

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

May 2018 Edition



The President's Corner By Michael Current

NOTE: Since we had no SPACE meeting last month, there will be no President's Corner in the May Newsletter. The SPACE President will have a Sectretary's Report in June. Thanks.



Message from Captain Irata:

"Spring is here! So, SPRING into action on those Atari 8-bit computers!"

HOO-RAH!

Due to the fact that there was no SPACE meeting in April, this will be a shorter Newsletter than what usually is published.

The Newsletter will have more articles in June.

We apologize for any inconvenience that this has caused.

Thank You



Treasurer's Report

By Gregory Leitner

Well, I guess I am not sure about the May SPACE newsletter since we did not meet in April, but I am sending this to Steve anyway. I am so glad that Glen agreed with me that we should call off the meeting due to the weather last month.

I had just gotten to the library to transfer my grandkids to Dara at about 6:15 when it started to thunder and then hail. I would have been lucky just to get to the meeting by 7:30 after the snow started flying. If we had had the meeting Glen and I would have had a tough time returning home.

All I can say is that we are all safe and live to attend another meeting.

See you all on May 11th for our next SPACE meeting, (weather permitting)!!



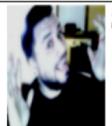
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Secretary's Report

By Steven Peck

HELLO WORLD!

Since Greg presented the Treasurer's Report, I will publish the Newsletter, and with a short Secretary's Report to boot.

Well, there isn't much to report because of the cancelled meeting due to one of the snowiest Aprils the State of Minnesota ever had—two feet in some places! The blasted storm stretched all the way to the State of Texas! Biblical proportions! Geez...

I am glad we did not need to go to the meeting. It was horrors on the road, practically white-out conditions. I have to agree with my colleague, Greg. We were safer not attending, and better off. In fact, three people died in this, I read, nationwide.

It snowed for at least fifty-eight hours in Minnesota alone. Good grief. That is two days and ten hours straight. I am looking forward to getting on with Spring, if it comes anyway.

Well, that concludes the Secretary's Report. Glad to be here to have one. Anyway, I close, and in the words of the great Stan Lee...

EXCELSIOR!

TRIVIA TIME!

NOTE: Since we have the space on the Newsletter, I decided to produce more trivia. Here you go! Thanks for reading and enjoy.

The Atari Jaguar game, "Cybermorph," was originally going to be released for the Atari Panther. However, since the Panther was discontinued in favor of producing the Jaguar, it was programmed for the Jaguar instead.

There was going to be a 10-bit video game system by Atari called the "Mirai," but it showed up only as a prototype. It was never brought into full production. It resembles an XEGS system.

Atari had a prototype controller for the 2600 game system called the "Mindlink," designed to "read" the player's thoughts. It resembled a headband and, apparently, somewhat worked.

Only one video game was released by Atari for the 2600 that had voice. It was called "Quadrun." You culd only get it through special order from Atari and only if you had a club membership.

"Primal Rage," the classic Atari fighter game with giant animals, had a sequel. Although it was never released to the public, "Primal Rage II" was eventually found, but in prototype form. You can play it at an video arcade in Illnois.

In 1980-81, Pac-Man made about one billion quarters in profits. That is \$250 million dollars at the time. Today, this translates to over \$755.4 million in overall profits for that year. The rest is video game history.

SPACE COMICS SECTION!

The Adventures of A-Man and C.D.

By Steven Peck



Angel, Bandit, and Their Ferret Fracas By Steven Peck









Atari 8-bit DOM Review By Steven Peck

Although there is no real DOM Review until next month (when I will have another double-DOM review), we did get a message from Mr. Pawel Sikorski, of GRAwitajca in Poland.

Mr. Sikorski brought up that he had a game for the SPACE Club to see, called "UFO Hunt." Information about the game is located on AtariAge. There is a forum post dedicated to it. It is a game similar to Activision's "Starmaster" and "Star Raiders."

We are pleased that our friends from Eastern Europe are showing an interest in our club. For that, I extend my personal thanks in that interest. Also, kudos are extended about the game. I have not played it yet, but it looks quite interesting.

I am hoping that we can put more games created by GRAwitajca in our DOMs in the future. I have seen demos by this group in past DOMs, and they look pretty tantalizing. So, I can say that I would love to see more from this group.

So, I will close with this. The DOM Review will be a double-DOM review, as previously stated. I will see you all later. Carpe Diem, folks!





The next SPACE meeting will commence at 7:30 PM, on Friday, May 11, 2018.
We hope to see you there! Thanks!

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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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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 receive 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.

