



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

May 2017 Edition



Message from Captain Irata:

"SPACE is looking for a few good Atarians! So, step forward and join up with us!"

HOO-RAH!



The President's Corner
By Michael Current

I spent most of the past week revisiting the releases of the various models of dedicated Atari Pong consoles for home consumers, both Atari brand and Sears Tele-Games brand.

The Pong craze started in 1975 when Sears Tele-Games Pong by Atari, then flamed out with many more new models in 1977. My timeline was tightened up, but there are still mysteries.

For instance, Atari Hockey Pong, C-121. There seem to be units and boxes out there, but when and where did Atari release it?

I can find no media announcements or advertisements for it, in contrast to the Sears Tele-Games version (#99721) that clearly did come out.

Atari Pong Doubles C-160, and the Sears equivalent, Pong IV (#99717), were both announced but don't seem to exist, so that makes some sense.

Likewise, both the Atari Super Pong Pro-Am C-200, and the equivalent Sears Tele-Games Super Pong (#99788), don't seem to have shipped either.

It was also fun to notice that not only did Sears have seven different consoles by Atari on pages 2-7 of the 1977 Christmas Wish Book Catalog, also on page 391 of that same catalog they listed the (fabled) Atari Video Music. Never knew that before!

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday, May 12, 2017.



Treasurer's Report

By Gregory Leitner

Quite a surprise when I pulled up for the April SPACE Meeting and seeing people waiting at the door to get in.

When I saw one was a minister, I had the feeling we were going to be relegated to the conference room. When I saw it was Good Friday, it made sense.

Apparently, this church meets regularly, and it just so happened that it landed on our meeting night. It worked out rather well.

We kept our voices down, and we withstood the singing and the crying of a child to hold our rather successful meeting.

We had five members present which made it pretty interesting, and because we were all there pretty early we even had time to go through the whole 8-bit DOM before the formal meeting started.

Also, Lance and Steve brought two ST DOMs (December 2016 and January 2017). This really helped our DOM receipts for our April SPACE meeting.

So, to cap it up, we started with a bank balance of \$333.54, and added one membership renewal for \$15.00, sold three 8-bit DOMs for \$9.00, and six ST DOMs for \$18.00. So, we took in \$42.00 and had no expenses.

We now have \$375.54 on our account with one more month until the halfway point of 2017. We already have the room rental covered for this year.

Because we had five members in attendance, and knowing that we probably will be lucky to have three, we decided to talk about the July SPACE Birthday Party this month.

Once again, by popular demand, we will be having chicken tacos which I will provide. Glen will be bringing root beer floats, and Steve Peck mentioned chips and dip.

Lance, I am hoping, will bring his usual cocktail wieners and baked beans. Any other member attending the July party can bring whatever you choose to share.

To those worried that we will end up in the conference room again next month, don't be. I was told that they only met because of Good Friday. They even let everything sit

out because they would be back on Sunday for their Easter service.

That's all I have for now. I know Lance and Brian can't make it next month, so it may be just a few of us meeting. Until then...



Secretary's Report

By Steven Peck

HELLO WORLD!

It was a great meeting in April!

The meeting commenced at 7:28 PM. We had demoed the April DOM and it was quite good. I will have the DOM Report later. Tile Smashers, a new game for the A8 by Video 61, was demoed successfully.

Everyone liked the game and I think that it is going to be a great hit once it is released.

With no web site, we were talking about moving our SPACE information to Facebook, which may be a good idea. There was also talk of planning the SPACE Party in July. I am bringing the chips and dip. :)

Our SPACE membership count is at nine counting one renewal. So, we are holding steady there. I hope that we get more members in the future, but that may be unlikely.

The meeting adjourned at 8:52 PM.

Anyway, this concludes the Secretary's Report. In the closing words of the great artist, Stan Lee...

EXCELSIOR!

BREAKING! Lance and Brian should be going to the meeting in May after all. I will not be. I will be at a special conference. I apologize for the inconvenience.

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TRIVIA TIME

The heroic ursine from the game "Crystal Castles," Bentley Bear, was originally going to be named "Braveheart Bear."

Recent Atari News

DYNAMITE ENTERTAINMENT ANNOUNCES CENTIPEDE, THE LATEST TITLE IN THE ATARI COMIC BOOK REVOLUTION

Writer Max Bemis and Artist Eoin Marron
Deliver a Harrowing Sci-Fi Tale
of Monsters and Revenge

April 17, 2017, Mt. Laurel, NJ: Dynamite Entertainment continues its partnership with Atari®, one of the world's most recognized producers of interactive entertainment, to create a new comics line based on beloved Atari® video game titles.

The two entertainment juggernauts are pleased to announce that Centipede will join the recently released Swordquest as the latest title in the retrogaming series.

Launching in July, Centipede #1 will bring a tale of survival and vengeance to comic book and gaming fans everywhere, courtesy of writer Max Bemis (Worst X-Man Ever, Foolkiller) and artist Eoin Marron (Sons of Anarchy: Redwood Original).

Sci-Fi, horror, and action collide in a comic for fans of Aliens, The Thing, and Predator. When a terrifying creature from beyond the stars attacks his planet, protagonist Dale's journey begins, but he is not out to save his world; it's already much too late for that.

As the lone survivor, the only thing Dale wants is revenge.

Writer Max Bemis says, "I'm honored to be a part of bringing Centipede to life and to be allowed to do it in a somewhat less than conventional and dangerous way. Expect many mushrooms."

Artist Eoin Marron says, "My favorite aspect of working on Centipede: Game Over is being able to take the core concept and expand on it in a way the original couldn't at the time.

"That means developing a whole new world - one that's similar to ours but not quite - and tearing it all down again from the very first issue.

"So, if you like your post-apocalyptic, last-man-on-Earth scenarios to be dripping with a tongue-in-cheek self-awareness and dry sense of humor, you're going to dig what we're doing on this."

"When Dynamite announced the launch of the Atari comic line, fans widely shared their excitement across social media, reminiscing over their fondest memories of hours spent in the Arcade and in front of their favorite Atari games," says Nick Barucci, Dynamite CEO and Publisher.

"With the addition of Centipede to our Atari line, we'll be able to bring that same excitement to the die-hard fans that worked hard to bring down the vilest of insects!

And thanks to the massive success of Atari's

Flashback console, an entirely new generation will be able to enjoy both their catalogue of groundbreaking games, as well as the complementary comic series!"

The debut issue of Centipede features a wide selection of cover variants, providing fans and retailers with the freedom of choice!

The cover artwork features the talents of Francesco Francavilla (Detective Comics, Zorro, Will Eisner's The Spirit: Corpse-Makers), interior artist Eoin Marron, and Dan Schkade (Will Eisner's The Spirit).

A special classic game art cover will also be available. Limited variant editions in "Black & White," "Homage," and "Virgin Art" formats are also available as retailer incentives for comic shops that support the launch issue by achieving stocking thresholds.

Fans will also be excited by the Classic Atari mini-comic incentive, a remastered reissue of the whimsical 32-page mini-comic (measuring 5" x 7.75") which was originally packaged with the Atari cartridge of its namesake.

Centipede #1 will be solicited in Diamond Comic Distributors' May 2017 Previews catalog, the premier source of merchandise for the comic book specialty market, and slated for release in July.

Comic book fans are encouraged to reserve copies with their local comic book retailers. Centipede will also be available for individual customer purchase through digital platforms courtesy of Comixology, Dynamite Digital, iVerse, and Dark Horse Digital.

About Dynamite Entertainment:

Dynamite was founded in 2004 and is home to several best-selling comic book titles and properties, including The Boys, The Shadow, Red Sonja, Warlord of Mars, Bionic Man, A Game of Thrones, and more.

Dynamite owns and controls an extensive library with over 3,000 characters (which includes the Harris Comics and Chaos Comics properties), such as Vamparella, Pantha, Evil Ernie, Smiley the Psychotic Button, Chastity, and Peter Cannon: Thunderbolt.

In addition to their critically-acclaimed titles and bestselling comics, Dynamite works with some of the most high profile creators in comics and entertainment, including Kevin Smith, Alex Ross, Neil Gaiman, Andy Diggle, John Cassaday, Garth Ennis, Jae Lee, Marc Guggenheim, Mike Carey, Jim Krueger, Greg Pak, Brett Matthews, Matt Wagner, Gail Simone, Steve Niles, James Robinson, and a host of up-and-coming new talent.

Dynamite is consistently ranked in the upper tiers of comic book publishers and several of their titles - including Alex Ross and Jim Krueger's Project Superpowers - have debuted in the Top Ten lists produced by Diamond Comics Distributors.

In 2005, Diamond awarded the company a GEM award for Best New Publisher and another GEM in 2006 for Comics Publisher

of the Year (under 5%) and again in 2011.

The company has also been nominated for and won several industry awards, including the prestigious Harvey and Eisner Awards.

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Comic Shop Locator Service: 1-888-comic-book, or visit <http://www.comicshoplocator.com/>

About Atari:

Atari (www.atari.com) is an interactive entertainment production company.

As an iconic brand that transcends generations and audiences, the company is globally recognized for its multi-platform, interactive entertainment, and licensed products.

Atari owns and/or manages a portfolio of more than 200 games and franchises, including world-renowned brands like Asteroids®, Centipede®, Missile Command®, Pong®, and RollerCoaster Tycoon®. Atari has offices in New York and Paris.

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ST DOMs Are Coming Back! *By Michael Allard*

Hey, fellow SPACE Club Members! I hope this month's meeting is going well.

Now... let's get down to business.

It was brought to my attention last year that there has been no word from the person responsible for creating the ST DOMs for a while now. Having never been part of a computer club before, I wanted the opportunity to try my hands in it and do my part. As I was doing so, I ran into a few snags.

(ST DOMs: Continued on Pg. 3)

(ST DOMs: Continued from Pg. 2)

I have had a few PC computers given to me with no real purpose for having them. I needed to find them something to do besides sitting in a corner collecting dust.

I remembered what I did with another PC at the end of 2008 to get ST programs for a 520 STFM I pretty much just acquired.

So... off to the Internet to track down those same programs.

It took me a while, but I finally found them. Once I got that all set up, I was well on my way creating the ST DOMs for the Club! I was excited!

For once in my life, I was part of a very exciting computer club centered around the very brand name that has been, and always will be, a part of my life... Atari.

After making ST DOMs for two months, the unthinkable happened. My wife had her 40" LCD HDTV, while I had my two CRT TVs... one was a 20" digital-ready unit and the other was a 24" run-of-the-mill TV with a built-in VCR.

The 40" went out and, not too long after that, the 20" was displaying only half a screen. That left the 24", but it wasn't doing too well either.

So... I contacted a really good friend (Lance) about my situation and was ready to pack it in. I knew we (my wife and I) couldn't a new TV and, knowing that some of the older electronics don't play well with new TVs, I was certain that even if we were able to find some older CRTs, that we wouldn't be able to afford those either.

That's when Lance pointed me to Craigslist and how to find TVs in the wild.

I was somewhat familiar with the Craigslist, but had avoided it after hearing countless issues of members attempting to do deals that ended in fatalities.

Not wanting anything bad to happen to anyone, especially my wife or myself, I avoided the place... until Lance suggested what I should do and how to use the site. My wife also did her search on Facebook with local swap shops.

We did find lots of free TVs but those were simply too far away, and being in a small four-door car didn't leave much room to haul anything too big. At least, that is what I thought.

So, yea, bummed out I was about to give up.

Two months after searching, and someone on one of the swap shops posted TVs for sale cheap. So, we went to take a look at the TVs they had, and found one like I used to own a long time ago.

A 20" Sanyo flat-screen TV!

Very nice, but had no remote, which is OK since I have multiple universal remotes. And, with this TV, you have the remote to

access all of the panel input connections. While it doesn't have the component connections I was after, it does have two composite and S-video, so that is a plus.

With one TV found, that was good enough to continue the work I do with video games and console computers. But, I was after one with component inputs.

My wife and I visited the local Salvation Army and Goodwill stores in hopes they would have one. Come to find out both locations no longer accepted ant CRT sets...they only took in the more modern TV sets.

What did they do with the CRTs if donated? Left them outside for someone to take or Waste Management to haul off. So, our hunt continued.

Night after night, after business hours, and even during the daytime if we were out and about, we would swing by both places checking the areas where donations were taken in.

One day, my wife just wanted to go on a joyride. Before we went home, we swung by Salvation Army. Low and behold, a TV was sitting outside, so I stopped to take a look. This one had the connections I was looking for.

Component, composite, and S-video were there. It also had its original remote control with it... a rare item! I asked about it and got the response that they were waiting for anyone to take it.

I wasn't sure but one of the employees and myself tried to cram the TV in the backseat of my car... all 32 inches of it. It fit, barely. Once home, I had to find a way to unload it myself.

I did manage to get it inside and immediately started the process of cleaning it up and checking it out to make sure it worked. It worked and worked beautifully.

Sadly, though, JVC didn't give the component outputs the full resolution they were capable of. They dummed it down to 480i. But, everything works, and that was the main thing.

Why am I writing this? Because of the lack of any TV, I was not able to create the ST DOMs for the clubs, let alone play any movies, games, and such. It was some down time for me.

Now, I have two TVs that work and work really well. I can now continue the process of making the DOMs again for our loved ST computers.

I wanted to let the club know because I know how you look forward to these disks every month. From here on out, you will have these disks again with, hopefully, fresh new content for you to enjoy.

I know I enjoy creating them, I just hope I don't manage to give you guys something that you have already had before.

I'm a hardcore gamer, so games come first before any type of application. But, I really

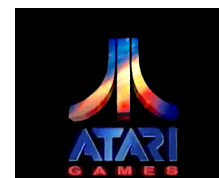
would like to have feedback from other SPACE members concerning the content on ST DOMs. What is it that you like to do with your ST: Play games, see demos, maybe make music or draw?

Perhaps, you would like to use your ST for balancing a checkbook, or helping in figuring out finances?

To me, Atari means value in hardware, software, and family entertainment. And, that mean having fun playing video games on the computers we love and hold dear to our hearts. If it wasn't for Atari, I would not have become the gamer I am today. Nor would I have the computer skills I have.

That's it for me. I hope someday to be able to attend the meetings. Until then, I am stuck where I'm at doing my part for the club by making the DOMs... and I'm having fun doing it.

Keep those Ataris alive and happy, and be sure to get your copy of this month's ST DOM!



Atari 8-bit DOM Report *By Steven Peck*

Welcome to the latest edition of the Atari 8-bit DOM Report! We have some new stuff here on this DOM that I am sure you will like. I will get started.

April 2017 DOM, Side A:

The first file on this DOM is called Carrie Fisher. It is a tribute to the late actress. I like the picture and the text ticker, as those were solid. The music is needing to be tweaked.

I think that it might be a glitch on NTSC, but I am not sure because this was programmed for NTSC Stereo. So, I think the music needs work.

Here is my score:

Graphics:	10
Animation:	9
Sound:	5

TOTAL: 24/30

Disco Zax is a music track done in GTIA, as opposed to POKEY. The beat is nice and sounds much more improved than POKEY. I am definitely impressed. Quite mellow music. Here's my score:

TOTAL: 10/10 (Perfect)

Facepalm is a picture of two Native Americans. One is making smoke signals showing the Commodore logo. The other guy is in disgust because, apparently, he likes Atari as evidenced on his necklace.

It's funny, and the graphics are pretty good. Here's my score:

TOTAL: 9/10

(A8 DOM Review: Continued on Pg. 4)

The next demo, GOTO, is supposed to be a joke. It delivers nicely. It just says, in a mock BASIC program, "10 GOTO 10." As soon as it goes RUN, nothing happens. Of course not! Funny, Lamers, but it's a hoot.

I also liked the splash screen for this demo. Here is my score:

Graphics: 7
Animation: 7
Sound: 7

TOTAL: 21/30

Another picture, called Irata 4, shows a bat-like creature flying to a light in the sky, with a skull on the ground and a falling bomb. It is a nice pic. I credit the artist for doing it. Kudos. Here is my score:

TOTAL: 9/10

NYD 2K17 is a animated demo welcoming the year 2017. It is pretty nice with the text ticker having fluid animation. I like the bottom of the screen, too, as it is an animated grid. Wicked cool production.

Graphics: 10/10
Animation: 10/10
Sound: 10/10

TOTAL: 30/30 (perfect score)

Snowman is a demo that emulates the Commodore 64 computer's SID chip. This music is excellent, reminding me of organ music in a way. I like the colors acting as a graphic equalizer on the screen as well.

The color bars work in beat to the music, I think the job is done well.

Graphics: 6/10
Animation: 5/10
Sound: 10/10

TOTAL: 21/30

Space Sheeps shows a picture of sheep as astronauts in spacesuits. There is a pot leaf on one of them, and they are seen floating in space. It is definitely a weird one...

TOTAL: 6/10

UNRUN is a demo that stats out lame at first, that picks up after a while. The graphics are hard to discern, but it has some cool music. It was OK, and I enjoyed it.

Graphics: 7/10
Animation: 7/10
Sound: 9/10

TOTAL: 23/30

White Christmas is a reinterpreted version of the Bing Crosby classic song. It again emulates the SID chip. It has more of a beat and is faster. The music sounds a little more raspy, however.

Graphics: 6/10
Animation: 5/10
Sound: 7/10

TOTAL: 18/30

That is the end of Side A. On to Side B.

Side B:

Mini Slots is a great game, if you like gambling. It is joystick-controlled and you use the joystick to go up or down to raise your bet, and press the button on the controller to spin the slots. It is pretty straightforward.

I love the graphics and it is a nice-looking game. Just don't get too addicted to it.

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

TOTAL: 34/40

DozerAttack is a combination of Space Invaders and Centipede, at that it looks that way to me. You have to stop your enemies from reaching the ground.

The graphics need a little work and it is a bit slow and choppy. But, it seems like a good game to play.

Graphics: 6/10
Gameplay: 7/10
Animation: 5/10
Sound: 4/10

Total: 23/40

Soko Mania is a game where you have to move boxes to a doorway in a maze. If you move the boxes the wrong way, you can become stuck in a level. It is pretty challenging. I am sure that you will enjoy the game.

Graphics: 5/10
Gameplay: 10/10
Animation: 6/10
Sound: 4/10

TOTAL: 21/40

Intro Christmas is another SID demo with excellent music and a peppy beat. I love this tune. It almost sound like it would come from an Atari ST computer. KUDOS!

Graphics: 6/10
Animation: 5/10
Sound: 10/10

TOTAL: 21/30

Last Christmas is the song by the late George Michael and I think, WHAM! This is pretty good, too. For an 8-bit tune, it is true to the essence and captures the music quality well. I enjoy these SID emulations.

Graphics: 6/10
Animation: 5/10
Sound: 9/10

TOTAL: 20/30

Well, folks, this concludes the A8 DOM Report. I will see you in June, because of prior engagements. I am also looking forward to the Birthday Party in July. Carpe Diem, folks! I will see you soon.

Multi-Platform Game Review *By Steven Peck*

Well, I haven't done this in a while, so bear with me. Anyway, welcome to the Multi-Platform Game Review! I am going to review games for the existing home Atari systems. So, off we go!

Atari 2600 VCS: Kool-Aid Man

Sure, this is a glorified commercial, but I have always wanted this game. I finally bought it recently in a local video game store. I plugged it in to my Atari 2600 VCS and turned on the juice.

Nothing happened.

I kept trying and trying to make it work on my 2600. Still, nothing happened. So, I tried it on my 7800, which is, fortunately, backwards-compatible with the 2600.

Then, success.

This tells me that I probably need to clean the game and the 2600. I can, too. Anyway, the review. Kool-Aid Man has to stop the Thirsties from drinking all of the water at the bottom of the screen.

This may sound easy to do, but there is a problem. Thirsties bounce poor Kool-Aid Man all over the place. You can get power-ups, though. The K power-up makes you invincible. For a short time, anyway.

Then, there is also an S power-up, I do not know what this is for because I got bounced around so much that I could not get it. However, I did make it to Level Two. I did not make it any farther.

Therefore, it is a challenging game. I thought it was pretty cool, in that respect. I love it when Kool-Aid Man smashes through the wall in the beginning of the game. Then, the game starts automatically without you.

That is a minor peeve I have with it, but it is not a bad thing. I will rate this game.

Graphics: 5/10
Gameplay: 9/10
Animation: 9/10
Sound: 7/10

TOTAL: 33/40

Atari 7800 ProSystem: Crossbow

Crossbow is a very faithful reproduction of the classic arcade game from Exidy Corporation. You have to play the sniper with the Crossbow and shoot everything that harms your friends. You protect them.

In other words, you provide cover fire.

You can even chose your own path in the game to help your friends get to the castle to stop the evil plaguing the land. I have never made it that far in the game to stop this evil, though. Great game, however.

(Review: Continued on Pg. 5)

(Review: Continued from Pg. 4)

Here's how I score it:

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

TOTAL: 31/40

Atari XEGS: Wizard of Wor

Wizard of Wor is a blast from the past. Made in 1981 originally as an arcade title by Bally/Midway, it became a hit in its own right. I became addicted to this game from the start. It is challenging and fun.

You play in levels called dungeons. You have to blast the creatures in the dungeon before they blast you. Some can turn invisible. The hardest ones are the Worluk and the Wizard of Wor. They appear randomly.

It is a cool game and although it looks primitive in today's standards, it really stands out. I love this game.

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

TOTAL: 34/40

Atari Lynx: Kung Food

In this original title, you get shrunk down to size and have to fight food in the refrigerator. In a scientific accident, you become a superhero. You have to escape the refrigerator and find a way to get back to normal.

The graphics are great, and so is the gameplay. The music, for a Lynx, is pretty good, too. Overall, it is a fun game and it can get addictive. It gets difficult quick, though. I have to warn you about that.

If you have this game, it will be a destined classic. Here's how I rate it.

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

TOTAL: 36/40

Atari Jaguar:
Black ICE/White Noise
(Prototype)

Black ICE/White Noise was going to a killer game for the Atari Jaguar CD. It was to have interactive full-motion video sequences, and it would take over twenty minutes to explore the cityscape in the game.

The cityscape is a town called Loma Prieta, based in the year 2042. You play a street samurai-for-hire. You have to stop a corporation called Megasoft from taking everything over.

Unfortunately, the game was never finished. It is only about 60% complete. But, people have played it. You can find it on YouTube as well. If completed, it would have been a

great RPG. But, Atari died before that.

So, this concludes the Multi-Platform Game Review. I will be back with another one soon. Thanks, guys, and play those Atari games. I will see you soon.



*The next SPACE meeting
is on Friday, May 12, 2017
At 7:30 PM*

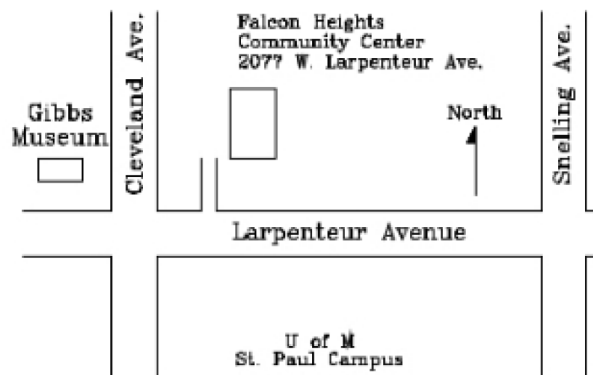
*We hope to
see you there!*

Please feel welcome!

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 reglites@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

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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.

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