

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

April 2018 Edition



The President's Corner By Michael Current

So, the new "Ataribox" we've been hearing about since last summer is now to be called the Atari VCS. Why? Can't say I was a big fan of the Ataribox name, but how can it possibly be good to re-use an old name if you're trying to sell a new product with new capabilities?

A variation on the old name might capitalize on nostalgia, but taking the old name exactly can only create confusion, right? Perhaps more importantly, is this new Atari VCS ever going to materialize into an actual viable product?

It was shown, privately, during the Game Developers Conference (GDC) in San Francisco on March 21 and 22, but only non-working prototypes were there. So it remains fairly unclear if this is really, truly going to happen at all.

Should we be optimistic?

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday April 13, 2018.



Message from Captain Irata:

"God Bless Atari Corp.,
Games That I Love..."

HOO-RAH!



Treasurer's Report By Gregory Leitner

The March SPACE meeting was good with five members present, but it got even better when a member from many years past came by to see if we were interested in his Atari collection.

When he said he would donate the items, we of course said great. We would gladly take them for a future auction. Little did we know what we would end up with.

This former member is John Novotny, and I started the Club about the time he left so I didn't really get to know him. Glen, Lance and Rich probably remember him and I am at least thankful that I got to meet him and thank him for his donation.

Along with a working 130XE computer and two working 1050 disk drives he also had programming items which included a De Re Atari, a full technical reference for the 400/800 computers and much, much, much more.

You will just have to make the meeting for the month we decide to have the auction. I will let you all know at least a month in advance before we hold the auction.

Now for what this article is all about. Our SPACE bank balance started the month of March with a balance of \$390.54. We added \$15.00 for a membership renewal (thanks, Rich Mier).

We also had DOM sales of \$42.00 (five 8-bit, nine ST DOMs). So we added a total of \$57.00 to give us a new bank balance of \$447.54.

Well I have to get in the groove for the NCAA tournament after watching a terrific high school hockey tournament. March is the best month of the year if you are a sports nut like me. Just watched the 68 teams selected for the March Madness and now I have to figure out my bracket.

See you all next month.
Until then I am in sports heaven.

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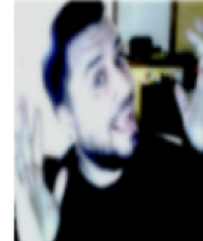
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Secretary's Report By Steven Peck

HELLO WORLD!

Welcome again to another Secretary's Report! I am glad to present it to you. So, here we go with it.

The meeting commenced at 7:35 PM on Friday, March 9, 2018. Greg did mention that John N., a former SPACE member, donated some Atari accessories to the Club, and they could be used in an auction soon. I will keep you posted on that, too.

We have ten paid SPACE members at the moment, after Rich paid for his membership renewal. I hope that we get more members into the Club. It would be nice to get people involved in our activities.

In old and new business, there was a mention by Brian that the Retron77 will not play Harmony cartridges. For those who do not know, the Retron77 is an upcoming game system that can play A2600 cartridges in high definition with HDMI.

The Harmony cartridge is a cartridge that uses an SD card that stores the data for ROMs. It is Atari 2600-compatible. It also stores information to emulate the DPC+ processor to create better games using an ARM, a RISC-based processor.

By the way, for trivia, the DPC+ processor was developed by Pitfall creator David Crane, naming it after himself (David Patrick Crane=DPC). Now, for even more trivia, you know his full name.

Crane used his creation to further create Pitfall II: Dark Caverns. The rest is history after that happened, after Pitfall II became such a success.

Also mentioned was the fact that Roller Coaster Tycoon will be ported to the Nintendo Switch and will be crowdfunded by the current incarnation of Atari. It has also been mentioned that Atari is going to develop its own cryptocurrency.

Also, the former Ataribox (which will be now known as the Atari VCS) will stream Netflix. Also, as stated before, it will have Linux, USB controllers, an SD card slot, and Radeon graphics. The Atari VCS also will be part of a crowdfund campaign.

Pretty soon, Video 61 might be releasing two new games for the Atari 8-bit line of computers. I will have more on that will be put in the Newsletter as the situation develops.

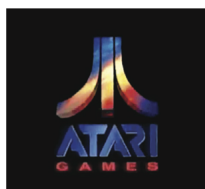
The meeting adjourned at 8:00 PM, lasting a total of approximately twenty-five minutes.

This concludes the Secretary's Report. So, I conclude with the words of the great Stan Lee...

EXCELSIOR!

TRIVIA TIME!

The Atari Jaguar can render 3D images at a processing speed of 850 million polygons a second, making it a true speed demon for the time.



Atari 8-bit DOM Review *By Steven Peck*

Welcome to the special DUAL Atari 8-bit DOM Review for February and March of 2018. I am pleased with the opportunity of catching up on these reviews. So, I really want to get started, don't you? Anyway, let's do just that.

February 2018 DOM, Side A:

Antic Toon is a picture that shows a dark nighttime cityscape with a strange-looking device emitting a beam of light. I think that it needs to be a little brighter and show some more detail, but it is still OK to look at. Here is my score:

TOTAL: 7/10

Silly Rainbow 2017 is another picture showing an Atari logo, silhouetted in rainbow colors, with the SillyVenture 2017 logo on the bottom of the screen. I like the typography. It is spot-on. It also has a brilliant set of colors. Kudos to the artist!

TOTAL: 9/10

Chiptune is a music track, and quite a good one. It has a fast beat and tempo. It shows a lot of action nuance, and is extremely fast paced. It also has a great audio range with the notes. This is a pretty nice little tune, and it is enjoyable.

TOTAL: 8/10

Fulcrum shows a Mikoyan-Gurevich MiG-29 Fulcrum fighter jet (they are from Russia, by the way), slicing through the air. Actually, it has excellent graphic detail, and the jet looks stunning in appearance. This is a really good-looking rendering.

TOTAL: 9/10

I Am in Blobs is a graphics demo that has a splash screen showing the Joker and the words, "I am in blobs." Then, blobs are shown floating on the screen and there are color as well as black-and-white scenes in the graphics. I was blown away by this.

The graphics are marvelous and they are rendered with real-time animation. The music is kicking, too. So, I am going to give this high marks. Here is my score for that:

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

TOTAL: 30/30 (perfect score)

Julia 256b is another demo with blobs on the screen, but the animation is slower on it. The animation speed really does not detract from the demo. This is mono-chromatic in appearance, mostly one color. But, there are many tints to it. Nice demo.

Graphics: 10/10
Animation: 8/10

TOTAL: 18/20

Pharo is a picture of the bust of King Tutankhamen that has an Atari Fuji logo on his crown. I understand the premise of this, and it is quite humorous. It also has nice detail and color range. You can see the gold detail shine in the picture.

It is a very nice and accurate rendering. Very pleasing to the eye. Here is my score on that.

TOTAL: 8/10

The next file is a demo called Robbo. Solucja. I do not understand Polish, but it looks like the text is

about a space exploration mission. This demo is all text. There are no graphics. But, the text scrolls very fast as a result. Here is my take on that:

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

TOTAL: 25/30

The Wind Walker is a music track played on the GTIA chip, which is normally used for graphics. Well, using that chip paid off, because I am astounded by the dynamic sound. Nice tempo, upbeat music, and crystal clarity make this great.

I am going to give it a high score. It deserves that much. Great little tune.

TOTAL: 9/10

Wez Inna Bulke is another music track. It is cool music and very fast. At first, it seems hard to ascertain, but it does mellow out and has a soothing and pleasant beat. Another great tune from Eastern Europe. Kudos, and a high score, to the artist.

TOTAL: 9/10

Now, on to Side B of the February DOM, and it is all one MASSIVE game. Here we go with that.

SIDE B:

This game is called Mission Zero. It is a big file, taking up the entire B-side of the DOM. It is phenomenal for such a game with simpler graphics, but it shines anyway. Let me explain.

It has killer splash screens, lots of color range, and when you shoot other ships, you see them blast into bits. So, it has great particle effects. It is fast-paced, and fun.

The object is to break a bunch of barriers on the top of the screen. You also have to shoot ships above you and avoid being bombed by those ships. There is a time limit to each level. Shoot as much as you can in the time allotted. Cool game! Great job.

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

TOTAL: 39/40

Now, on to the next DOM, and there are a few more files on this one. So, bear with me.

March 2018 DOM, Side A:

Fox Chase is yet another music track. It starts with some slow action, then it picks up the beat. It is very nicely played and it is mellow and quite active.

It is another great tune with high marks. Nice job!

TOTAL: 9/10

In Order, you have a graphical masterpiece. The picture shows two armored knights, or soldiers of some kind. It is an EXTREMELY detailed picture, with a lot of excellent color range. The artist did this took a long time rendering it, and it shows.

This is going to have high marks as well.

TOTAL: 10/10 (perfect score)

Skool Daze is a port from the Commodore 64 computer, and it looks European, due to the way the school hierarchy is set up. They have headmasters in the ranks of the school faculty, a term that we do not use here. I assume that it is British.

However, do not quote me on that. You play a student goofing off in school and tormenting the headmasters. You can throw stuff at them and interact with the stuff in the rooms.

There is a text, written by the SPACE A8 DOM librarian, Glen Kirschenmann. This document shows how to play the game. Although, I will not rate that document, I will give it honorable mention in this Review.

Thanks, Glen, for taking the time to show us how to play this complicated game. It will make things easier while playing it. Kudos to you as well.

As stated, this game is complicated. It can be hard to control the student whose persona the player takes on. Although the game has instructions on the DOM, it takes a lot of patience and practice to play it. It is really a strategy game.

Also, the graphics need work, and the colors could be more detailed. So, that is my take on this game., and here is my score:

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

TOTAL: 27/40

The Rocky Horror Show is a demo inviting coders to port the game from the Commodore 64 to the Atari 8-bit. The splash screens look good at the beginning and the end. But, the graphics need more detail in the demo explaining the coding invite.

As I can see, the Atari conversion is still being waited upon. If and when it does get done, I wish I could see the results. Here is my score on the demo, anyway. Here we go:

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

TOTAL: 23/30

Ucieczka z Gwiazdnej Zatoki is another music track. I do not know what the name means in Polish, and it starts a little slow at first. But, the beat picks up, has a marvelous range, and is actually pretty good. I liked to listen to it.

So, here is my take on that:

TOTAL: 9/10

Now, on to Side B of the March DOM.

SIDE B:

Aliens from Waves is a large game on the DOM. However, despite it being so big, it could have been a lot better.

It is a side-scrolling shooter game where the player has to fight oncoming aliens. It is very hard because it plays so fast. On top of that, you only have one ship, and that is the only one that you get in the game. Try to fly as far as you can. It's not easy!

Because of that, it plays with almost too much difficulty. You need a fast reaction time to play this. You do NOT get a lot of time to react. The graphics need a little work. Maybe, it should have had more lives to play the game. Or might have been better.

Here is my score on this game:

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

TOTAL: 33/40

Greetings is a greeting from SillyVenture. It shows an envelope with an Atari 2600 postage stamp on it. The graphics are the Cat's Meow on this. This is magnificent. There is great typography as well. It is indeed a handsome job.

TOTAL: 9/10

Seventh is a music track with a nominal beat. It sounds excellent, with great range, plus the different style sets it a breed apart from the rest. Despite the sound of it, it is in tune, and has a beauty to it. I am understandable impressed with it. Thanks.

TOTAL: 9/10

Leftovers, the next file, is yet another track on the DOM. It sounds like a sequel to Seventh, and it is not too shabby. Again, cool range and impressive music make this tune stand out. I like it and it has some prowess. Another good tune.

TOTAL: 8/10

Mouse is a weird little picture showing a true game of cat-and-mouse. Only, this time, the mouse has won, by shooting the cat in the head and killing it. It is pretty gruesome. It is also quite gritty-looking, so it needs better detail, I am thinking.

Plus, the premise could be less gory and violent. So, here is my take on that.

TOTAL: 7/10

Thalia is a picture showing a young woman with ansate crosses (also known as ankhs) in the background. It is interesting, lively, but still somewhat plain in appearance. But, it will get high marks anyway, because it looks pleasing to me.

TOTAL: 8/10

Zima shows a plain winter landscape with what looks like either a broken cannon or wagon. I like the fact that the colors compliment each other. However, the gradients could be better. But, this is 8-bit art. Of course, it will need some more detail.

This is a pretty good piece. I will rate it as such.

TOTAL: 8/10

So, this will conclude the Atari 8-bit dual DOM Review for the last two prior months. I will see you later. Carpe Diem, fellow Atarians! See you later on in the Newsletter. Thanks!

Recent Atari News

Atari Officially Introduces the Atari VCS, Its All-New Video Computer System Inspired By More Than 40 Years Of History

Legendary Digital Pioneer Continues Development of New Hardware Platform that Honors Company's Innovative Video Game Roots While Launching a New Era of Interactive Home Entertainment; Will Reveal Atari VCS, Classic Joystick and Modern Controller Prototypes at Game Developers Conference

NEW YORK, NY (MARCH 19, 2018) - Atari® One of the world's most iconic consumer brands and interactive entertainment producers, today proudly announces that "Atari VCS" is the official name of its new retro-inspired gaming and entertainment platform, previously known by its working title "Ataribox."

The company also marks this important milestone by sharing the Atari VCS, Classic Joystick and Modern Controller prototypes with press at this week's Game Developers Conference in San Francisco, with the objective to reveal the exclusive pre-order date for the Atari VCS during the month of April 2018.

Inspired by the iconic silhouette of the original Atari 2600 Video Computer System, the new Atari VCS has already generated considerable excitement within the gaming community.

Its skillful blend of modern lines and reverential details, combined with contemporary content technology and new innovation, has evoked positive reactions from Atari fans both new and old.

The Atari VCS will of course serve up lots of classic content, but it is so much more than a "retro-box." It is a completely new Atari connected device designed for today's living room.

The new Atari VCS logo, like the new hardware itself, combines past and present, and is inspired by Atari's rich history of progressive graphic design.

Countless highly-memorable game logos, illustrations, ads and packages were generated by Atari's legendary in-house Industrial Design and Graphics department during the 1970s and 80s.

Industrial design and graphics are essential parts of the brand's DNA and part of what makes every Atari game an adventure for the player.

Today's Atari design, engineering, software and marketing teams all endeavor to bring similar levels of care and attention to the new VCS.

Atari intends its new video computer system to change the way you interact with your TV, just as the original Atari 2600 Video Computer System first did more than 40 years ago.

"Every person at Atari and every partner involved with the new platform is just as fanatical about the brand and its heritage as our biggest fans are," explained Michael Arzt, Atari COO of Connected Devices.

"With the Atari VCS name, we know how important it is to get everything completely right and that's why we briefly paused an imminent launch late last year. It was a difficult decision with the countdown underway, but we weren't willing to go forward with even one thing out of alignment. We hope that Atari's fans appreciate our extreme attention to detail and are as excited about the Atari VCS as we are."

In addition to unveiling the official name and logo, Atari will be shifting all branding and communications channels to reflect the Atari VCS name. Fans and followers can sign up for email alerts at www.Ataribox.com, and follow us on Facebook, Twitter and Instagram.

Atari VCS photos and logos can be accessed here: <http://uberstrategist.link/ATARIVCS-PressKit>.

The Atari VCS, Classic Joystick and Modern Controller prototypes will be shown in-person at pre-scheduled press appointments during GDC 2018 on March 21 and 22, 2018. Please contact pr@uberstrategist.com to reserve your spot.

To stay up-to-date on all things Atari and retro-pop-culture, like us on Facebook at www.facebook.com/Atari, and follow us on Twitter @Atari and Instagram.

ABOUT ATARI

Atari is an interactive entertainment 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 Roller-Coaster Tycoon®. Atari has offices in New York and Paris. Visit us online at www.Atari.com.

To learn more about Atari's rich art and design history, check out the best-selling book Art of Atari by Tim Lapetino, published by Dynamite Entertainment, at www.ArtofAtari.com.

A level of uncertainty exists in the development of any project, in consideration to milestones, budget and financial planning, and the non-realization of certain conditions may impact value.

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ST DOM NEWS & REVIEWS

By Michael Allard
(Image Credits: Bill Bertram/Wikipedia)

Well, if Easter on April's Fool Day wasn't enough, my area got snow for Easter. SNOW! Seems like Father Winter just doesn't want to give up.

It has also been brought to my attention that the ST DOMs are almost caught up. That is wonderful news to hear. So, without further ado let's dig in to this month's DOM.

ISLAND STRIKE

Island Strike is a top-down helicopter game. I haven't had much time to dig into the game to give a proper review but what little I played I enjoyed. All I was doing was rescuing stranded people on islands.

MS-PAC MAN

I found another Ms. Pac-Man clone. This one is a bit more faithful to the original arcade coin-op. Use your joystick controller to control the game.

SUPER PAC-MAN

The final game on the disk is a Super Pac-Man clone. While this one looks good it lacks the same speed and solid controls that the coin-op and other ports have. The speed is actually slower.

Also to note is that in the coin-op when Pac-Man eats those dots that makes him huge he can usually eat through doors and pass over ghosts without issues. He can't do those things in this one. Again, use your joystick to control the game.

CLOSING STATEMENTS

That's it for this month's ST DOM. I hope you enjoy it. Next month I plan to include a PD program that is not a game I think others will enjoy. Stay warm, stay indoors, and keep those Atari computers warm. I will be back next month with another ST DOM disk and review. We're almost caught up, guys!

KEEP PLAYING

THOSE ATARI

COMPUTERS!†

Multi-Platform Software Review

By Steven Peck

Well, I am back with a new software review for every platform game that Atari has made. Every month, I will review a different classic retro game from each platform, from the A2600 to the Jaguar, including the ST, excluding the new Atari VCS.

This is another way to enhance the reader's pleasure and to keep my fellow SPACE members informed about the various games for the venerable game platforms. I will also rate these games like I do the A8 DOMs. So let's get started.

Atari 2600 VCS:

I have a rare title that is really a compilation of different titles from the Starpath Supercharger game collection. As a lot of you know, the Supercharger, which was released in 1982, was a cartridge ahead of its time. It could connect to the A2600 cartridge port, and connect to a audio cassette player.

That is correct. The games were on cassettes, like some A8 games were and needed a 410 or 1010 cassette drive to operate. Except, this time, all of the cassette ROMs are compiled on a CD.

Yes, you heard me correctly. I have a Starpath Supercharger CD, and it is called "Stella Gets a New Brain." Basically, without emulation, one could play all the games for the Supercharger on this CD.

It connects to the Supercharger cartridge the same way as you would a cassette player, only this time you select the tracks. It is much easier to operate this way. There are about thirteen or so games on the disc, from Fireball, to Phaser Patrol, and even an enhanced version of Sega's Frogger for the A2600.

The games look and sound better, too. I attribute that to better graphics handling with the original cassettes and, possibly, larger ROMs. The Supercharger itself had extra RAM to it, offering better memory handling.

The gameplay is awesome and so is the fact that these games were put onto a CD. The Supercharger version of A2600 Frogger, for instance, blows the Parker Brothers version away. It is miles ahead of that version, by far.

There is a game called Survival Island, and it is quite interesting. You have to survive swimming in shark-infested waters and reach an island to survive the game. It is also very difficult. I have never made it very far in this game. But, it is quite fun to play.

I will probably re-visit this game collection in the future, now that I can with the complete CD, because there is so much to go through. But, I will do that in time. Here is my overall rating for the entire game collection:

Graphics:	9
Gameplay:	9
Animation:	9
Sound:	8
TOTAL:	35/40

Atari 5200 SuperSystem:

I was playing Star Trek for the A5200, and it was not too shabby. It have great graphics and sound, plus it was a lot like the arcade version (the arcade version was vector-based).

Everything was set up the same way as in the arcade, from what I remembered from it. You had to rescue star bases from nasty Klingons, and even fight the NOMAD probe, which could be very difficult. But, also at the same time, it was a lot of fun to play. Here is my score for that:

Graphics:	9
Gameplay:	8
Animation:	8

Sound:	8
TOTAL:	33/40

Atari XL/XE/GS:

Mario Bros., another game for the XL/XE/GS lines, is actually a superb conversion of the classic Nintendo arcade game. It even has the intermissions, which are cool to watch. I wish that it could have been better-looking, but it is sufficient for now. We are talking about older Atari computer technology, so it will not be perfect. But, it still does a good job. Here is my score on that:

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

Atari 7800 ProSystem:

Planet Smashers is a great game for the A7800. You must stop aliens from reaching Earth while destroying them. The catch is this. If you let the aliens get through, Earth will be attacked and there is no turning back to Earth to defend it.

You can get power-ups along the way. These strengthen your weapons and shields. However, you must collect a lot of them to power-up your offense and defense to survive. This is an excellent title. I am glad to own it and it is a lot of fun to play. Kudos to the programmers!

Graphics:	9
Gameplay:	10
Animation:	8
Sound:	8
TOTAL:	35/40

Atari ST/E/Mega/TT/Falcon:

Gauntlet is almost a perfect clone of the arcade for the ST. I tested it once on my 1040STE. It is mind-blowing. The only complaint I have is the loading times, but it is on a floppy. Two actually, if I remember correctly.

But, you can play any of the four original players from the arcade, and face the same threats and obstacles. Slow load times, but other than that it shines.

Graphics:	10
Gameplay:	10
Animation:	10
Sound:	9
TOTAL:	39/40

Atari Lynx:

Desert Strike, also a Sega Genesis title, was released for the Lynx as well. You pilot a military helicopter across the desert, blowing up enemy targets. That is basically the extent of the missions in the debriefing. I like this game. But, it is more a strategy game than a shoot-em-up.

You really have to think about how to finish each mission to advance. So, it is pretty good in that respect. I, myself, like the fact that I can blow things up in the game. It adds to the WOW factor.

Graphics:	8
Gameplay:	8
Animation:	8
Sound:	8
TOTAL:	36/40

Atari Jaguar:

Zero 5 is an excellent game. Although extremely difficult, it is a lot of fun to play it. You fly around in 3D space. Just turning around and flying can

send you another direction in space, so it looks less linear. Everything comes at you in the third-person.

So, you have to blast everything in your way, catch power-ups, and pray you can make it through. The graphics are out of sight. But, the controls could be better to handle. But, it takes practice, so once you get the hang of it it gets easier. You just need to get used to the controls.

Here's my score:

Graphics:	10
Gameplay:	7
Animation:	10
Sound:	10
TOTAL:	37/40

Well, this concludes the Game Review for all Atari platforms. I will see you next time with a plethora of articles. Thanks, and keep your thumb on the joystick trigger. See you soon.



GET INVOLVED!



WE WANT YOUR ARTICLES!

SPACE COMICS SECTION!

The Adventures of A-Man and C.D.
By Steven Peck



The next SPACE meeting will commence
at 7:30 PM, on Friday, April 13, 2018

We hope to see you there!
Thanks!

Final Thoughts By Steven Peck

Well, the year of 2018 has gone off to a great start for SPACE, methinks. Sorry for not having any final thoughts for a while. I have been trying to keep up with my quota. I hope I am doing well with that. Anyway, I must continue to digress.

I am going to try harder to make this a better SPACE newsletter. I will continue to make more comics, spiff up the type, and put in as much favorable content as I can. Of course, anyone in the Club is more than welcome to contribute.

Also, if anyone wishes to contribute to the newsletter, you can e-mail me at artisan213574@gmail.com, stating your intent with your story, and I will respond in kind and gladly put it in the newsletter.

Well, I am glad to serve as Secretary and Newsletter Editor, even Illustrator now, since we now with the comics section back again. I hope that I am doing a favorable job doing it. It is just me giving back to my community, the Atari community.

Well, again, I hope that I am meeting up to everyone's expectations in a satisfactory way. Special thanks to everyone helping with the contributions to the newsletter, people like our President, Michael Current, with the President's Corner.

Also, thanks to Michael Allard, writer of the ST DOM Review, and contributor to our ST DOM library, which has made us gain more financial strength as an Atari user group, and thanks, Greg Leitner, for the stellar Treasurer's Report.

And, as always, thanks to Glen Kirschenmann, our stalwart 8-bit DOM Librarian, for his concerted effort in getting those fascinating European files in the DOM, and they are very good at that!

And, also, thanks to Lance Ringquist, and his crew at Video 61, for the new homebrew games that are coming out. Keep cranking those games out and thanks again for making Atari games look great!

Anyway, I close now. I wish everybody a stellar Easter and good fortune for the rest of the year. Carpe Diem, folks, have a great time in front of your TVs playing Atari games, and keep coming to SPACE! Thanks much, and have a pleasant month.



A-Man is Having Some Lighthearted Fun (pun intended...)

COMIC DEBUT!

Angel, Bandit, and Their Ferret Fracas By Steven Peck

COMIC DEBUT!



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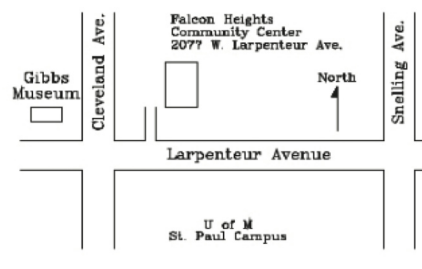
Treasurer:

Gregory Leitner

Ph: (651) 455-6550

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



S.P.A.C.E.

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Please feel free to visit our website at this URL:

<http://space.atari.org>

We now have a Facebook page.
Please feel free to visit it at this URL:

<https://www.facebook.com/AtariMinnesota>

SPACE BBS NOTICE:

The SPACE bulletin board service (BBS) is currently offline. We apologize for the inconvenience and hope to have it back online in the future.

NOTICE FOR AUTHORS OF SPACE NEWSLETTER ARTICLES:

Articles meant for newsletter publication must be received by the SPACE Newsletter Editor by two weeks prior to the start of the next scheduled SPACE Meeting. Thank you for your understanding on this.

