• SPECIAL 2021 ELECTION EDITION •

The President's Corner
By Michael Current

It's time for the SPACE Annual Meeting! Time to elect each of the officer positions that comprise the Executive Board: President, Vice-President, Secretary, and Treasurer.

Also time to confirm volunteers for the coming year for Membership Chairman,, Newsletter Editor, DOM Librarian, ST DOM Librarian, Website and Facebook Page Manager.

Thanks everyone for your leadership role for SPACE over the past most recent year. Get involved! Run for office, or volunteer for one of the volunteer roles!
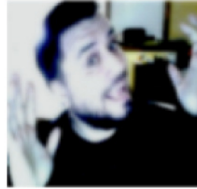
Thanks, keep using that Atari, and come to your SPACE Anual Meeting: Friday, November 12, 2021.

Message from Captain Irata:

"The buck stops here! Especially when you don't have enough quarters to play an arcade game!"

HOO-RAH!

The Secretary's Report

By Steven Peck

HELLO WORLD!

Welcome back! It will be Election Night at our November 2021 meeting, and I will do my best to be there. I will try harder to get to future meetings. Sorry for the inconvenience of not performing my secretarial stuff as much lately.

I will try to get to more meetings and stay there at those meetings from now on.

Anyway, I borrowed from Tom, our newest member, a device called a GBS-8200. However, I couldn't figure out how to work it with my MegaSTE, but it looks quite fancy. It can convet a signal to VGA, component, and other video signals. Pretty snazzy!

But, I have to plea ignorance. I can't seem to figure it out for a MegaSTE computer as far as hooking it up to a modern monitor. Well, I guess I need more instruction on how to do it, but the instruction booklet PDF I found online seemed vague.

Maybe, I can get something like it in the near future. I guess they are quite inexpensive. Well, here's to hoping.

So, with that, I will close this Secretary's Report. I will be back with another report for November.

In the words of the late, great Stan Lee:

EXCELSIOR!

The Treasurer's Report

By Gregory Leitner

I never thought I would ever see another SPACE bank balance above one thousand dollars, but it happened on October 8, 2021.I am reporting a SPACE bank balance of $1,030.74, for the month ending October 31, 2021.

With two months left in this year, including an auction in December, we could end up with over $1,000.00 even after we pay for our room rental next year!

We had anothr good meeting in October with five members present, and Glen supplied another great DOM. DOMs were in great demand, as we sold eight of them for a total of $30.00.

Steve and I renewed our memberships for another $30.00, so along with the DOM sales we took in $60.00 for the month.

With our newest member, Tom, along with Rich and Roger, we sem to have a show-and-tell every month. This is what our Club really needed, and it makes the monthly meetings very enjoyable.

I just wish I understood more of what is shown, as it always amazes me the knowledge of our members. I guess I have never been the tech type, but i am really enjoying any info that increases my Atari experience.

With that, I hope to see you all on November 12th. In the meantime, have a great Halloween. Let's hope everyone stays healthy and safe!

TRIVIA TIME!

The Atari 7800 was going to released in 1984, but was delayed by approximately two years, and was released in 1986 instead. By then, the NES had already gained a lot of ground in retail sales and also in popularity.

Atari 8-bit DOM Review
By Steven Peck

Well, I am back with another Atari 8-bit Review. As I stated last month, I will do a double-DOM review instead of a triple-DOM review. It takes a long time to create reviews with multiple DOMs, and I felt a little burned out as a result.

So, I scaled back to get more things done. Anyway, here we are and I will get started with the Review! We will review the October 2021 and the June 2020 DOMs. Here we go!

October 2021 DOM, Side A:

The first file on this DOM is called "Miss the Bars," by Kamil Trzaska. It is a 256-byte file. It shows colored vertical bars on-screen with music and animation. It has nice variation. Here is a pic of the file in action.
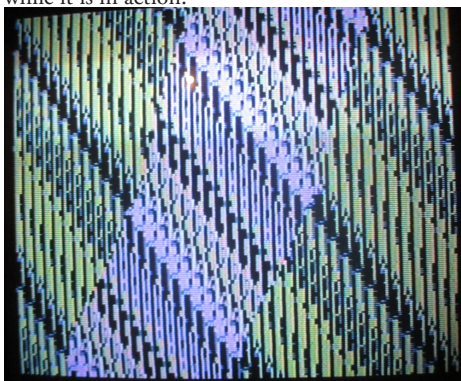

It has great color and animation, and it is pleasing to the eyes. I will score this file now.

SCORE:

Graphics: 8
Animation: 9
Sound: 8

TOTAL SCORE: 25/30

The next file is another 256-byte file by Agenda, called "Double Direction." It shows graphics going in two directions. No sound, but it still looks cool. This picture shows what the file looks like while it is in action.

It reminds me of fault lines along tectonic plates, shifting and moving along in their natural way. With that, I will score this file.

SCORE:

Animation: 9
Graphics: 8

TOTAL SCORE: 17/20

The next file is also by Agenda. It is called "Break-

out (Trix)." It is a 256-byte breakout demo which is timed in such a way it never misses the ball as it destroys the bricks. It has fluid animation and just trudges along until nothing is left. Then, it just keeps going.

For 256 bytes, it's pretty good. But, after a while, it gets repetitive. But, that's what is supposed to happen with the demo. At least, until the demo is turned off. Anyway, it looks pleasing in that way. Here's a pic of the file.


Although, it reflected the room where I took the picture, you can still see the essence of the game demo being played. With that, I will score the file.

SCORE:

Graphics: 8
Sound: 8
Animation: 10

TOTAL SCORE: 26/30

The next file is a demo called "ColoredFX," by Ralf Patschke. It has great animation in the form of a giant text ticker. It also has great graphics and is very fluid with lots of stuff going on. Here is a pic of the file in action.
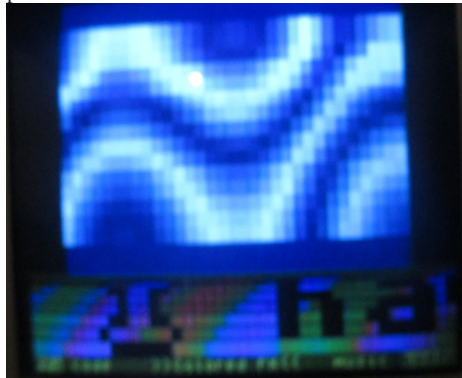
As you can see, it really does the job well. Great graphics and sound come together to make a great demonstration. I will now score this file.

Graphics: 10
Animation: 9
Sound: 9

TOTAL SCORE: 28/30

The next file is a game called "W.A.R." It was created by Michael Archer. It's an overhead shmup game where you pilot a spaceship and shoot aliens coming down at you. It looks very good. It looks hard to play and I have played it before.

It looks very inpressive and challenging. The screen is small, but playable. It can get dificult. Here are some pics of the game in action.

By the way, Fandal and Poison had a hand in porting this game to the A8 on the DOM. Anyway, let's see those pics.

Sorry for the blurry photos, but if you look closely this look like an Apple port. There's a lot of red and green in the lines on the B&W graphics. But, if you play this game you won't be disappointed.

I will score this game now.

SCORE:

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

TOTAL SCORE: 40/40 (perfect score)

The next file is another game by Eric Anschuetz and Weisgerber, named "Alien Assault 2121." It's like Missile Command, where you have to shoot down nukes that threaten the planet and your bases. It has more room, however, than the famous Atari arcade game, as it scrolls.

I think the graphics could have been better, but it is stil a great game to play. The challenge is finding all of the missiles before they hit. There are indicators in the game that tell the player where the incoming nukes are coming in.

Here are some pictures of that very game in action for you all to see.

Also, just like in "Missile Command," Your weapons are in limited supply. So, defend your bases well! I will score now.

SCORE:

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

TOTAL SCORE: 35/40

The next file is a music track called "Over Basic Temptations," an entry from Lost Party 2021. It rocks! It has a nice drum beat with peppy and nice music. It is a very well-engineered track with great sound to boot. I will score this track.
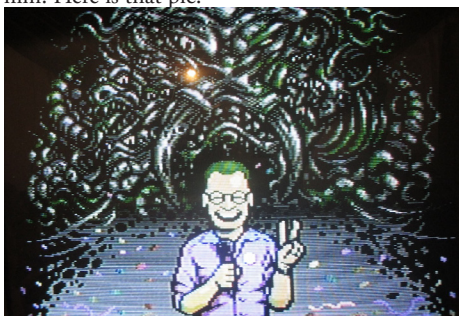
TOTAL SCORE: 9/10

The next file is another track called "K.C.I.D." It is a self-titled track, named after its creator. It's even better. Pulse-pounding and action-packed nuances give this tune a nice sound. It is really pleasant to hear. I will score now.

TOTAL SCORE: 10/10 (perfect score)

The last file on Side A of this DOM is called "Juz Tera Nie Trzeba ("No Longer Need To," in Polish)." Agenda created this pic and it's astonishing. It depicts a guy who looks like David Letterman giving a peace sign with an alien in behind him.

Lots of detail in this pic gives it a great look. I am actually impressed by it, as I am by all these files. You can see a lot of detail in the alien presence, as he looks to possibly eat this human in front of him. Here is that pic.

With that, I will score this picture.

TOTAL SCORE: 9/10

Now on to Side B of the DOM!

Side B:

The first file on Side B of the October 2021 is a 256-byte animation called "Scrubs," by Kamil Trzaska. It shows a bunch of lines moving across the screen that look like plants by a river. There isn't any sound to it, but has fluid animation.

Anyway, for tight code, this is pretty good. It's somewhat colorful and active. It looks nice. Here is a picture of the file being played on the DOM.


It is pretty tranquil once the file forms the picture. It looks like a wetland or nature preserve. With that, I will score this file.

Graphics:	9
Animation:	10

TOTAL SCORE: 19/20

The next file is called "Church," by Czoem. It's another 256-byte animation. It shows the rotating spire of an obelisk-like rendering, showing the church and has music. The 3D effects are outstanding here and so is the color.

It shows what the 3D capabilities of the A8 computer are like. It's really an outstanding job, considering the fact it is only 256 bytes. Amazing. Here is a pic of it in action.
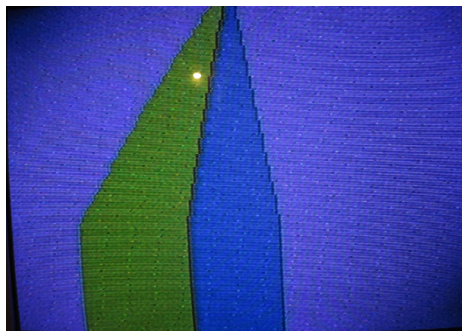
It even has shading. It is a nice rendering job. I will score this now.

SCORE:

Graphics:	10
Animation:	10
Sound:	10

TOTAL SCORE: 30/30 (perfect score)

The next file is yet another 256-byte animation called "Plt," by Lamers. It shows a bunch of little animated dots onthe screen forming line patterns as they move. In my words: astounding.

The animation and graphics are very tantalizing and fluid. This is anothe great demo, for being 256 bytes. Here's a pic of it in action:
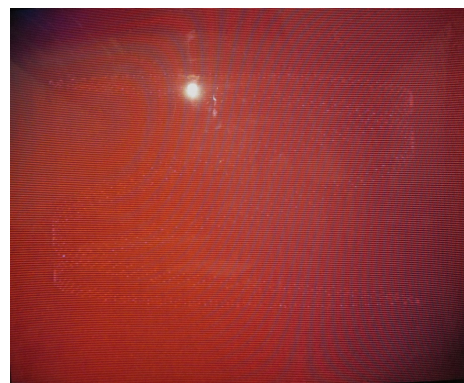
Sorry for the pic, and the background doesn't do it justice. But, the animation is amazing. I wish it would have been on black so it could be seen better, but it still shines on-screen.
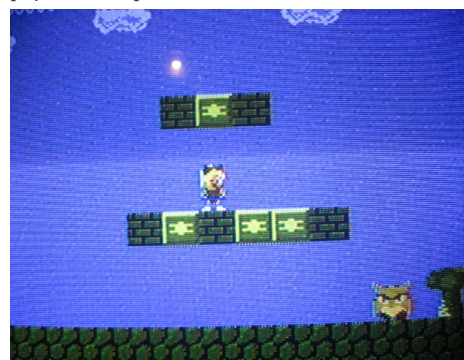
I will score now.

SCORE:

Graphics:	10
Animation:	10

TOTAL SCORE: 20/20 (perfect score)

The next file, by New Generation, is called "Giana." It is a dem of an upcoming game port for the A8 of the game "Great Giana Sisters," a game originally for the ST. It bears striking similarities to a certain game starring a duo of plumbers.

We won't go into that, though.

It is a animated demo of the gamer in action. It's a preview of what the game looks like for Lost Party 2021. The game looks great with great typography. Here's a pic of the demo in action.

You can only watch this demo. There is no game play, but it gives a taste of what the game is going to be like. I will score now.
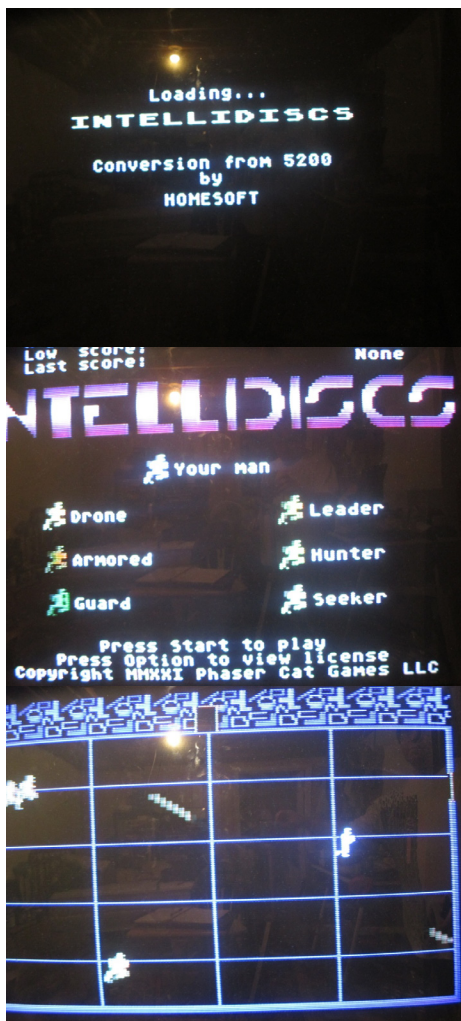
SCORE:

Graphics;	9
Animation:	10
Sound:	9

TOTAL SCORE: 28/30

The next file is a game originally released for the A5200, called "Intellidiscs," by Ryan Witmer. It is based on the game "Tron: Deadly Discs," for the Intellivision. In the game, you play against other warriors who fling their discs at you.

You must do the same to survive. If the discs hit your opponents, they will disintegrate. It will happen to you if you aren't careful. Here are some pics of the game in action.

It looks like a great game and it plays like one, too. I will score the game now.

SCORE:

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

TOTAL SCORE: 39/40

The next file is another game called "Kooky Diver," by Eric Anschuetz, where you play a diver finding treasure and avoiding becomg lunch for the sea creatures swimming around, Using the fire button to swim, and the joystick, you must get to the treasure.

Once you get the treasure, ou must get it to the boat. If you do, you get points. If they get to you, you're lunch! Here are pics of the game in action.


It's a funny little game where you need some finesse to get to where you need to go. Just don't become a smorgasbord in the process. I will score this game.

SCORE

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

TOTAL SCORE: 32/40

The next file is a pic called "A Study in Sodium," by Zdenek Eisenhammer. It shows a pic of a dark alley rendered on the computer. It looks nicely done with great graphics. I like the detail in this picture. It shows the nuance of a dimly-lit alley at night. Here is a screenshot of the pic in action.
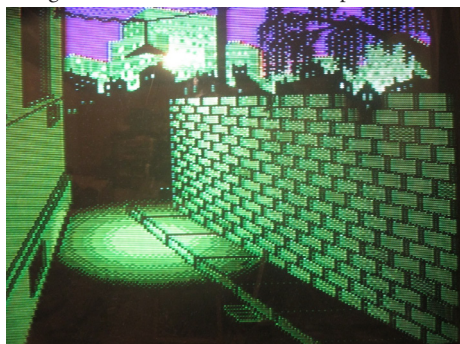
nicely done! Here's my score.

TOTAL SCORE: 9/10

"Partyzantka" is a nice little tune by VLX, and the next file on this DOM. It has a great sound to it and I love it. It has zip and frivolity in it. It is well-engineered and is meant for a happy occasion. Let me score this tune.

TOTAL SCORE: 9/10

The final file on Side B is a pic called "Twierdza," by Alex D. The name is Polish for "fortress." It shows a castle with the Greek letters Omega and Xi on it. It is well rendered, but looks sort of cartoony in execution.

Nevertheless, it looks pretty good. It has great detail to boot as well. Here is is pic of the file
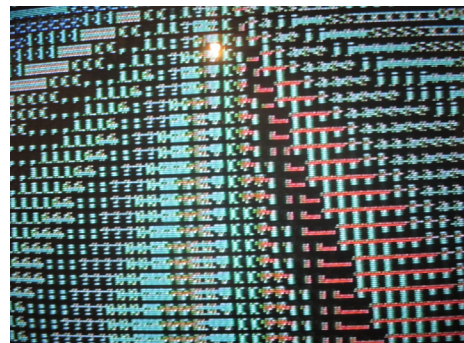

Now on to the next DOM: for October 2020!

October 2020 DOM: Side A

In this DOM, the first file is a 256-byte animation called "Parasolka," by Kamil Trzaska. It shows an animation of a parasol spinning. It's a nice animation, but could be more brightly colored. But, this is a great file for 256 bytes.

Here is a pic of the file in action.

It really is a neat animation. I like the demonstration. You should, too, I think. Here is the score for this file.

SCORE:

Graphics:	8
Animation:	9

TOTAL SCORE: 17/20

The second file is called "Quatari," by Jakub Debski. It shows four different effects in a 256-byte file. It seems daunting how someone could fit all this into 256 bytes of space. But, Mr. Debski did!

It has nice variations in the transitions. The music can be repetitive, but it stnads out in other places. Actually, I quite enjoyed it. I liked the tonal variation in the last pic on the demo. It looked like a landscape with atmospheric perspective. It is dazzling. Here are some pics of the file.
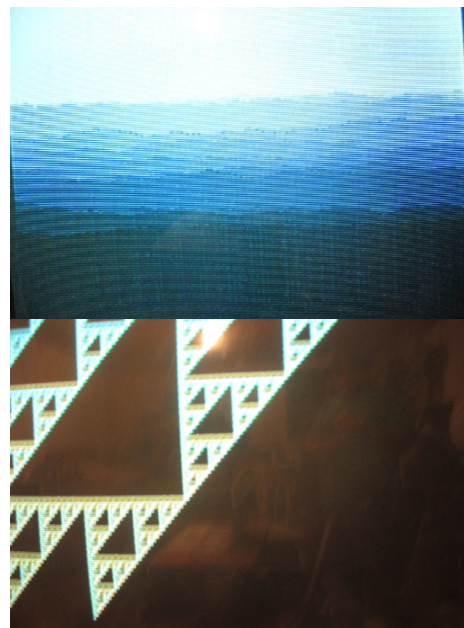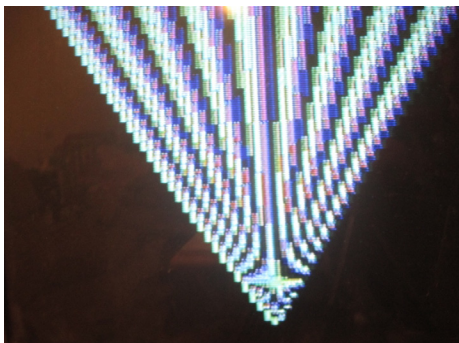
I will score the file now.

SCORE:

Graphics: 10
Animation: 9
Sound: 8

TOTAL SCORE: 27/30

The next file is a game called "Avery Breakout 2012, by Kalinowski.It is a Breakout-style game, as the name implies. The paddle is used to break the blocks in the wall. The rules are pretty obvious, of course. But, I tried it, and the game froze.

So, I couldn't play it. I wonder if it's a PAL issue, but I don't know. But, it seems to be a nice game. It seems challenging , as these tpyes of games are.

Here is a pic of the game in action.

With that, i will score this game.

SCORE:

Graphics: 7
Gameplay: 10

TOTAL SCORE: 17/20

The next file is the game "Lasermania 2020," by Liminowski. It looks great and has excellent animation. You play a tank-like vehicle, and I think you have to guide a laser somehow. Whatevr it is, It's pretty challenging.

Here's a pic of the game in action.

I will score this game now

SCORE:

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

TOTAL SCORE: 37/40

The next file is an intro called "Raving Rurki Rulez!" It was created by Adam Bienias. it has great music and animation with excellent graphics. It is an amazing file and a visual treat.

Here are pics of the file in action.

I rest my case. Here is that score now.
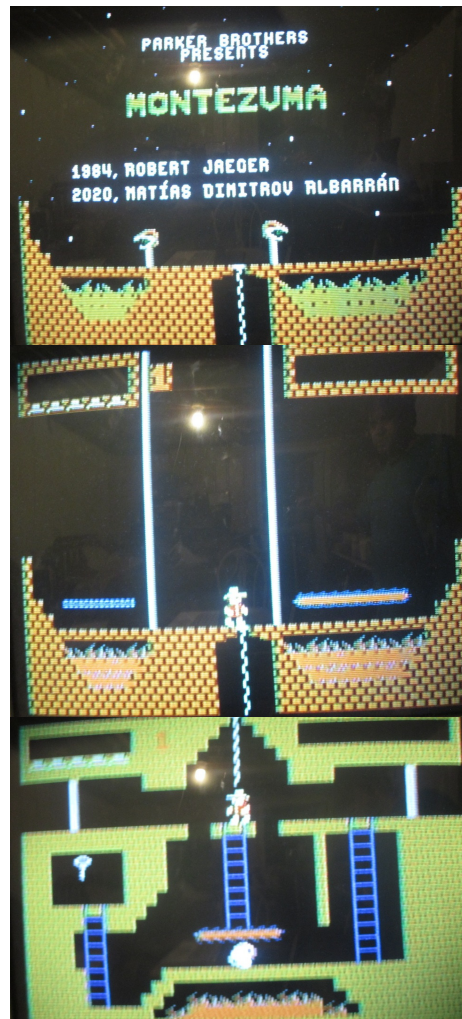
SCORE:

Graphics: 10
Animation: 10
Sound: 10

TOTAL SCORE: 30/30 (perfect score)

The next file is called "Montezuma," by Robert Jaeger. It is a hack of "Montezuma's Revenge," a classic game that is like a puzzle. You must find the Treasure of Montezuma. But, the tomb has many traps and creatures in your way.

This is a great game. I always loved this game, and I have it or the A2600, along with the A8. It is challenging and somewhat funny. Very good game with a lot of twists and turns.

Here are pics of the game in action.

It is a great game, and if you like treasure hunts, this is your game. I will score this file now.

SCORE:

Graphics: 9
Gameplay: 10
Animation   10
Sound: 9

TOTAL SCORE: 38/40

The next file is a music track called "Train Ride," by VLX and Lamers. It has medium tempo, is pulse-pounding, and almost relaxing,

It is a great littl etune that I am sure you will be in awe about. here is my score.

TOTAL SCORE: 9/10

The next file is a game called "MiniChess." It was created by Krzysztof Dudek. It is a really small game of chess. It has help information on how to play the game It looks almost too small to play, but you can still se everything.

Here's a pic of the file.
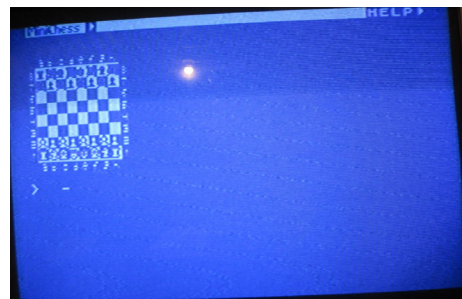
The next file is a music track called "Lynx Quest Legacy," by Szpilowski. It's peppy, has a faster tempo, and a nice fast-paced beat.

I had heard this the first time and I thought it was pretty good. It's amazing what these A8 computers can do with sound. They can even play digitized voice, which is amazing. If you like music on the A8, you will like this track.

I will score this file.

TOTAL SCORE: 10/10 (perfect score)

The next and final files on Side A are pictures, and there are three of them. the pic, "Power of Four Colors" by Ziembik, is a pic of a basketball game in a palette of four colors. It shows a great job of rendering with lots of skill.

It shows the basketball player making a slam dunk while kids are watching him do it. The colors blend in nicely and it looks great. Here is a picture of the pic being viewed.

Eat you heart out, Air Jordan! I will score this pic.

TOTAL SCORE: 10/10 (perfect score)

The next pic is called "Back in Action," by Zdenek Eisenhammer. It shows a military base at night. It looks cartoony. I think it could better-looking with the graphics. Here is a screenshot of the picture on the TV screen.

I will score the pic now.

TOTAL SCORE: 7/10

The final pic is called "Shon," by an unknown author. It shows a rocket taking off during a meteor shower. It is a decent rendering and it looks pretty snazzy. It really isn't bad at all. Here is a screen shot of it so you can judge for yourself.

I will score the pic now.

TOTAL SCORE: 8/10

Now onto Side B of this DOM!

Side B:

The last file on this DOM is a game called "Virus Invaders," and it's buggy. This could be a PAL issue, but I do not know. It is like the game "Space Invaders," but you shoot letters instead of aliens.

Anyway, I played it and found some glitchy stuff going on. It might not be displaying correctly on the screen. This is probably a PAL signal issue. Anyway, here are some pics of the game in action.

Even if it needs work, it still captivates me in some way. I like the background, too. It dresses up the game. The flashy title screen looks nice, too. So, I will score this game now.

SCORE:

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

TOTAL: 33/40

This concludes the A8 Review, and I see we are almost caught up for 2020! I just need to review one more DOM for 2020, and it will coincide with the November 2021 DOM because it is from November 2020. The DOMs will be one year apart.

So, thanks for reading the Review. Carpe Diem, fellow Atarians, and thanks! I will return with another DOM Review next month, and it will be the last multiple-DOM Review for a while. See you at the Club for November of 2021!

The SPACE Election will commence on Friday, November 12, 2021, at 7:30 PM!

We hope to see you there! Thanks!

The Misadventures of A-Man And C.D.

Well, I guess I would look like a dork to a common loon, A-Man!

Behold, my latest creation, C.D.! The ABOMINABLE SNOWDORK!

"PECK!" 11/11/2021
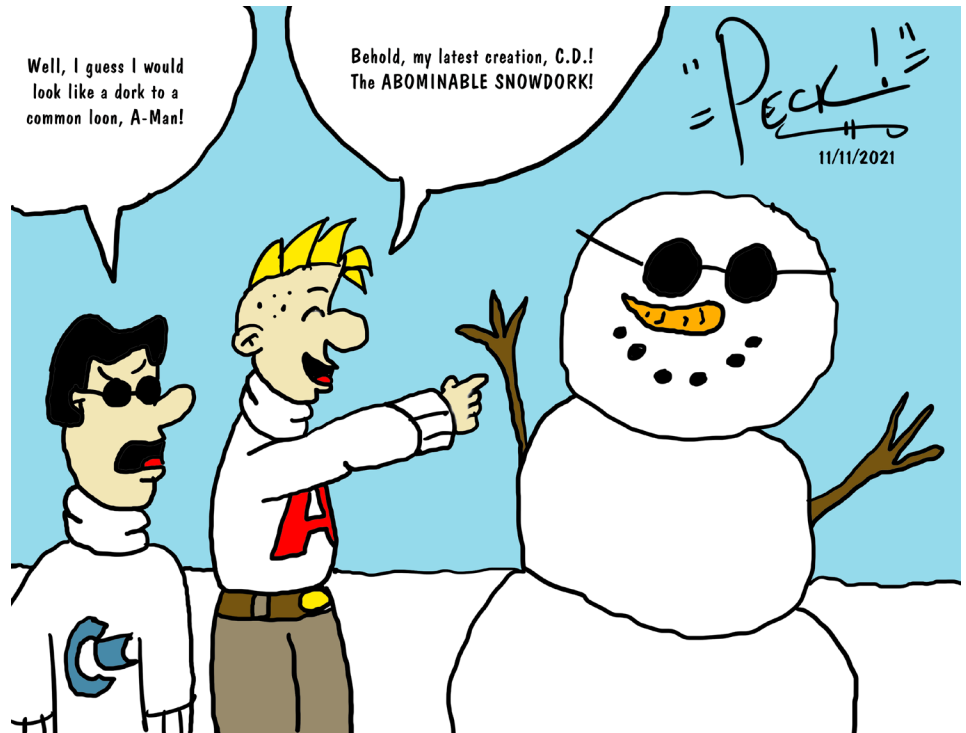
Angel, Bandit, and Their Ferret Fracas

You're ALREADY a turkey, Bandit! Now, get out of that silly costume!

Happy Thanksgiving, Angel! I look like a turkey! GOBBLE-GOBBLE!

"PECK!" 11/11/2021
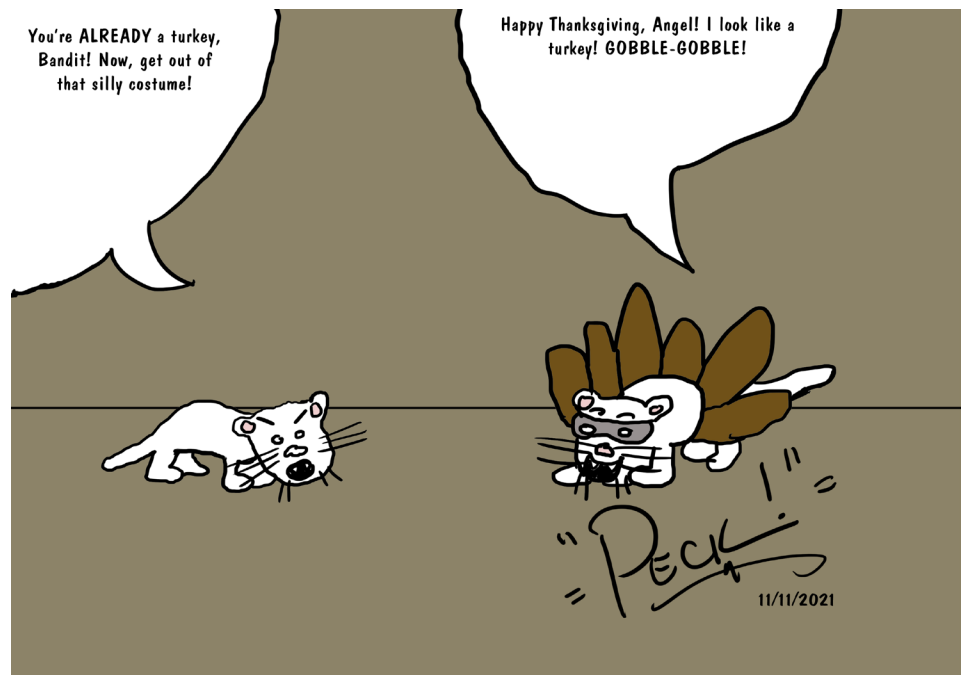
GET INVOLVED!

WE WANT YOUR ARTICLES!

NEW YORK, NY (November 10, 2021): Atari@ – the pioneering video game brand & interactive entertainment producer – today revealed a commemorative 50th Anniversary logo that celebrates the five decades since Atari launched the modern video game industry.

The new commemorative logo incorporates Atari's iconic "Fuji," which will continue to serve as the primary Atari brandmark and has been named the "GoldSchool Sunnyvale" logo as a tribute to the legendary original Atari internal design studio, based in Sunnyvale, California, and also to acknowledge the "golden anniversary" of he games industry Atari helped launch.

The new Atari 50th Anniversary logo, and future creative variants, will be used across marketing communications, on games, and on first-party and licensed products through the ned of the 2022 golden anniversary year.

Atari will celebrate its official anniversary on June 27, 2022, 50 years since the date the company was originally incorporated.

Atari was founded in 1972 by Nolan Bushnell and Ted Dabney. The company played a formative role in the video game industry, introducing a series of world-renowned brands like Asteroids©, Centipede©, Missile Command©, Pong©, and others to the gaming lexicon as well as the first widely adopted home video game console with swappable cartridges, the iconic Atari 2600.

Five decades later, the company remains an active and innovative brand, globally recognized for its multi-platform, interactive entertainment and licensed products.

Additional anniversary announcements, including new-muli-platform game titles, such as Atari's upcoming Food Fight remake, and major licensing collaborations will be made in the coming year.

Atari began ramping up for the 50th Anniversary with the launch of the Atari VCS Videogame Computer System in June 2021, and the launch of the Recharged game series for PC and console, which updates classic Atari games for modern players and hardware.

"On behalf of the entire Atari team, I'm proud to unveil this commemorative logo and launch the celebration of our 50th anniversary," said Atari CEO, Wade Rosen. "Atari has an exciting year ahead, filled with new and commemorative products that will delight our fans; including the launch of new premuim game titles, new business initiatives, and several really exciting lifestyle product collaborations."

As part of the roll-out of Atari's 50th Anniversary celebration, Atari has released a limited supply of T-shirts featuring the GoldSchool Sunnyvale logo. The T-shirts are available for sale on Atari's website.

Atari will release a 50t Anniversary Games Collection in 2022 that includes remasters of seminal Atari classics along with supplemental content that explores the origins of the titles and their impact on the video game industry.

A press kit with the Atari 50th Anniversary GoldSchool Sunnyvale assets is available here: https://uberstrategist.link/Atari-50th-Press-Kit.

BYLAWS FOR THE SAINT PAUL ATARI COMPUTER ENTHUSIASTS CLUB OF SAINT PAUL, MINNESOTA

As amended by the membership, September 13, 2002

ARTICLE I
NAME AND OBJECT

Section 1. The name of the Club shall be the Saint Paul Atari Computer Enthusiasts, or SPACE.

Section 2. The object of the Club shall be to bring those with a common interest in Atari computers together for the purpose of sharing hardware, software and information related to Atari.

ARTICLE II
MEMBERSHIP

Section 1. The number of members of SPACE shall not be limited.

Section 2. Any person or family interested in Atari computers shall be eligible for membership upon payment of the annual dues for the first year.

Section 3. The annual dues shall be $15.00, payable on the anniversary month of the member's joining date.

Section 4. Unused portions of dues are not refundable.

Section 5. Any member found to be in violation of the rules or spirit of the club may be expelled by a majority vote of the Executive Board.

Section 6. The Membership Chairman shall be responsible for collecting membership dues and managing the current membership list.

ARTICLE III
MEETINGS

Section 1. SPACE meetings shall be held at 7:30pm on the second Friday of each month, at the Falcon Heights Community Center, unless otherwise directed by the Executive Board.

Section 2. Club business cannot be conducted without at least one Officer and one other member present.

Section 3. All club meetings shall be open meetings.

Section 4. Minutes of each club meeting shall be recorded by the Secretary and published in the club newsletter.

Section 5. The Annual Meeting shall be held each November. At the Annual Meeting, Officers shall be elected and volunteers for other ongoing club duties shall be secured.

Section 6. The President shall preside over club meetings. In the President's absence, the Vice-President shall preside. In their absence, the Secretary shall preside. If the first three are all absent, the Treasurer shall preside.

ARTICLE IV
TREASURY

Section 1. An accounting for all incomes and charges to the SPACE balance sheet shall be published in the newsletter each month.

Section 2. Prior approval by the Executive Board is required if the club is to incur any expense.

Section 3. The Treasurer shall be responsible for the duties of managing the club's monetary assets.

ARTICLE V
NEWSLETTER

Section 1. The club shall publish the SPACE Newsletter on a monthly basis.

Section 2. All currently paid club members shall receive a copy of the Newsletter by mail each month.

Section 3. Newsletters shall also be sent free of charge each month to other Atari clubs which are able to return the favor.

Section 4. The Newsletter Editor shall be responsible for the duties of collecting articles from the membership, publishing, and distributing the Newsletter.

ARTICLE VI
DISK OF THE MONTH

Section 1. A new SPACE Disk Of the Month (DOM), readable by a standard Atari 1050 disk drive, shall be produced on a monthly basis. This is for the purpose of raising funds for the club.

Section 2. DOMs shall include shareware, freeware, or public domain software or other files for the Atari. DOMs shall not include pirated commercial software.

Section 3. The price of the DOM shall be $3.00.

Section 4. DOMs shall be available for sale at each club meeting, and may be sold to members and non-members.

Section 5. Other clubs may trade DOMs with SPACE on a one-for-one basis.

Section 6. The DOM Librarian shall be responsible for the production and sales of the DOM.

ARTICLE VII
BULLETIN BOARD SYSTEM

Section 1. A Bulletin Board System (BBS) supporting Atari computers shall be made available by the club. The BBS provides an online forum for Atari discussions, and an optional communications medium for club matters.

Section 2. The BBS System Operator shall be responsible for maintaining a friendly and welcoming environment on the BBS. Illegal software or offensive language shall not be tolerated.

ARTICLE VIII
WEB SITE

Section 1. The club shall maintain a home page on the World Wide Web. The site shall be primarily designed to attract new club members, and provide online access to club information.

Section 2. The Webmaster shall be responsible for maintaining the web site, and keeping the information presented there current.

ARTICLE IX
OFFICERS AND EXECUTIVE BOARD

Section 1. The Officers of the club shall be President, Vice-President, Secretary, and Treasurer, and shall be referred to collectively as the Executive Board.

Section 2. The Executive Board shall collectively supervise the affairs of the club, shall be responsible for proper and orderly club operations, shall be responsible for upholding the rules of the bylaws, and shall at all times make decisions with the best interests of the membership in mind.

Section 3. The officers shall be elected by a majority vote of those present, or by acclamation if only one person is running. The term shall be for one year, or until a successor is elected. The term of office shall begin at the close of the annual meeting at which the officer is elected.

Section 4. The Executive Board shall actively seek volunteers to fill the following positions: Mem-

bership Chairman, Newsletter Editor, DOM Librarian, BBS Operator, and Webmaster. These volunteers shall be subject to the approval of the club membership.

Section 5. The Executive Board shall also seek volunteers for other ongoing administrative duties, such as meeting location arrangements and post office box maintenance.

Section 6. Officers shall be subject to a Recall Vote if a majority of the membership so decries. The Recall Vote shall not take place until it has been announced in the newsletter.

Section 7. The rules contained in the current edition of "Robert's Rules of Order" shall govern the club unless they are in conflict with the bylaws, in which case the bylaws shall take precedence.

ARTICLE X
AMENDMENT OF BYLAWS

Section 1. A Quorum shall be defined as either a minimum of 50% of the entire membership, or 10, whichever is smaller.

Section 2. Provided that a quorum is present, and provided that the amendment proposal has been communicated to the entire membership in writing in advance, the Bylaws may be amended at any meeting by a two-thirds vote of the members present.

Section 3. Voting shall be by consenting AYE or NAY if a two-thirds vote can be confirmed, or by a show of hands for a precise tally.

Section 4. Proxy voting is not permitted for Bylaws amendment votes.

ARTICLE XI
CLUB DISSOLUTION

Section 1. The club may elect to disband itself by a majority vote of the current membership, provided the proposal has been printed in at least one issue of the newsletter.

Section 2. In such an event, the Executive Board members shall be responsible for the proper and orderly closing of accounts, arrangements, and all normally ongoing club activities.

Section 3. Any remaining material assets of the club shall be distributed evenly among the membership, as best as this is possible. Historical club materials shall be preserved if possible.

Section 4. When all outstanding charges are paid, the Treasurer shall distribute any remaining club funds evenly among the final group of club members.

VOTING TIME!

"I can't believe I am doing this! Anyway, vote in the SPACE Election!"

–C.D.

Happy Election Day and Happy Holidays From SPACE!

Thanks for Coming to Your Meetings!

CLUB OFFICIALS:

President and Web Page Manager:

Michael Current
Ph: (608) 787-8548
E-Mail: michael@mcurrent.name

Vice-President:

Brian Little:
E-Mail: demomantna@gmail.com

Secretary/Newsletter Editor:

Steven Peck
Ph: (651) 462-5600
E-Mail: artisan213574@gmail.com

**8-bit DOM Librarian/
Membership Chairman:**

Glen Kirschenmann
Ph: (763) 786-4790
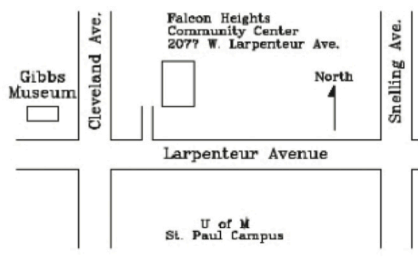E-mail: kirschg@netzero.net

Treasurer:

Gregory Leitner
Ph: (651) 895-2223
E-Mail: greglites@hotmail.com

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.

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          Falcon Heights
          Community Center
          2077 W. Larpenteur Ave.
Gibbs                          North
Museum

        Larpenteur Avenue

              U of M
          St. Paul Campus
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(Cleveland Ave. / Snelling Ave.)

S.P.A.C.E.

c/o Gregory Leitner
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Inver Grove Heights, MN 55076-3037

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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 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.

Saint Paul ATARI Computer Enthusiasts
SPACE
An independent computer user group