

• 1982 •



• 2016 •

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

THIRTY-FOURTH ANNIVERSARY EDITION



Message from Captain Irata:

"O beautiful for spacious amounts
of DOMs, for massive waves
of crazed Atari fans..."

"Happy 4th and Happy Birthday,
SPACE! Hoo-Rah!"



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

July means SPACE party time!
Hopefully everyone knows what
dish to bring already, otherwise
surprise your Atari friends!

I can report Nolan restored my abil-
ity to upload newsletters to the club
website, so we're all up to date and
on track there.

What do you think of this news that
Atari in partnering with Wu-Tang
Clan rapper and producer RZA for
the development of songs inspired
by Atari video games? I find this
hard to imagine. They also don't
mention what specific games we're
talking about, so that remains a
matter of guesswork as well. Nor
am I familiar with Wu-Tang Clan or

RZA, so I guess I'm just out of the
loop on this!

Thanks, keep using that Atari, and
come to your next SPACE meeting
and party, Friday, July 8, 2016.



**Treasurer's
Report**

By Gregory Leitner

Since Steve Peck couldn't make it to
the June SPACE meeting, I am go-
ing to incorporate some of his min-
utes into this treasury report. We
only had three members present for
the June meeting - Glen, Steve Ber-
glund, and myself. With the SPACE
party coming up next month we
really don't know who is going to
bring what. The June newsletter in-
dicated that we would once again
have chicken tacos but that didn't
seem to impress the three of us that
were present. But for this party we
will keep with the tacos. Glen will
bring fixings for root beer floats,
and if Steve Berglund can make it
he may bring cookies. If any other
members decide to attend the party
they will have to choose something
not already mentioned.

We started our June SPACE meeting
right at 7:30 PM and thanks to Ste-
ve Berglund bringing in his printed
copy of the June newsletter I was
able to read the highlights from it.
The main thing was the \$93.00 re-
ceipts pulled in for the month of
June which the Club hadn't seen
in more than a year for one month.

Glen demoed another great 8-bit
DOM which included two adven-
ture games which were done very
well. One actually updated the
graphics anytime you ended up in
a different part of the adventure.
Both games look very challenging
and takes a learning curve to figure
the commands. Our membership
count stands at ten currently paid
up members. No web site update
for the month, and the only news
was that Steve Berglund acquired
a Falcon computer and he brought
it in to see if it worked. The only
problem was that we didn't have an
adaptor to work with our monitor
but we were able to use an ST disk
and fire it up. It seems that the hard
drive started and the floppy light
turned on as it should. Just to let
Steve know that I found the origi-
nal Falcon manual that I will bring
next month for him to borrow.

That pretty much concluded the
meeting at 8:55. Please if you are
planning to attend the party next
month send me an e-mail to greg-
lites@hotmail.com so we know
how much food to prepare. With
that said I hope you can all make it.
See you then.

Table of Contents:

The President's Corner:	1
Treasurer's Report:	1
Secretary's Report:	2
8-bit DOM Review:	2
Multi-Platform Review:	2
Atari News:	3
Comics Section:	4
Party Preview / Final Notes:	4



Secretary's Report

By Steven Peck

HELLO WORLD!

I wanted to apologize for not making it to the last meeting in June. I will be at the Party in July, and Lance and his wife will show up as well. I am coming with them.

By hook or by crook, I will be able to make it to future meetings. So, I will be going much more frequently to the meetings from now on. I have a responsibility to keep after all.

Special thanks to our Treasurer, Gregory Leitner, for handling the minutes while I was out. I am grateful for him doing that. I owe you one, Greg. Kudos.

This concludes my minutes for the Secretary's Report. I will have more next month, a special double DOM Review, and other things will be in order. Thanks for reading.

In the words of the great Stan Lee...

EXCELSIOR!



Atari 8-Bit DOM Review

By Steven Peck

Hello, again! Since I did not get a DOM due to my absence last month, I will make this short. As I said in the Secretary's Report, I will review TWO DOMs next month.

This is to keep up with demand. I also have demands to keep by doing it this way. Sorry for the delay. I will be back. Cape diem, folks!

Multi-Platform Game Review

By Steven Peck

Well, I am back as promised with a multi-platform video game review. I will write reviews for games for the Atari 2600, 5200, XE, 7800, Lynx, and Jaguar.

The first game I will review is for the 2600 called "Coconuts." You play a guy in the jungle trying to avoid a mean monkey who drops coconuts on you.

You have an umbrella, a pith helmet, and then that is it. So, basically there are three chances to make it through. If a coconut hits your umbrella, it disappears. If a coconut hits your pith helmet, that disappears. If a coconut hits your head, you disappear.

For a 2600 game, this is a great title. It is addictive and I like it. Telesys games did have much better graphics than most of the games during its time. It is a treasure to any Atari-an's video game collection.

Graphics: 7
Gameplay: 9
Animation: 6
Sound: 6

TOTAL: 28/40

The next game, for the 5200, is "Super Breakout." Now, I have heard about the lousy controls on this platform, but this game actually plays well on the 5200. You know the drill, smash blocks and clear walls with your paddle.

But, there is a twist. The walls can come down and trap you, crushing your paddle! Clear the walls to ad-

vance to the next round.

This is one of the best games for the 5200, in my opinion. This is due to the controls on the 5200 joysticks, which can be difficult to use on certain games. But, this game takes advantage of the design. So, it shines.

Graphics: 7
Gameplay: 9
Animation: 8
Sound: 6

TOTAL: 30/40

For the XE, I will review "Bug Hunt." This requires a light gun to play it. It could be better, but it does play better with the Atari light gun than the Nintendo Zapper gun would with most NES titles that required it.

Overall, it is a great game, at least to me. You play a game programmer that has to shoot "bugs" in the system. These are actual bugs. You have to shoot flies, frogs, worms, etc. I love this title. It comes free with most newly packed XEGS systems. Cool game.

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

TOTAL: 33/40

For the 7800, we have the arcade classic port, "Xenophobe." Just like the arcade game, there is split-screen action if there are two players, shooting aliens and interacting with computers and other equipment.

You also can collect items, food, advanced weapons and bombs, and you must try to clear the infested areas before self-destruct commences. If you do that, you will get a bonus. You will survive self-destruct, but

you will get no bonus because the base would not be cleared in time.

It is close to the arcade game, for an 8-bit game. It is superior to the NES version, to be sure. I can play this game for hours. You might want to consider this title. It's out of this world (pun intended)!

Graphics:	9
Gameplay:	10
Animation:	8
Sound:	7
TOTAL: 34/40	

For the Lynx, we have the game "Toki." In this title, an evil wizard steals your girlfriend and turns you into an ape! But, you can take out your enemies by spitting bullets at them. You can also get other power-ups along the way, like three-way shots, flamethrowing breath, and a helmet among things.

The graphics are pretty good, but suffer because of the Lynx's LCD screen. The gameplay is great and this is a plus. I like how faithful this game is to the arcade version. Kudos to Fabtek and Atari for this game title.

Graphics:	8
Gameplay:	9
Animation:	8
Sound:	7
TOTAL: 32/40	

For the Jaguar, we have the game "Iron Soldier," where you control a 42-foot tall military robot armed to the teeth with advanced weapons. You are part of a rebellion fighting a fascist corporate entity bent on world conquest.

Bomb everything in sight and keep from getting destroyed as much as possible. You can get repair kits, cruise missiles, ammo for your

guns, gatling guns, a shield, and other things.

But, the corporation has robot mechs, too, and they are not afraid to use them! The 3D graphics are extremely primitive compared to today, but it came out in the 1990s.

Great sound and gameplay make this game work. It is addictive and fun. I, personally, like blasting the buildings. This is a rare title for the Jaguar and is great for any collection. Play it!

Graphics:	6
Gameplay:	10
Animation:	10
Sound:	10
TOTAL: 36/40	

Well, this concludes the Review. Thanks for reading and keep the faith. I will see you later.

Latest Atari News

RZA's New Album to Consist of Original Tracks Inspired by Sounds and Music from Iconic Atari Games

NEW YORK – June 24, 2016 – Atari®, one of the world's most recognized publishers and producers of interactive entertainment, today announced a co-production agreement with award-winning, hip-hop legend RZA, the producer, rapper and original member of the Wu-Tang Clan. The partnership will serve as a platform to create new music based and inspired by the sounds and music in Atari's vast collection of games.

As a pioneer in music, RZA paved the way for musical artists to express their creativity and unique sound for decades. Similarly, Atari is known as the original pioneer of video games creating popular classics including Asteroids®, Centipede®, and Pong®, among many

others. The collaboration between the two innovators will mark the second time they have worked together. RZA provided the voice over for Atari title "Getting Up: Contents Under Pressure" in 2006. Being an avid video game player and fan of retro Atari games, RZA will use his special talent to craft music that will be fresh, original and unlike anything anyone has ever heard.

"I'm so excited to work on these iconic games to deliver what I believe will be one of my best albums," said RZA. "I am going to invite some of my friends to join me and it will be Game On with the first beat!"

"We are thrilled to partner with RZA, one of the greatest hip-hop producers of all time," said Fred Chesnais, Chief Executive Officer, Atari. "RZA is a multi-talented artist and soundtrack virtuoso and we cannot wait to hear the new tracks he creates based on Atari's iconic video game sounds and music."

RZA and Atari are also exploring other multi-media projects based on Atari intellectual property. RZA will head production of the new album and Fred Chesnais and Stephen Belafonte will executive produce for Atari. Production on the new album will start soon and more details will be shared at a later time.

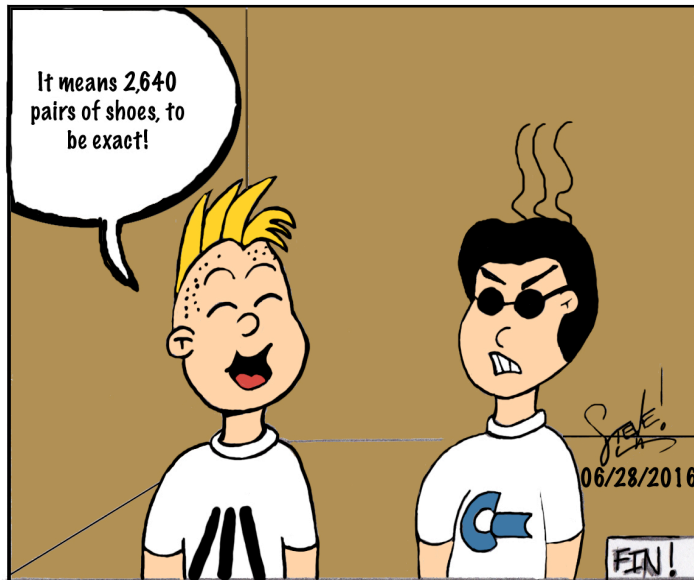
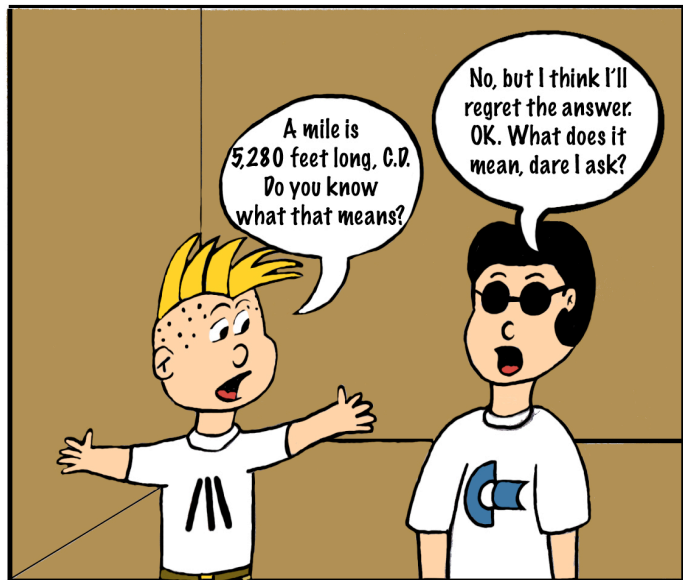
For more details, stay connected with RZA on Twitter @RZA <https://twitter.com/RZA>, Instagram <https://www.instagram.com/rza>, and Facebook <https://www.facebook.com/RZAWU>.

To learn more about Atari, follow us on Twitter @Atari <https://twitter.com/atari> or "Like" us on Facebook at <https://www.facebook.com/Atari>.

SPACE COMICS SECTION

The Misadventures of A-Man and C.D.

By Steven Peck



HAPPY 34TH BIRTHDAY,

SPACE CLUB!

Well, here we are. The Saint Paul Atari Computer Enthusiasts are celebrating yet another anniversary! We, being one of the oldest (and last) Atari SIGs in North America, are extremely happy to be here yet another year.

probably bring his cocktail franks and beans. I am sure that there will be music and a special demonstration on the Atari 800XL that the club owns. Be prepared. We are going to have a blast on Friday, June 8, 2016. See you then!

Happy B-day, SPACE!

I feel extremely privileged to be the SPACE Secretary and I hope, Lord willing, that we can last another thirty-four years as a club. Maybe, Atarians in 2050 (exactly another thirty-four years from now, ironically) will look back and see this as a pivotal moment in this club's history.

Well, here's the agenda. I know that tacos will be served (I could never stress that enough), as well as Glen's famous root beer floats. Lance will

Final Thoughts

Well, it is time to sign off soon. I hope that everyone is enjoying this newsletter overhaul as it is. I hope that everyone enjoys the SPACE Birthday Party and America's 240th Anniversary on the Fourth of July. I know that I am looking forward to both events with gusto. I can only say that the next year is just as good for SPACE as 2015 and 2016. Take care, fellow Atarians, and keep the faith! Happy Fourth of July and



SPECIAL REMINDER

**The next SPACE
Meeting is at 7:30
PM on Friday, July
8, 2016**

**Then, it's
PARTYTIME!!!**

**We will
see you then!**

CLUB OFFICIALS

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