



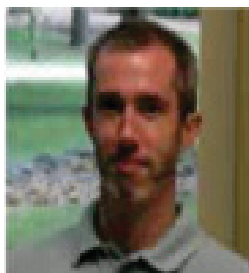
•Serving the Twin Cities Atari Community for Over Three Decades•

## May 2016 Newsletter



Message from Captain Irata:

“Practice those Atari games. No game, no gain! Hoo-rah!”



**The  
President's  
Corner**  
*By Michael  
Current*

Nice to see the group last month, have to show up when I can! We were packed in tight in the small room, but it worked out fine. Fun playing the Atari version of what I know as MasterMind!

Also on that trip, I made another trip to the downtown Minneapolis library. I made some scans of the very first Atari VCS ad for someone who had seen my earlier picture of one page from that ad, the page announce Tank II (which never shipped).

Probably the most interesting discovery I made on this research expedition I didn't even recognize until I went through everything later. I believe I figured out where

Atari manufactured Consumer Pong units: the former Kee Games factory that they had recently idled when they merged Kee Games into Atari early in 1975. I also believe I've sorted out how the factory at 1215 Borregas in Sunnyvale CA was used: it was first built to manufacture the VCS in 1977, then Atari Coin-Op manufacturing moved there in spring 1979. Then in winter 1982 Coin-Op manufacturing moved to Milpitas CA, while the 1215 Borregas factory was re-purposed again to make the 5200. 1200XL manufacturing also took place there briefly in 1983, before the plant was finally abandoned by summer 1983. Fun, Eh?

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday May 13, 2016.



**Treasurer's  
Report**

*By Gregory  
Leitner*

A very welcome surprise in April in that we had five members present for the meeting. The only catch was that the large room was being used by the highway patrol so we were relegated to the small conference room. It didn't matter as we fit rather easily in the room and thanks to the power strip we found in the closet it really worked out well.

Glad to see our President, Michael, could make it and Steve Berglund,

who wasn't sure he would make it, also came. So we had a wonderful meeting and I hope it continues from now on.

Once again, Nolan didn't make it so we had no expenses again for the web-site. If Nolan reads this I hope he gives me a call as no one has been in contact with him for the last eight months. We had DOM sales of \$30.00 for the month of April. One ST DOM and nine eight-bit DOMs. Our balance is now \$267.54.

One of the topics for discussion was the production of ST DOMs going forward as April was the last one that Nolan had produced. It seems that one of our out of state members is willing to provide them with Lance's help. It sounds expensive but I think we will give it a try and see how it works out.

Another great 8-bit DOM as the game Codeman took everyone's attention. If you don't have a copy from this month make sure you get the April Dom at the next meeting you can attend. This game took up the last half hour of our meeting.

Well, that is all I have for now; see you all in May.



**GET INVOLVED!**



**WE WANT  
YOUR  
ARTICLES!**



## Secretary's Report

*By Steven Peck*

**HELLO WORLD!**

Here I am with the next edition of the Secretary's Report for April of 2016. I hope that you all had a great Easter and enjoyed last month's DOM. I know that I sure did.

Anyway, let's get started.

The April meeting started on April 8th at 7:26 PM. Greg, Steve Berglund, Glen, and I started the meeting.

We had a surprise visitor: our venerable President, Michael Current, showed up for the meeting. He had showed the latest editions of Pro(C) Atari from Germany. He also had some power supplies to show that are seeming rare for the 8-bit.

I was looking at the magazines and they were quite impressive looking. It is amazing what is coming out of Europe, and I wish America still had that innovation here. Bother.

There was more talk about the ST DOMs. We definitely need more DOMs for the ST computer. Lance is still on the injury list and I do not know when he will return to SPACE.

He would be able to shed more light on this subject than me. He does intend to get back to meetings. But, it is hard for him to drive. It may still be a while until he returns.

The membership count is seven. It will be six next month. I was going to pay for the members out of state, but I forgot the money that Lance borrowed to me to pay for them.

So, I apologize to the Club and to Lance for that oversight. This is a total fluke. I will not make the same mistake next month. So, sorry about that.

The meeting lasted until 8:14 PM, for a total of fifty-two minutes. However, the DOM was shown after the official meeting minutes.

There was a mix-up due to the fact that there was the peace officer's annual meeting in the main conference room. So, we settled in the smaller office next door.

Well, folks, that concludes the Report. Following the Report is the DOM Review for the 8-bit Atari. In Stan Lee's famous salutation:

**EXCELSIOR!**

## 8-bit DOM Review

*By Steven Peck*

Welcome to the April 8-bit DOM Review! Although some of you thought that the DOM was not as great this month, there are still some great demos and apps in here.

I will just go ahead and rate them.

**SIDE ONE:**

The first file is a picture called "Desktop". It shows a picture of an Atari TOS desktop screen. I thought it was nice looking and polished, but still somewhat average.

**SCORE:**

Graphics: 7/10

"Mono Adventures" is a pulse-pounding sound track from the group Glucholazy 2015. This is a kicking track and I love the nuances in it. Great tune to listen to!

SCORE:  
Sound: 10/10

"Arsantica 3", another demo, shows a rotating asteroid in space with a spaceship on the left and the Arsantica 3 logo is displayed.

This is a smashing demo! I love the digitized graphics. It has great music and exquisite animation. Not perfect, but extremely close.

SCORE:

Graphics: 10  
Animation: 10  
Sound: 9

TOTAL: 29/30

The first game on this DOM, "Saboteur", shows you, the player as a guy in a frogman's suit. You need to punch, kick, and dodge your way through the game to your goal.

It has an awesome looking title screen, but the graphics can look better during the game. The play factor is pretty good and is fun with practice. Here's my take on it.

SCORE:

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

TOTAL: 28/40

NOTE: Glen Kirschenmann's program, "DocView", is again on the DOM. Since I did talk about it already in the last DOM, I will not need to rate it again. It is handy, though.

## SIDE TWO:

The first program on this side of this DOM is called "Codeman". It is like the classic game, "Master

Mind", where you have to find the right code by matching the colors to the correct sequence.

The gameplay is quite challenging. I was never very good at games like this. But, the sound and graphics need work. Great game otherwise.

SCORE:

Graphics: 4  
Animation: 1  
Sound: 1  
Gameplay: 10

TOTAL: 16/40

The name of the next program is "TAG!", and the name says it all. It is a game of tag in a maze with you and up to three players, or against the computer.

I really do not understand if there is a plot besides tagging the other players. I don't know if there is a time limit or not. There are no instructions to it. So, it lacks.

SCORE:

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

SCORE: 22/40

"E-Type" is a racing game that starts off lookgreat with digitized graphics on the title screen. The rest of the game can be better. But, it works with practice, of course.

SCORE:

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

TOTAL: 26/40

The final file on the DOM is called "Filter Mod Pokey". It is another music track. It also rocks. I enjoyed this track. I can tell that the programmer put a lot of effort into this to make it sound great. It paid off!

SCORE:

Sound: 10/10

That is it for the 8-bit DOM Review. We will have other reviews for other games from other Atari platforms following this Review. Thanks for reading and enjoy the Newsletter.

## Atari Platform Games Review

*By Steven Peck*

Well, as I promised, I am premiering the Platform Games Review for all of the Atari platform systems. I feel that we needed more polish with this Newsletter. Here it is.

So, I am going to get started.

Atari 2600 Game of the Month:

"Taz": In this classic game from 1983 for the 2600, you play the Tasmanian Devil from the old Warner Bros. cartoons. The object of the game is to eat courses of food.

However, there is a problem. There are sticks of dynamite zipping across the screen. If you eat one, you get an explosive (pun intended) case of indigestion and lose a life.

You can have up to eight lives in the game. If you lose all you lives, the game is over. There are three main courses in the game full of food, with a surprise wave.

Be aware that as you advance in the game, the game starts moving faster and faster, until it gets harder to react. But, despite its difficulty it

is a great game.

Plus, for a 2600 game, it actually has great graphics and sound. This has been one of my favorite 2600 games for over the over thirty years I have been playing Atari games.

#### SCORE:

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

TOTAL: 35/40

#### Atari 5200 Game of the Month:

The next game I am going to review is "Popeye", for the 5200 platform. I played it for the first time with a friend of mine and it actually plays well. However, it has its cons.

The graphics could have been better, but it was squeezed onto 16K of storage space on the cartridge. As a result, the graphics suffer.

The gameplay is awesome and the music, thanks to Pokey technology, is almost identical to the Nintendo arcade version. It has all three levels from the arcade in detail.

I have this game as well. But, my 5200 has been out of commission for years because of the joysticks going bad. But, it is a keeper.

#### SCORE:

Graphics: 6  
Gameplay: 9  
Animation: 9  
Sound: 10

TOTAL: 34/40

#### Atari 7800 Game of the Month:

I have recently purchased the game "Klax", for the Atari 7800. It is phe-

nomenal. Despite it being only an 8-bit conversion, it is practically a carbon copy of the arcade version, also from Atari.

It has three difficulty settings: from Easy, Medium, and Hard. The rules are simple. You have to match tiles to make "Klaxs". The tiles are coming down a conveyor belt, and over time it gets faster and harder.

Three or more tiles in horizontal, diagonal, or vertical position make Klaxs. The more tiles in a Klax, the higher scoring the Klax will be. Do not let the tiles fall off the belt and do not fill the bottom of the screen.

If three tiles fall out of play, its game over. It is the same if there are no longer any playable moves in any one level. It does not look or sound as good as the Lynx version. But, it is laid out more like the arcade version, and that is OK with me. Kudos to Atari on this one.

#### SCORE:

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

TOTAL: 31/40

#### Atari Lynx Game of the Month:

The next game in review, for the Lynx, is "Electrocop". You play a cybernetic police officer in the year 2069 AD. You have to storm an old research building run by Megacorp, who has hired you to rescue the President's daughter from the sinister Criminal Brain.

You have to collect weapons, fight robots, and overcome traps in the game. You also have to figure out codes by hacking into computers so you can open doors in the game.

You have limited energy and one hour to save the little girl from her predicament. If you run out of energy, or time, you are dust.

Personally, this is an excellent looking game with great sound in it. I enjoyed it when I first got it. I still do the graphics shine as well as the pulse-pounding music.

I wish you could save games. That would be a plus. But, it might make the game too easy as well. So, I guess there are trade-offs. Great game, otherwise, and I would definitely play it again.

#### SCORE:

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

TOTAL: 36/40

#### Atari XEGS Game of the Month:

I am going to review an old classic XEGS game, "Into the Eagle's Nest". This game is tops. There is a lot of action in it and it is very difficult to play.

The object is to survive as long as possible to complete your mission against Nazi soldiers in WWII. You can collect first aid kits, treasures, and ammo along the way.

Beware, though. You can run out of ammo, which isn't fun when you are being shot at by SS stormtroopers. If you are shot fifty times, the game is over. You can also spring booby traps that will explode in your face. It is game over then as well.

It is an overhead shooter. You, the player, are looking down at all of the action. My peeve is the difficulty in the game. It is almost too hard



to play. You need a lot of practice to master this game.

Since I am a WWII history buff (after all, my grandfather and great-uncle were both D-Day and Battle of the Bulge veterans in the European theater), I love this anyway. Plus, if you can find this game, it is rare. Therefore, it is an extremely collectible video game.

This game is an asset to anyone's Atari game collection because of its rarity. If you get it, hang on to it. It is worth its weight in gold!

#### SCORE:

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

TOTAL: 29/40

#### Atari Jaguar Game of the Month:

Now, we come to the final game to review, "Myst", for the Jaguar CD player. This is probably one of the best games for the Jaguar ever, as well as one of the best games ever, in my honest opinion.

You know the premise of this classic game: explore, find objects, solve puzzles, and the like. I have always enjoyed "Myst". It is fun and challenging. Even though I have done a lot in the game, I have not solved every puzzle. Even after twenty years. It's astounding.

"Myst" can boggle the mind of a player for years. It is that complicated. But, it is fun at the same time. the difficulty of the game does not detract. It supplements. Great game for the die-hard Jaguar fan.

#### SCORE:

Graphics: 8

Gameplay: 10  
Animation: 9  
Sound: 10

TOTAL: 37/40

This concludes my Atari Platform Games Review. Thank you for reading and I hope that you enjoyed it. I will see you on May 13th with more reports to view.



The next SPACE meeting is on  
Friday, May 13, 2016, at 7:30 PM.

We hope to see you there!

# SPACE COMICS SECTION!

## The Misadventures of A-Man and C.D.

*By Steven Peck*

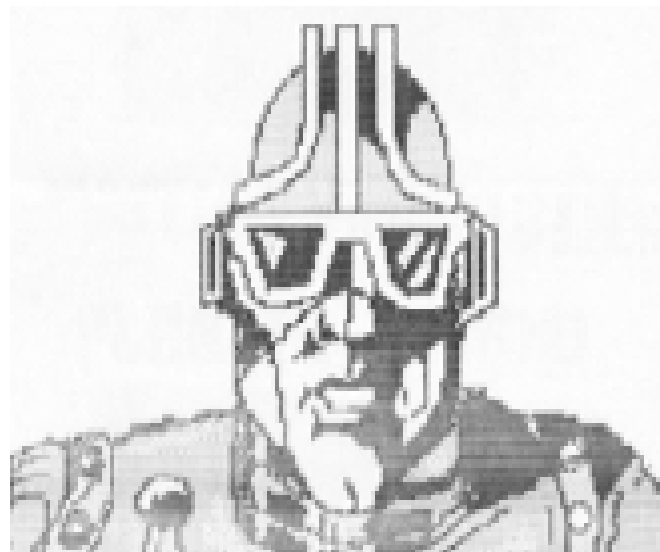


# A Final Word

*By Steven Peck*

Well, as you can see, I did make a few big changes to this month's Newsletter. I hope that it dresses it up and that it is to your liking. If you feel there should be more to it, give me a shout and I will do more.

Maybe, we can discuss it in a future meeting. We could have a consensus on that. Just a thought, anyway. I am here to improve your reading experiences. So, please feel free to express your opinion on the Newsletter. I will respond in kind. Thanks for reading. I will see you on the 13th. Carpe diem, guys!



Another message  
from Captain Irata:

"Support SPACE and buy more  
DOMs! Semper Fi! Hoo-rah!"



## CLUB OFFICIALS

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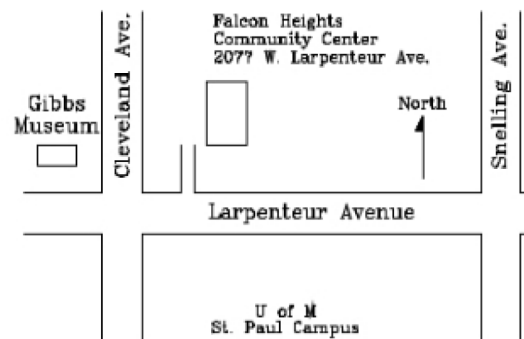
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Saint Paul Atari Computer Enthusiasts (SPACE) meets on the second Friday of each month at 7:30 PM in the Falcon Heights Community Center at 2077 West Larpenteur Ave. Doors open at 7:00 PM.



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S.P.A.C.E.

c/o Gregory Leitner  
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Visit our website at: <http://space.atari.org/>

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

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