR'S NOTE: the game can be purchased from Video 61 and Atari Sales at the following Web address:

<http://www.atarisales.com>

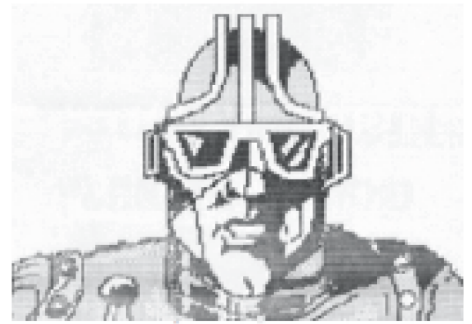
Happy dragon-slaying!



GET INVOLVED!



WE WANT
YOUR
ARTICLES!



Captain Irata says:

"Last one at the SPACE Party can can perform KP and peel the potatoes for the Christmas dinner! Hoo-Rah!"



The Doc concurs:

"This time I concur with the hero before me, even though I am a comic book supervillain. Come and have fun or I will give that web-head a run for his money yet again! Merry Christmas, SPACE Cadets!"



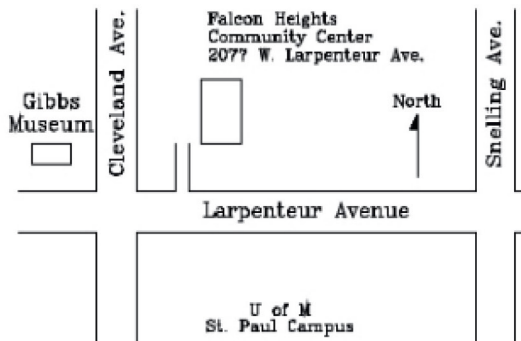
The last SPACE Meeting is on
Friday, December 11, 2015
at 7:30 PM.

Then after that,
it's PARTY TIME!
Have a Merry Christmas
in 2015 and
a Happy New Year in 2016!

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.



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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.

S.P.A.C.E.

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