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

• CHRISTMAS 2021 EDITION •

The President's Corner
By Michael Current

NO MEETING THIS MONTH!

SPACE will **NOT** be meeting this December. The December 10, 2021, meeting has been cancelled.

We have virtually never had to cancel a meeting before, and hopefully this is a rarity we won't have to repeat. We very much hope to be back on track next month.

What is on your Atari Christmas wish-list? If I had the time, maybe a FujiNet! I'm still thinking about it.

Lately, I have been revisiting all those calculators that Atari Corp. had put out around 1987-90, or so. There are so many models, but no definitive list! At the moment, I am frustrated that I have several pictures of one model that I can't come up with a model number for.

Did you buy an Atari calculator at that time? I remember seeing the cheaper one in stores, maybe grocery stores or pharmacies even. I was trying to remember whether I ever owned one.

It's weird. I feel like I did have one of the cheap "card" ones once, But, why would I have let it go? Maybe I only dreamt it?
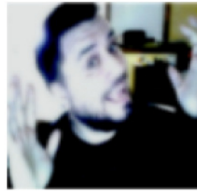
Thanks, keep using that Atari, and come to your next SPACE meeting: Friday, **JANUARY 14. 2022.**

The Secretary's Report
By Steven Peck

HELLO WORLD!

Well, I made it to the SPACE Election & Meeting and stayed for the duration this time. Here is the Secretary's Report for November of 2021.

The meeting started at 7:30 PM on Friday, November 12, 2021. One of the members showed off his Side 3 cartridge and his Atari 800XL with an Ultimate 1MB upgrade in it. He showed off a sweet port of the arcade game "Time Pilot."

I have seen this game in the DOMs before, and it is a nice translation of the arcade game. Very well done with excellent graphics and effects. There was another game he presented, a demo of a game called "Final Assault," which is like DOOM for the A8. That also was a great-looking game.

Nevertheless, it was a great demo. I quite enjoyed it. Also, I like the technology being used to modernize older Atari systems. Also, there are seven members paid up with their membership dues.

As Greg stated, we previously elected officers kept our positions in the Election. No one else was interested in running, as stated in the Treasurer's Report. The Meeting adjourned at 8:00 PM.

So, this is the end of the Secretary's Report for November. Have Happy Holidays, everybody! In the words of the late, great, Stan Lee…

EXCELSIOR!

The Treasurer's Report
By Gregory Leitner

Five members were present for the November SPACE Meeting. We held elections for New Year 2022, and since no member was interested in running for any positions, we all agreed to keep all positions currently held intact for 2022.

All five members present voted in favor and all five seconded the decision at the same time.

We only sold three DOMs for the month for $9.00, and added to last month's bank balance of $1,030.74. We now have a balance of $1,039.74.

Remember that we will have a SPACE Auction next month. So, mark your calendars for a December 10th Meeting. Also, because we don't want to be sharing food, there will be no need to bring a dish to share.

Hopefully, we will have a SPACE Birthday Party for the July meeting next year. No guarantee by the way things are going.

Tom brought in a multimedia unit that we tried to use for the November Meeting. After a lot of adjusting, the best we could get was a decent picture. But, we could not get all the colors the right hues. The yellow and red were not accurate, but the screen was readable.

Tom is going to see if he can figure it out. He was able to pull in YouTube with the in-house WiFi, but some of the content would not load. Knowing Tom, he will not give up.

Have a great Thanksgiving, and I will see you all next month for a long-awaited SPACE Auction!

UPDATE: The December 2021 Meeting is cancelled. The next meeting is on January 14, 2022. We apologize for the inconvenience this may cause. Thanks for understanding.

Message from Captain Irata:

"Joy to the World! Atari's come! Let nerds receive their games!"

HOO-RAH!

TRIVIA TIME!

The World Wide Web was invented in 1989 by Tim Berners-Lee. Now, over three decades later, the entire Internet is interconnected worldwide because of it.

Atari 8-bit DOM Review
By Steven Peck

Welcome again to another Atari 8-bit DOM Review! We will another double-DOM review for November 2021 and November 2020. So, let's get started with the DOMs!

November 2021 DOM, Side A:

The first file on the DOM is a 256-byte demo called "Route 66," by the group Agenda. It shows a car on a road with grass, a sunset, and mountains in the background. The car looks like an outline and has no color but the purple outline.

The gradients look nice on the screen for the grass and lighting effects. It has a lot of detail for a file that is coded with only 256 bytes of data. I commend Agenda for the attempt, because it is a good one. Here is a picture of the file in action.

As you can see, it looks really amazing for 256 bytes. The colors are good and the pic could pass for a night or early morning scene. I will score this file now.

TOTAL SCORE: 8/10

The next file is called "Illusion," by Sebastian Pawlak. This is another 256-byte file that shows a heart that has the illusion of being animated by a Venetian blind effect. It looks really cool. At first, it does nothing until the blind effect appears.

Then, when the heart is covered by the blinds, it then looks like it's beating as the blind moves down the screen. I like the effect and it looks really good. Here are photos of the file in action.

Optical illusions always look interesting, but to produce this effect on a computer is amazing. This is really good for 256 bytes, and I will score it now.

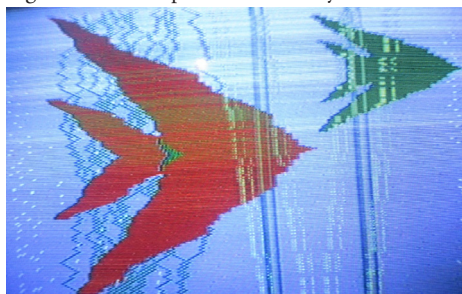SCORE:

Graphics: 8
Animation: 8
Sound: 8

SCORE: 24/30

The next file is called "Pterophyllum Altum," by Marek Cora, and is another 256-byte file. It shows

fish swimming among seaweed and coral. It flashes a lot, which may indicate a PAL issue, but I am not sure. It is interesting. It may not be as graphically pleasing as the others, but it still is interesting. I will show a pic of it now for you to see.


By the way, "pterophyllum altum" is the scientific name for the altum angelfish, which are shown in the file. I will score this now.

TOTAL SCORE: 7/10

The next file is a game called "River Raid on Mars," a hack of Carol Shaw's classic ActiVision game by Matias Dimitrov. It is amazing, just like the original game. You fly over the Martian valleys and the river, shooting at aliens and saucers.

It looks really amazing and cool. I will show some pictures of the game for you to see.
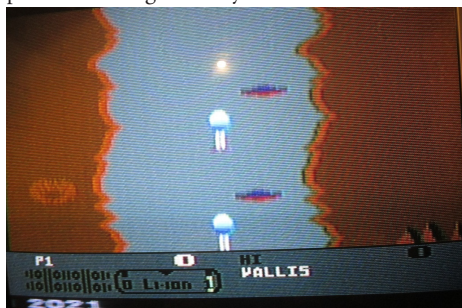
As you can see for yourself, it's really well done. The graphics are interesting. If you like the original "River Raid," you will like this game. I will score this game now.

SCORE:

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

TOTAL SCORE: 37/40

The next file is an intro by Jakub Husak, called "Axel-F." It is the Axel Foley Theme from the movie, "Beverly Hills Cop." It sounds pretty good. It changes color and plays the whole theme. Here is a pic of the file in action.

Very good music. Interesting graphics. It even has trivia on the music from the movie. I will score this file now.
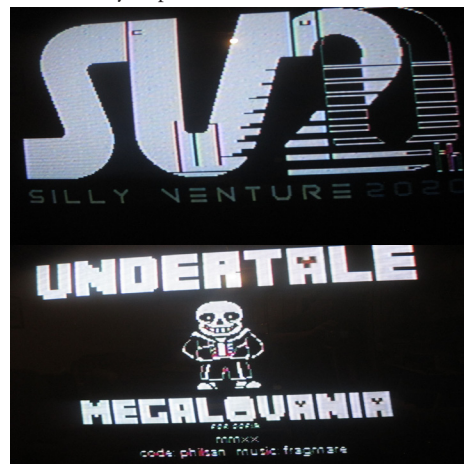
SCORE:

Graphics: 8
Sound: 10

TOTAL SCORE: 18/20

The next file is a music track called "Megalovania," by Fragmare and Philsan. This is a very good tune and is pulse-pounding and fun to listen to. It has an animation of a guy with a skull for a head bobbing to the beat.

I will show you pictures of this file in action.

With that, I will score the file now.

SCORE:

Graphics: 10
Animation: 9
Sound: 10

TOTAL SCORE: 29/30

The second file, by Przunk, is called "Atari Camp." It's another music tune. It's cute and lively and fast. It really goes over the top with the higher notes. I like the lively music and it reminds me of computer camps from the 1980s.

With that, I will score the file now.

TOTAL SCORE: 10/10 (perfect score)

The next file is a picture called "Escape Tomb," by Pawel Szewcyzk. It shows a character like Lara Croft from "Tomb Raider," seen sideways in the picture of her being in a tomb.

This picture is really well done. It is intricate and detailed. I like the illustration and it must have taken a lot of time to render. Here is a screenshot of the pic.

Here is my score for the picture.

TOTAL SCORE: 10/10 (perfect score)

The final file on Side A of this DOM is called "SillyVenture of a Dryad," by Smolinski. It shows a girl wrapped up by plants. It has great detail. I do

Like the intricacy of the picture. It's very well done. Here is a screenshot of the picture.

I will score this file now.

TOTAL SCORE: 10/10 (perfect score)

Now, onto Side B of this disk, as there are more files on there to behold.

Side B:

The first file on Side B of this DOM is called "Seven," by Sebastian Pawlak. It shows a myriad of nice-looking patterns on-screen, mostly geometric. For 256 bytes, it's pretty good, and even has sound to boot.

The sound didn't excite me that much, but the graphics are great for such a small file. The checkerboard patterns look great and steal the show. Here are shots of the file in action for all of you to see and to enjoy.

As you can see, it truly looks amazing. The mild colors give it some panache and flair. I will score the file now.

SCORE:

Graphics: 10
Animation: 9
Sound: 7

TOTAL SCORE: 26/30

The next file is another 256-byte file called "Hypnotizing," by Kamil Trzaska. It draws a circular pattern on-screen, like a kaleidoscope. It's interesting to look at because it flashes colors on screen. It does seem to be hypnotizing.

I love the graphics. It is nicely executed. Plus the color gradations look great. It looks like pattern on-screen is staring at you. I wouldn't recommend a person with light sensitivity to see this, though.

It also reminds me of the Virtual Light Machine lightsynth for the Jaguar CD unit. It's really that good. The colors and flashing are reminiscent of the lightsynth in action when you play the music CDs on a Jag. Here's a picture of the file in action.

Truly outstanding. With that, I will score the file.
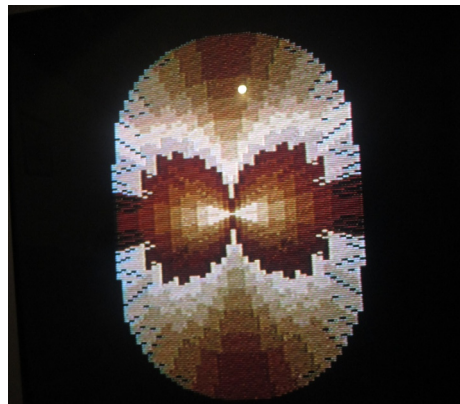
SCORE:

Graphics: 10
Animation: 10

TOTAL SCORE: 20/20 (perfect score)

The next file is again 256 bytes in size. It is called "Blasma," by Marek Cora. It shows various patterns on screen with the logo "Xenium" on it. It makes noises when the patterns transition on the scree. It looks interesting and kind of cool.

It reminds me of looking at a river with the currents flowing around in the water. It is mostly green and blue colors on the screen, but it makes good use of the patterns. Anyway, here's a pic of the file in action.

It's truly amazing what a seasoned programmer can do with just 256 bytes. It comes out pretty good. Here's my score:

SCORE:

Graphics: 9
Animation: 10
Sound: 7

TOTAL SCORE: 26/30

The next file is a game called "Space Assailants 2121," by Anschuetz, Weisgerber, and Anschuetz. In the game, you play against aliens like in "Space Invaders." Not only must you shoot aliens, you also need to avoid falling stars.

The first level music is interesting, because it is from the game "Blaster Master," a classic game for the NES. Plus, it's challenging with all of the falling stars! It makes for a great game. Anyway, here's a pic of the game in action.

It looks and sounds great, and I like the fonts used in the game. It makes for a great game. I will score this game now.

SCORE:

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

TOTAL SCORE: 38/40

The next three files are music tracks. The first track is called "Altercation," by XTD and Lamers. It sounds gritty and violent, like a street fight. It sounds pretty good with plenty of percussion in it.

It has a bunch of sound put together, but it sounds nice and fast. I like the composition. It really isn't too shabby. Here is my score:

TOTAL SCORE: 8/10

The next track is called "Behold," by Bartlomiej Wieczorkow. It sounds kind of foreboding. It quotes Genesis 11:6 from the Bible, and then quotes "Genesis 6502," kind of a spin on that Bible verse. It's fast and nice with great range.

Lots of stuff going on here makes for a great track. I like the Biblical message, which God is saying something about everyone being one language. Then, it transitions to AI, saying that the Atari can keep them unrestrained. Genius.

I will score the file now.

TOTAL SCORE: 9/10

The last music track on Side B is a "noise" track, called "Psycho Bear," by Michal Szpilowski. It sounds pretty good! The percussion is better than most other tracks, and the composition sounds great. I wonder if this is POKEY or GTIA.

I can see it being POKEY, because it sounds so good. I will score this file now.

TOTAL SCORE: 10/10 (perfect score)

The next files are by programmer Maciej Hauke, called "Ghost" and "Prince." The picture known as "Ghost" is looking very nice. It shows a face moaning around colored stones or glass. The tonal gradations look spectacular. It looks foreboding and wicked cool.

Here's a screenshot of "Ghost."
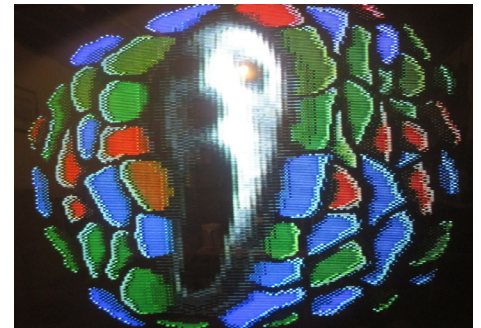
Very nice rendition. I will score this file.

TOTAL SCORE: 10/10 (perfect score)

Mr. Hauke's next file, "Prince," is equally interesting. It reminds me of Jordan Mechner's "Prince of Persia," with the Middle Eastern architecture in the background. It shows the Prince with a dagger and a scimitar in each hand.

This is not too bad. I like it, especially the architecture in the background being as well-rendered as it is. The atmospheric perspective in the background is nice, too. It's looking very detailed and pleasing to the eye. Here's a screenshot of it.

Interesting graphics make for a pleasing picture. I will score this file now.

TOTAL SCORE: 8/10

The final file on this DOM is called "SillyVenture of Android," by Smolinski. It shows an android on a city street with cards in its left hand and its right hand has claws. There are armed troops in the background. It looks gritty, but that's the point.

If you notice on the facade of one of the buildings, you will see a Atari Fuji logo sign, an homage to Atari. It reminds me of "Blade Runner," in a way. There are few colors, but it looks lit up. It's really a great composition. Here's a shot of it.

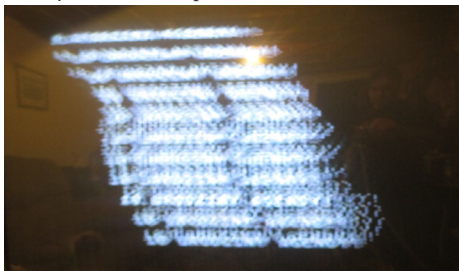I will score the file now.

TOTAL SCORE: 9/10

Now, since we are done with the November 2021 DOM, let's look at the November 2020 DOM now, and I am sure it will be interesting.

November 2020 DOM, Side A:

The first file on this DOM is called "Urodziny," by Kamil Trzaska. It is 256 bytes in size. It shows a message in Polish: "10 URODZINY AGENDY!" Translated that means "10 Birthday Agenda!" I assume it is the tenth birthday of Agenda.

At least, that is what I got from the translation online. Anyway, it's simple. It's a birthday message, I get that. The animation is smooth, but it's cool. I like the smooth motion of it. The music is cool, although repetitive. But, that's OK.

Pretty cool message for 256 bytes. I quite enjoyed it, and I hope Agenda endures for another 10 or more years. Here's a picture of the file.

It isn't much with graphics, but it is to the point. Also, I like the animation being so fluid. I will score this file, as it is a nice message.
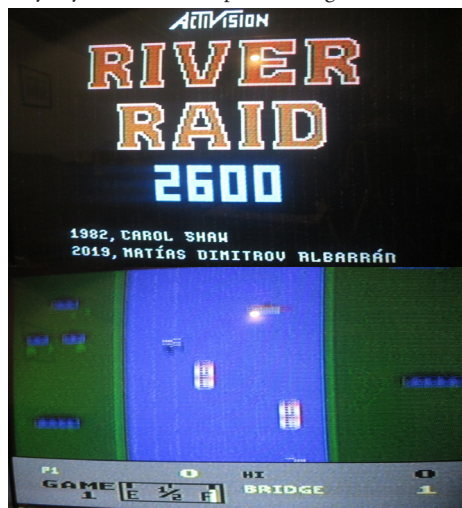
SCORE:

Animation: 10
Sound: 7

TOTAL SCORE: 17/20

The next file is called "River Raid 2600," remade by Matias Dimitrov Albarran. It's basically the 8-bit version of "River Raid," because the Atari 2600 version didn't have tanks on bridges. So, it's a rehash of the 8-bit version.

It's smooth, graphically pleasing, and it has a title screen now. You know the drill. Shoot everything while flying over a river. Make sure you knock out the bridges before you crash into them.

Anyway, here are some pics of the game in action.

It was a hit in 1982, and it's still great now. Here is my final score for the game.

SCORE:

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

TOTAL SCORE: 36/40

The next file is another game called "Montezuma's Redux," a rehash of "Montezuma's Revenge," by Redux. Simply put again, guide Panama Joe to the treasure in Montezuma's burial chamber. Avoid all obstacles, living or otherwise.

The game has always been excruciatingly difficult to play in all its forms, but that's the point. It's a great game, and it is a certain appeal. I have been fascinated with it ever since I was sixteen years old. That was over three decades ago already.

Anyway, it's hard, the animation is fluid, and it has interesting rehashed and better graphics. Panama Joe looks better and is smaller in size. The game looks better in this hack. I like it.

There have been so many different versions of this game, each one seemingly more difficult than the next. Personally, I like the original the best. But, this is good, too.

Here is a picture of the game in action.

As you can see, it looks better than before. Even the keys have a new look, and it look really nice. I like the new graphics and they stand out. Anyway, I will score this amazing game.

SCORE:

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

TOTAL SCORE;   40/40 (perfect score)

The next file is a game called "Dizzy: The Ultimate Cartoon Adventure," by the Oliver Twins. It's a translation of a game about an egg called Dizzy. It's also a VERY big game. The graphics are muted in color, but look good, and it is hard to play.

I like the look of the game. The graphics are excellent, and the game is challenging. I could not make it very far into the game, and I need to practice. This is an excellent game. I like it, even though I am not very good at it.

Here are pics of the game in action.

Great graphics. Great gameplay. Excellent game. I will score this game now.

SCORE:

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

TOTAL SCORE: 40/40 (perfect score)

The next file, by Arson, UAB, and GGS, is called "La computadora encantadora." It is a music track. It has a nice beat to it. I like the musical arrangement, and it's really peppy and charged up. This was made for Lost Party 2020.

Anyway, it sounds nice. I think the title means "The Enchanted Computer" in Spanish. It's pretty decent especially the beginning beat. It sounds like it is well-arranged. I will score this track.

TOTAL SCORE: 10/10 (perfect score)

The next two files are pics, the first being Krzysiek's "Covid Attack Run Away." It shows a snail that has a COVID virus for its shell. It is monochrome in looks. But, it actually looks pretty decent. I like the detailed graphics and the color.

It is a drawing on-screen, possibly rendered with a KoalaPad or Touch Tablet. I like the gradation in the pic as well. It has a certain flair. Anyway, here's a screenshot of the pic. It is on the next page.

It looks pleasing and I like it, but it is a sign of the times anyway. I will score this file now.

TOTAL SCORE: 9/10

The final file on this DOM is called "Electronic Skull," by Strzelecki. It is an immediate masterpiece. It shows a shaded skull with detailed gradation and graphics. It looks almost 16-bit in its looks. I love it.

It really pushes what the A8 can do. It has a lot of detail and, although morbid, it looks spectacular in its execution. Here's a screenshot of that pic.
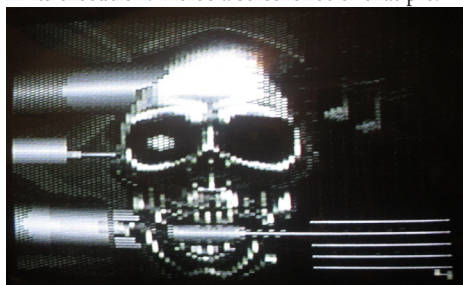
Nicely done, isn't it? I think so. Here's my score for that pic.

TOTAL SCORE: 10/10 (perfect score)

Now, onto Side B, with more files to behold!

Side B:

The first file on Side B is another 256-byte file called "Drawto 256b." It is done by an anonymous programmer. It depicts lines drawing on the screen with a warping B&W graphic on the side of the screen. It has sound as well.

The noise goes up in value when the A8 draws up, and it goes down when the computer draws down on-screen. It can get pretty intricate with the drawings. It looks nice, and the computer gets pretty detailed with the drawing parameters.

Interesting program. The sound effects make for an interesting show. Here are pic of the file in action for everyone to see.
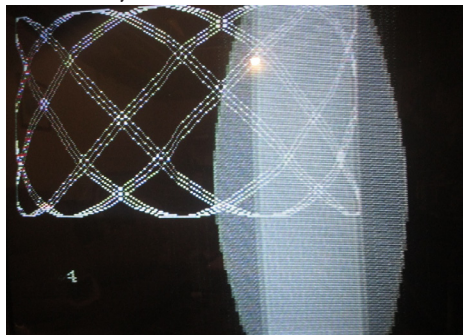
It gets repetitive with the sound, but it's amazing. Time to score this amazing file.

SCORE:

Graphics:	10
Animation:	10
Sound:	9

TOTAL SCORE: 29/30

The next file on this DOM is called "Montezuma 2-Again!" It is another rehash of "Montezuma's Revenge," by Matias Dimitrov Albarran. I could not score this file, because it wouldn't load on the screen. Bummer to that.

Sorry for the inconvenience. It may have been a corrupted file or something. I will see what I can do in a later edition of the Newsletter. Thanks for understanding this situation.

The next file is another Fandal game called "Diamondz 3." It is a puzzle game where you must find the right path to get diamonds, but there are obstacles in the way. You can only move in four direction, north, south, east, and west.

It is VERY difficult, but the sound is amazing and so is the game play. It's a great little puzzle game. Here are the screenshots of the game.


Here's my score for this awesome game.

SCORE:

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

TOTAL SCORE: 40/40 (perfect score)

The next file is another game called 'Fractari," by R0ger (yes, his name is spelled correctly with the 0). It shows fractals on the screen, but I do not know really how to play it. Basically, it magnifies the fractals on-screen when I push the button.

I looks cool, but I really do not understand how to play it. It different, that's for sure. Here's a pic of that game in action for you to see.
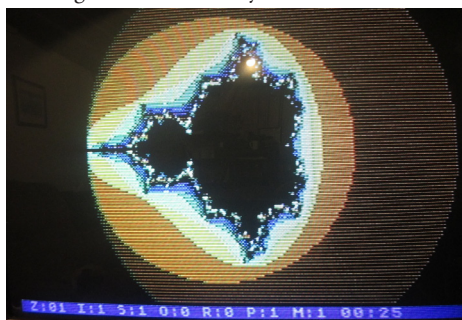
I will score this game now:

SCORE:

Graphics:	10
Gameplay:	9
Animation:	10

TOTAL SCORE: 29/30

The next file is a music track called "Wez cos tu napisz bo mnie leb boli," by LiSU. It's a happy tune, and has fast tempo. Delightful little tune. It sounds great. In case you were wondering, the title means "Take something here write because I hurt." I used a translator to decipher it, so it looks wrong. Sorry about that. I will score this file now.

TOTAL SCORE: 10/10 (perfect score)

The last three files are pics, with the first being called "Terry," by an anonymous artist. It depicts a digitized picture (presumably Terry) with a device on the side of the screen. This is pretty good. It looks great on the A8 screen and it is detailed.

Here's a screenshot of it.

It looks fabulous! I will score the file now.

TOTAL SCORE: 10/10 (perfect score)

The next pic is called "Sad," by Maciej Hauke. It depicts a sad teddy bear dipping his foot in a lake with a volcano in the background spewing ash in the air. I like the rendering. It has great detail, and it's really pleasing. It's cute.

Mr. Hauke does it again. It's a cool picture. I enjoy it. Here's a screenshot of it.

Adorable, isn't it. Poor little bear. He looks lonely. I will score now.

TOTAL SCORE: 9/10

The last file is called "The Lost Sorcerer," by Solinski. It depicts the sorcerer running in a field with a detailed castle. There is a sword or dagger and a helmet in the foreground. Another excellent rendering. I like the solid colors and detail.

The colors also give it meaning. It looks like a combination of fantasy and sci-fi. It's really good and it looks like it took a lot of time to render. Here's a screenshot of the pic and I will score it.

TOTAL SCORE: 9/10

Well, this concludes the Atari 8-bit DOM Review for November. I will see you next time with other Reviews. Carpe Diem, fellow Atarians, and have a happy day. Thanks for reading!

Recent Atari News

Asteroids™: Recharged Rains UFOs, Space Debris Dec.14

Asteroids: Recharged, the modern co-op revival of the definitive arcade shooter from Atari©, in collaboration with developers Adamvision Studios and SneakyBox Studios, begins planetfall on Nintendo Switch, PlayStation 5 and 4, Xbox Series X/S and One, Atari VCS, and PC for Steam and Epic Games Store on Tuesday, Dec. 14.

Originally released in 1979, Asteroids was oneo fthe first pioneering arcade hits, using vector graphics, a tension-building minimalist soundtrack, and risk-reward gameplay as each asteroid splits up to create an unforgettable experience.

Now, Asteroids gets recharged with a fresh visual look, along with optimization for widescreen and high refresh rates.

Award-winning composer Megan McDuffeeprovides a soundtrack inspired by the , original tense mood, but with a synthwave flavor. Also, players no longer have to wait for their friend's life to end with two-player simultaneous play that works perfectly with Steam Remote Play and Share Play on PlayStation systems.

Pilot a spaceship in a sgement of space fraught with careening asteroids and enemy saucers bent on destruction. Maneuver through the debris and incoming hail of laser blasts, picking up a plethora of powerups, including the shot-deflecting Reflector, defensive Orbiting Bullets, devastating Mega Lasers, & Side Attack shots to cover the ships' flanks. Get stuck in a jam, and hyperspace to a random spot and pray it's safe or it's game over.

Compete for high scores in this pick-up-and-play experience, with the Recharged series' trademark approach to reviving arcade thrill: only one life stands between high score and game over!

Test those rock-smashing and extraterrestrial-smashing skills completing a variety of Challenges utilizing the game's powerups and enemies in brand new ways.

"Asteroids helped revolutionize the arcade scene in the late 70s with its incredible gameplay and novel concept," said Wade Rosen, CEO, Atari. "With a sleek, new design, powerups, challenges, and leaderboard support, Asteroids: Recharged will be a great time for fans of the original, and newer gamers looking for a modernized retro fix."

Asteroids was the highest-grossing arcade game of 1980, sold more than 3 million copies on the Atari 2600, was one of the first games to feature a high score leaderboard with their initials, and influenced developers in the years and decades that followed.

Asteroids: Recharged will be available on the Nintendo Switch, Xbox One, Xbox Series X|S, PlayStation 4, PlayStation 5, Steam and Epic Games Store for Windows PC, and the Atari VCS for $9.99 on Dec. 14. The Atari VCS versions each features exclusive content and are optimized to work with the new Atari Wireless Classic Joystick.

Asteroids: Recharged supports English, French, Italian, German, Spanish, Brazilian Portuguese, Russian, Japanese, Korean, and Simplified and Traditional Chinese language text.

Atari XP Launches New Game Cartridge Initiative with the Release of Three Never Published Titles

Yars' Return™, Aquaventure™, and Saboteur© are now Available for Preorder from AtariXP.com

Atari© – one of the world's most iconic consumer brands and intereactive entertainment producers – today announced the launch of Atari XP, an initiative to bring rare and unrealeased Atari game cartridges to market. The first cartridge release to kick off the Atari Xp initiative includes Yars' Return, Aquaventure, Saboteur – three rare gems from the Atari IP catalog that were never launched or released in very limited quantities. All three titles will be available in standard and limited edition versions and iconic Atari 2600-style boxes. Cartridges can be pre-ordered starting today at AtariXP.com

The Limited Editions or each game include a newly manufactured, high-quality Atari 2600 cartridge made form special plastics, a premium poster, a printed instruction manual with bonus material, a collectible pin and collectible badge, a certificate of authenticity, and a digital copy of the game playable on the Atari VCS. Only 1,983 copies of each limited edition cartridge will be made, honoring the year in which these games would have been released. The Limited Editions retail for $149.99 USD each, exclusively available on AtariXP.com. Standard Edition cartridges which include only the respective Atari 2600 cartridge, will retail for $49.99 USD.

Atari XP cartridges are manufactured to exacting standards from all new parts and materials, with beveled edges to prevent pin damage, strong gold-plated connectors, and identical power draw to the originals.

Future drops from Atari XP will include previously unreleased titles from Atari's expansive library, rare and hard-to-find Atari IP physical media, and improved versions of classic games with refined mechanics and graphics.

"With our large catalog of classic games, we saw an opportunity to bring high-value, nostalgic content to the very active community of hard-core Atari fans, collectors, and video game enthusiasts," said Atari CEO, Wade Rosen. "We are confident that fans and collectors alike will be thoroughly impressed with Atari's reemergence into cartridge production."

Orders for Standard cartridges submitted by December 10, 2021, are expected to be delivered by Christmas. Atari anticipates Limited Edition cartridges to ship in Q1 2022.

A full press kit with logos, screenshots, key art, and trailers is available here: https://uberstrategist.link/AtariXP-PressKit.

The SPACE Meeting and Auction will commence on Friday, January 14, 2022, at 7:30 PM!

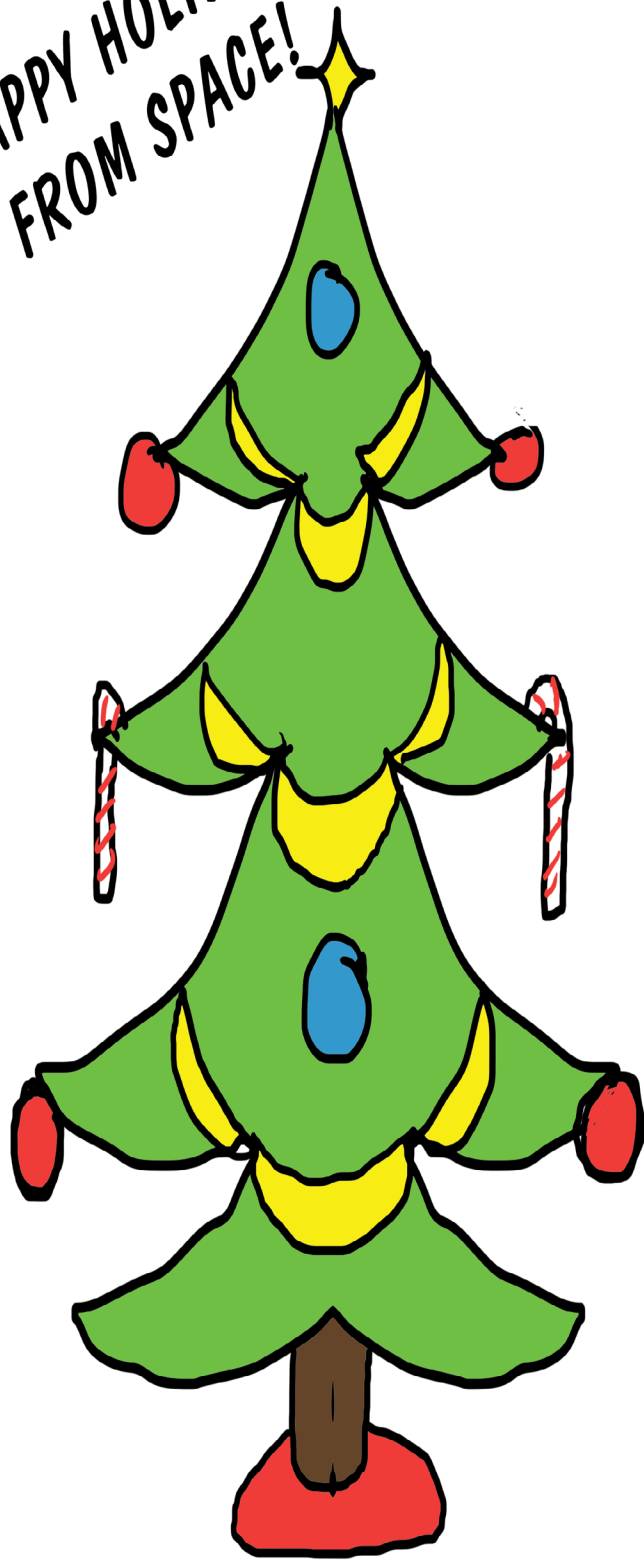*We hope to see you there! Thanks!*

GET INVOLVED!

WE WANT
YOUR
ARTICLES!

HAPPY HOLIDAYS FROM SPACE!

See You In 2022!

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
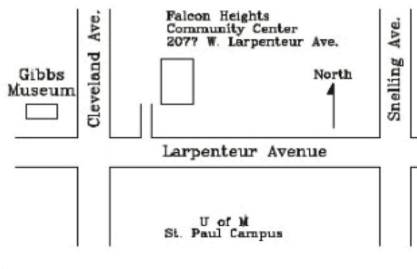E-mail: kirschg@netzero.net

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.

S.P.A.C.E.

c/o Gregory Leitner
3407 78th St E
Inver Grove Heights, MN 55076-3037

DISCLAIMER:

This newsletter is published by the Saint Paiul Atari Computer Enthusiasts (SPACE) special interest group, an independent organization with no business affiliation with ATARI, Inc.

Permission is granted to any similar organization with which SPACE exchanges newsletters to reprint material from this newsletter.

We do, however, ask that credit be given to the authors and to SPACE. Opinion expressed are those of the authors and do not necessarily reflect the opinions of SPACE, the club officers, the club members, or ATARI, Inc.

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.