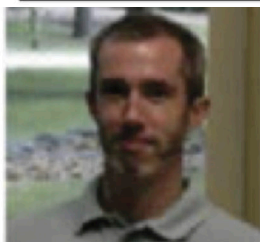


•Serving the Twin Cities Atari Community for Four Decades•

• October 2022 Edition •



The President's Corner *By Michael Current*

Boy, I just can't keep up with things this fall! Re-viewing what I wrote last month, I have yet to get back to working on revisiting mouse controllers and software for the 8-bit.

On the other hand, I did finally finish yet another major round of timeline revisiting, this time again re-stitching together more of the chaos of 1983. Probably impossible to even try to explain.

But, the cool thing is, by now I think I've managed to find explanations for all of the mysteries that have bugged me for years stemming from information that can be gleaned from the November 1983 Atari staff directory (posted many years ago by Atari alum Jed Margolin).

I also started reading another Atari book: Adventure: The Atari 2600 at the Dawn of Console Gaming, by Jamie Lendino. Check it out!

Thanks, keep using that Atari, and come to your next SPACE meeting: Friday, October 14, 2022.



Message from Captain Irata:

"Have you played Atari today, SPACE Cadets? Well, play already, or you can go on KP duty!"

HOO-RAH!

TRIVIA TIME!

During its heyday, Atari had a big thing for naming their projects and chips.

The code name for the Atari 2600 development project was "Stella." The main processors for the Atari Lynx were named "Mike" and "Suzy," while the Atari Jaguar's main processors were "Tom" and "Jerry."

Even the Atari 5200 had a code name: "Pam." It was originally going to be known to the world as the Atari Video System X.



Treasurer's Report *By Gregory Leitner*

Only three members were present for the September meeting and, because the only sale we had was the DOM I bought for \$3.00, Glen and I decided that we would hold the deposit until next month when we should have membership renewals to add. So, we don't have anything new to report for the Treasury. I still stands at \$1,226.22, same as August.

I picked up another donation for an upcoming auction. This time it was a 520ST system. It also included software for not only the ST, but also some IBM system software. This is all thanks to Carl Wegner who graciously thought of SPACE for the donation. It looks good for a SPACE auction in December for our Christmas party!

Glen had another great DOM to show, but only Glen, Tom, and myself were there to see it demoed. Please pick up a copy at the next meeting you can attend.

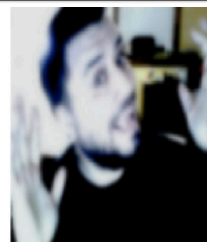
Elections are coming up, so I hope we can start to see more members show up to participate in the meetings. So, I hope to see you all next month on October 14th.

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Secretary's Report *By Steven Peck*

HELLO WORLD!

Welcome to the latest Secretary's Report for October of 2022! It has been an interesting month with things going on, and the year is almost over already. My, how time flies.

I hope to be there on Friday, October 14, 2022, to renew my membership, which is due that night anyway. I want to get there so I can do that, at least. If I cannot be there in October, I want to be there for the Election or the Christmas Party and possible Auction after the party. Let's hope!

Anyway, I was researching a little bit on another upcoming and promising accelerator for the Atari ST: ST534. It is based on the TerribleFire upgrade for the Amiga computers. It will have a 50 MHz 68030 CPU, 64 MB of FastRAM, and IDE technology built into it. It will not have DSP, as far as I know, like the Falcon has, but the ST534 would make a stock ST computer almost a Falcon030 computer. ExxosUK is trying to fit it for the Atari ST systems. I wish him well in doing that.

I was talking before about the PiStorm for the ST being developed. Again, the PiStorm is another accelerator for the Amiga. I also heard it can emulate a 68080 CPU, which is even faster, but only in emulation from what I understand.

I don't know. I am torn between the possibility of getting a PiStorm or, when it is completed, an ST534 accelerator. The PiStorm might be faster, but it is still emulation, but the ST534 uses a real 68030 CPU in it. So, I don't know yet what to get, but this is just wishful thinking anyway.

Toss-ups: I am not sure what to do about them. Furthermore, I am still interested in figuring out a way to appear at Meetings for SPACE through videoconferencing.

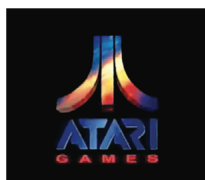
I know Discord is out, but what of other video chat systems, like Skype, Teams, or Zoom? This is just speculation, but I think it would have the potential of increasing attendance, possibly.

Again, it's a toss-up. Maybe, we can all think of something to make it a hybrid meeting for those who are farther away. It would certainly be a cheaper way for others out in remote areas and out-of-state to chime in.

If I could, I would love to help with that. I still would like to attend SPACE Meetings, and I am sure Brian L. And Lance R. would be interested as well. If anybody has any ideas, please feel free to let me know. I would be happy to help, if I actually can.

With that, I will close this Report, hoping we can find a way to meet more regularly. In the words of the late, great artist Stan Lee.

EXCELSIOR!



Atari 8-bit DOM Review *By Steven Peck*

Well, I have another Atari 8-bit DOM Review for you. Today, we will look at the January 2022 DOM. Fasten your seat belts, folks, because you're in for a ride! Here we go!

January 2022 DOM, Side A:

The first file is a demo (256-byte, I believe) called "Pole Position," by Sebastian Pawlak. It shows the race car from the classic racing game on the Fuji track, with an animated road. It shows what the old A8 can do with limited code.

It's simple, yet elegant. The car animation is simulated by the moving sides of the road. It actually has a lot going on for the small file it is. Although I can't show the animation, I can show you what the screenshot looks like.



It is a pretty good facsimile of what the A8 version of the game looks like. The car looks like it would in the game and so does the road, minus other cars and the signs. Quite detailed, actually.

Let me give my score on this demo right now.

SCORE:

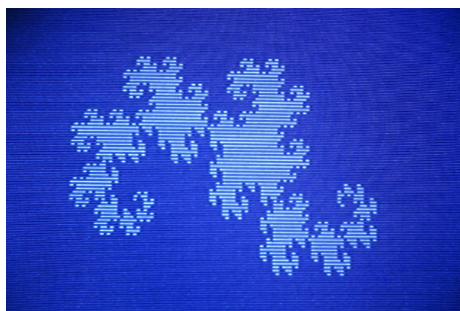
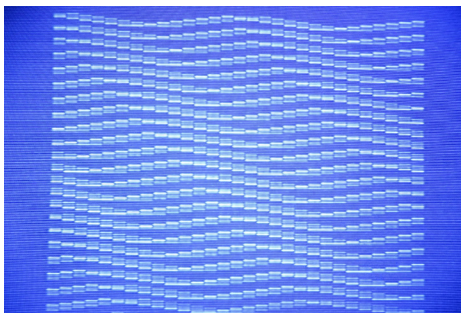
Graphics:	8
Animation:	9
Music/SFX:	8

TOTAL SCORE: 25/30 (83%)

NOTE: Notice I added the actual score percentage for good measure. Love it. It makes things look more accurate. Don't you think?

The next file is another 256-byte demo called "3 in 1," Krzysztof Dudek. It shows a group of lines showing wave patterns along with animated pinwheel-like patterns being drawn on the screen.

I liked this demo. It shows the mathematical capabilities of the A8 as well as the graphics prowess. It looks really cool. Take a look at these pics from the demo for yourself, as it is a visual treat.



Beautiful, don't you think? These are nice graphics demos. I like the patterns and their mathematical complexity. For such a small file, it is quite a feat.

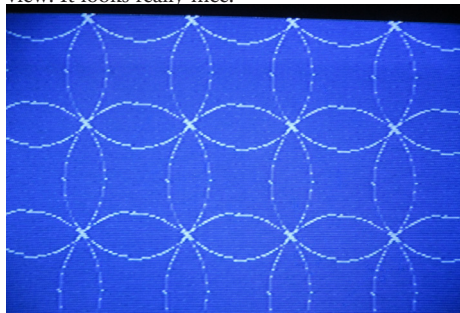
So, I will score this file now.

SCORE:

Graphics:	9
Animation:	9

TOTAL SCORE: 18/20 (90%)

The next file is yet another 256-byte demo called "No More Living Tiles," by Krapivn. It shows animated circles making patterns on screen. I have two screenshots of this file in action. So, enjoy the view! It looks really nice.



It truly is a marvel what this little microcomputer can do. Amazing stuff with so little code, isn't it? Let me score this now.

SCORE:

Graphics:	9
Animation:	10

TOTAL SCORE: 19/20 (95%)

The next file on the DOM is a game called "Betty's Issues," by Michael Jaskula. You have to collect jewels to charge up your magic and save your sweetheart, Betty. It's not as easy as it sounds, as you go through a maze of a game trying to avoid evil creatures that can hurt you.

Get the keys to save Betty, but don't lose too much life! You only have one life to live, but you have a life bar. I don't think it can be charged up after you are hurt. I have never seen anything that can do that in this game yet.

So, avoid the denizens and save the fair damsel in distress. I know it sounds old, but it is a fun game. At least, I think so anyway. Here are some screenshots of this game in play.



These are just a few screenshots, and I can assure you it is a difficult game to play. That just adds to the fun factor. I think you'll enjoy this game. So, with all that, I will score now.

SCORE:

Graphics:	9
Gameplay:	10
Animation:	10
Music/SFX:	9

TOTAL SCORE: 38/40 (95%)

The next game is called "Bone Cruncher," a conversion by Fandal of an older game from the 1980s by Superior Software for the BBC Micro, the Acorn, the Commodore 64, and the Amiga.

You play the dragon Bono. You run a soap business. To make soap, you collect the bones of dead creatures. You have an assistant named Fozzy, but you must free him with a key. Similar to "Boulder Dash," you have to dig around to get through this.

There are helpful creatures called Glookos. They can help or hurt you. I think the Glookos are the white boulder-like things in the game. They are heavy, so don't let them fall on you. They can either be helpful, or get in your way.

This is a neat little puzzle game. I will let you look at some screenshots for your own viewing pleasure. I am sure you will enjoy them.



The graphics look great and the gameplay is excellent. Try this game, and you cannot go wrong.

I will score this game now.

SCORE:

Graphics:	10
Gameplay:	10
Animation:	8
Music/SFX:	10

SCORE: 38/40 (95%)

The last game on this DOM is called "Bombee-no," by Zdenek Zubr. It looks like a great game, but I think it has a PAL problem. It flickers quite a bit and I think it affects the game play.

I was not able to play the game properly, and I think it was because of the PAL issue. I was supposed to fly over and pick up bombs and blow up houses with the bombs. I could not do that this time.

I must be playing the game incorrectly, or it was the PAL issue. It just kept flickering on the sprites in the game. I don't know what it really was. But, anyway, Here are some cool screenshots of the game. I hope you like the shots. I enjoyed putting it all together as much as viewing and playing it.



Anyway, it has a really cool title screen with music. I like the look of the title screen of the game. It stood out. I liked the detail in behind it. In the game, you grab bombs and bomb houses. As stated before, you must fly over bombs to get them.

It looks like a cool concept for a game. I hope there is an NTSC version of this game as well. I will score this game for you now.

SCORE:

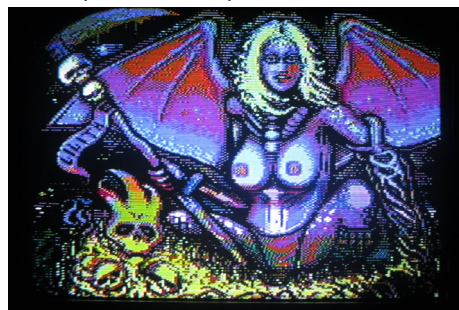
Graphics:	8
Gameplay:	8
Animation:	10
Music/SFX:	8

TOTAL SCORE: 34/40 (85%)

The next file is a music track called "Amazed by the Pokey Venture," by an anonymous programmer. I love the tempo, with its great and fast beat. With the POKEY chip, it stands out as having great sound. It was a fast and enjoyable little tune to listen to. I will score it now.

TOTAL SCORE: 10/10 (100% perfect score)

The final file is a picture called "Lilith," by Stian Gudbrandsen. It shows a female demon with a staff that has her name on it. It looks really colorful and detailed. I will show this pic to you all now, so you can see for yourselves.



Well, it's different. I will say that. I will score this artwork now for you.

TOTAL SCORE: 10/10 (100% perfect score)

Now, we go to Side B of this DOM, and it is even more eye-catching on there than here!

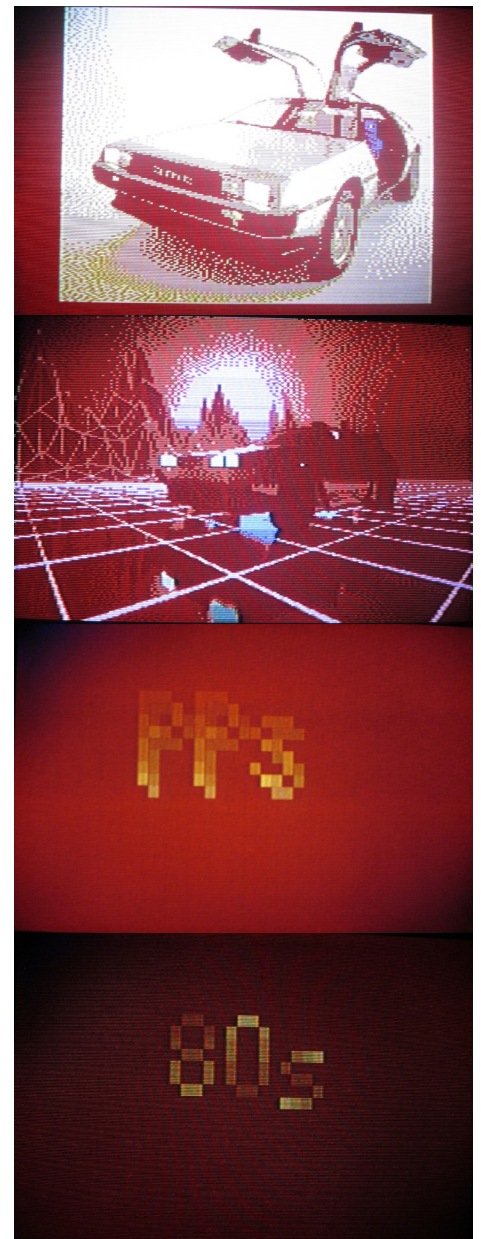
Side B:

On this side of the DOM, we have a bunch of demos and pictures celebrating Christmas 2021 and New Year's Day 2022. They are a sight, too.

The first file is a slideshow called "80s (V. 06/01/2022)," by Buddy and PPs. It has music from the 1980s and a slideshow showing DeLo-reans. There is animated text showing Buddy's name and the name PPs, the people who made it.

It looks very detailed and the photos are digitized. It really is a nice piece of work. For an A8, it has excellent graphics and wonderful music. The animated text looks top-notch and amazing. I really was blown away by this demo.

Let me show you what it looks like, as I have the screenshots for this demo.



Amazing graphics and colors make this great. I will score this demo now.

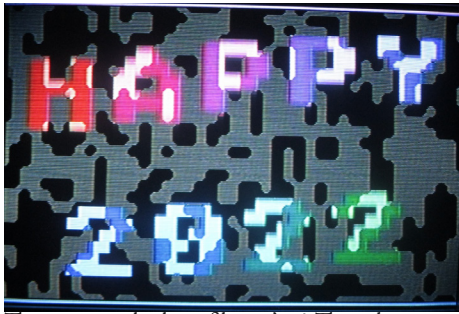
SCORE:

Graphics:	10
Animation:	9
Music/SFX:	10

TOTAL SCORE: 29/30 (97%)

The next file is an animated demo called "Happy 2022," by F#READY. It shows the message "HAPPY 2022," animated and floating on-screen. The colors are amazing and animation is in real-time. Fun to look at, it's actually relaxing.

Here is a screenshot of that file in action.



This is a great looking file, isn't it? The colors compliment each other and it has great transparency effects. It's even OK they isn't any music. It's just calm. I will score this now.

SCORE:

Graphics: 9
Animation: 10

TOTAL SCORE: 19/20 (95%)

The next file is a picture called "LightPaint 1," by Buddy. It shows a holographic light pattern by some buildings (huts?) in the sunrise or sunset. It is digitized, perhaps with RastaConverter, which is very good at that sort of thing. Marvelous!

The colors are amazing and it looks quite detailed. The colors are quite complimentary and it works well, being quite pleasing to the eyes. Here is a screenshot of that file.



Amazing detail with the trees and the sky as well. I like the hologram. It looks really good. Here's my score for this file.

TOTAL SCORE: 10/10 (100% perfect score)

The next file is called "I Love You, AtariAge," by Snicklin. It shows a person holding up a sign that says he loves AtariAge, the famous forum site for Atari aficionados. It is rendered in black and white and also looks pretty good.

I am assuming the person in the pic is Snicklin himself. It looks that way to me. He made it and must be referring to himself in the first person. Again, it's a digitized pic. Great work, by the way.

I will show you a screenshot of this pic.



Again, great job. Here's my score for this pic.

TOTAL SCORE: 9/10 (90%)

Another file on this DOM, "Snowtree," is another creation by Philsan. It is a Christmas tree slowly being buried by snowflakes. It would take a long time to complete the animation, but it looks interesting. Here's a screenshot for you to enjoy.



I think it's interesting and would be relaxing to look at. It would take a long time to complete bury the tree. It's quaint. It even plays "Jingle Bells." The musical accompaniment is enjoyable. I will score now.

SCORE:

Graphics: 8
Animation: 8
Music/SFX: 9

TOTAL SCORE: 25/30 (83%)

Another animated file with "Jingle Bells" as the musical accompaniment again is called "Xmas 2021." It was created by PPs. It shows a decorated branch of a Christmas tree with four animated candles that appear on the screen, one by one.

The candle flame animation reminds me of the flames you see on ActiVision games for the Atari 2600. It looks similar. The music is pretty good, too. This screenshot will show you the programmer's prowess.



Interesting file, by the way. I will score this file now for you.

SCORE:

Graphics: 8
Animation: 10
Music/SFX: 9

TOTAL SCORE: 27/30 (90%)

The next file is a cool-looking demo called "Circle Torus," by Sikor. It draws circles in the form of a 3D ring called a torus. It can be controlled by keyboard commands. This can change the look and direction of the drawing.

It looks pleasing and mathematically astounding. Here is a screenshot of a torus being drawn for you to look at and for your viewing pleasure.



How quaint. I love math. It's interesting how it can create such interesting shapes. Enjoy. I will score this file.

SCORE:

Graphics: 9
Animation: 9

TOTAL SCORE: 18/20 (90%)

The next file is called "BAAF." It shows a picture of a demon and an animated text ticker, with great music. Interesting stuff. I loved it. The colors look great and the music rocks. This is a picture of it.



It is amazing work. Truly a work of art. I will score now.

SCORE:

Graphics: 10
Animation: 10
Music/SFX: 10

TOTAL SCORE: 30/30 (100% perfect score)

The last two files are called "BigFire" and "16 Bars," both by PPs. The first file, "BigFire," shows a realistic looking flame that gets bigger. The colors are amazing and the animation is top-notch. Although not as detailed, "16 Bars" is cool in its own right, showing animated color bars.

These are the screenshots:



They truly are amazing works of computer graphics. I am especially amazed by "BigFire," with its ornate realism. "16 Bars" looks good as well. I will score these files now.

SCORE:

BigFire:

Graphics: 10
Animation: 10

TOTAL SCORE: 20/20 (100% perfect score)

16 Bars:

Graphics: 9
Animation: 10

TOTAL SCORE: 19/20 (95%)

Well, friends, this concludes the Atari 8-bit DOM Review for October 2022. I will be back next month with yet another DOM Review. So, that's it for now. Carpe Diem, fellow Atarians, and see you soon! Thanks for reading.



GET INVOLVED!



WE WANT
YOUR
ARTICLES!

Recent Atari News

Maniacal Microgame Madness Featuring a Cast of Heroes from Classic Atari Games

New York, NY (October 13, 2022) - Atari® — one of the world's most iconic consumer brands and interactive entertainment producers — is elated to announce the release of Atari Mania, a past-meets-present romp through some of the company's most beloved titles.

Available today on PC via Steam, Nintendo Switch, and Atari VCS, Atari Mania sees players face off against the dreaded "dead pixels", agents of chaos who aim to corrupt the beloved Atari titles of decades' past.

Atari Mania is a fun, retro-fueled mashup of classic Atari titles that pays homage to the company's role in video game history — timed perfectly for Atari's 50th Anniversary.

Acting as the Caretaker of the Atari Vault, players must journey through corrupted, mixed-up versions of classic titles, beating microgames in order to restore order to the discord that's been sewn.

Along the way, players will come across familiar faces...but after the corruption, are they friend or foe? Overcome the challenging mini games, defeat the "dead pixels" in grueling boss battles, re-establish peace, and maybe even discover some easter eggs in this nostalgic-yet-new release!

Key Features of Atari Mania Include:

Manic Mashups: Over 150 microgames inspired by the breadth of Atari's decades-spanning catalog from Asteroids to Yars' Revenge. Fight back Centipedes with a Pong paddle while the iconic Adventure dragon hunts you down! It's crossover madness in the best way possible!

Excellent Exploration: Solve tricky puzzles and utilize clever tools to progress through the Vault and discover classically-inspired Atari Easter Eggs.

Pixel-Perfect Pizzaz: A charming neo-retro art update to the classic Atari 2600 style is completed by a soundtrack of retro-inspired jams.

Characters Like You've Never Seen Them Before: Go face to antennae with some of the greatest games and characters in video game history. Trust us — you'll never think of Bentley Bear the same way again!

Treasure Trove of Atari History: Collectibles abound, including vintage Atari art, posters, manuals, and fun facts. Fully playable versions of remastered Atari classics are unlocked by completing cheeky challenges.

Developed by Montreal-based game design studio Illogika, Atari Mania is available now for \$24.99 on all platforms. Additionally, the Nintendo Switch physical edition is available for order via Limited Run for \$39.99, with an upgraded bundle, including the soundtrack, for \$54.99.

A press kit including key art, screenshots, logos, and videos is available here: <https://uberstrategist.link/Atari-Mania-presskit>. To stay up-to-date on all things Atari and retro-pop-culture, follow Atari on Facebook, Twitter, and Instagram.

About ATARI

Atari is an interactive entertainment company and an iconic gaming industry 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 unique games and franchises, including world-renowned brands like Asteroids®, Centipede®, Missile Command®, Pong®, and RollerCoaster Tycoon®. Atari has offices in New York

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Final Thoughts

Well, in less than three months it will be 2023. Time flies. Well, not really. It stays constant. But, that's a different story. Anyway, as always, I am happy and content to be your SPACE Club Secretary and Newsletter Editor. It's a pleasure.

I will be there hopefully for the SPACE Elections and the Christmas Party. I really want to see what the Auction is like in December. It looks like it will be interesting. I want to be there this time.

Besides, I need to get more DOMs for the Review anyway. I'm still thinking about making a massive DOM Review for the A8 as an accompaniment to the Newsletter. I think it would work out well.

It would be a separate article published alongside the Newsletter, possibly around Christmas or the beginning of 2023. I don't know as of yet. But, it would be interesting to create something like that. I think it would be a logical idea and fun to do.

I enjoy making the Newsletter and will continue to do so. Anyway, I have a proposal. If anyone has any ideas about new jokes and content for the Comics Section or Trivia Time, please email me for your ideas. My email is on the Newsletter.

After all, I am all ears. Really. I sometimes wonder if I am running out of ideas for the Comics and Trivia Time. I don't want to be stuck thinking of something I have already used for these topics. We need new content, and maybe you can help me.

Hopefully, we will meet again in person, and I need to renew my membership this month anyway. I will have to be there in November for the Elections, so I think I will come down then to vote and to get new DOMs for myself and Lance.

Well, this concludes the Final Thoughts. I will see you soon. Again, thanks for reading and have a happy. TTFN!



Another Message from Captain Irata:

**"You'd better heed my warning, SPACE Cadets!
There are potatoes to be peeled!"**

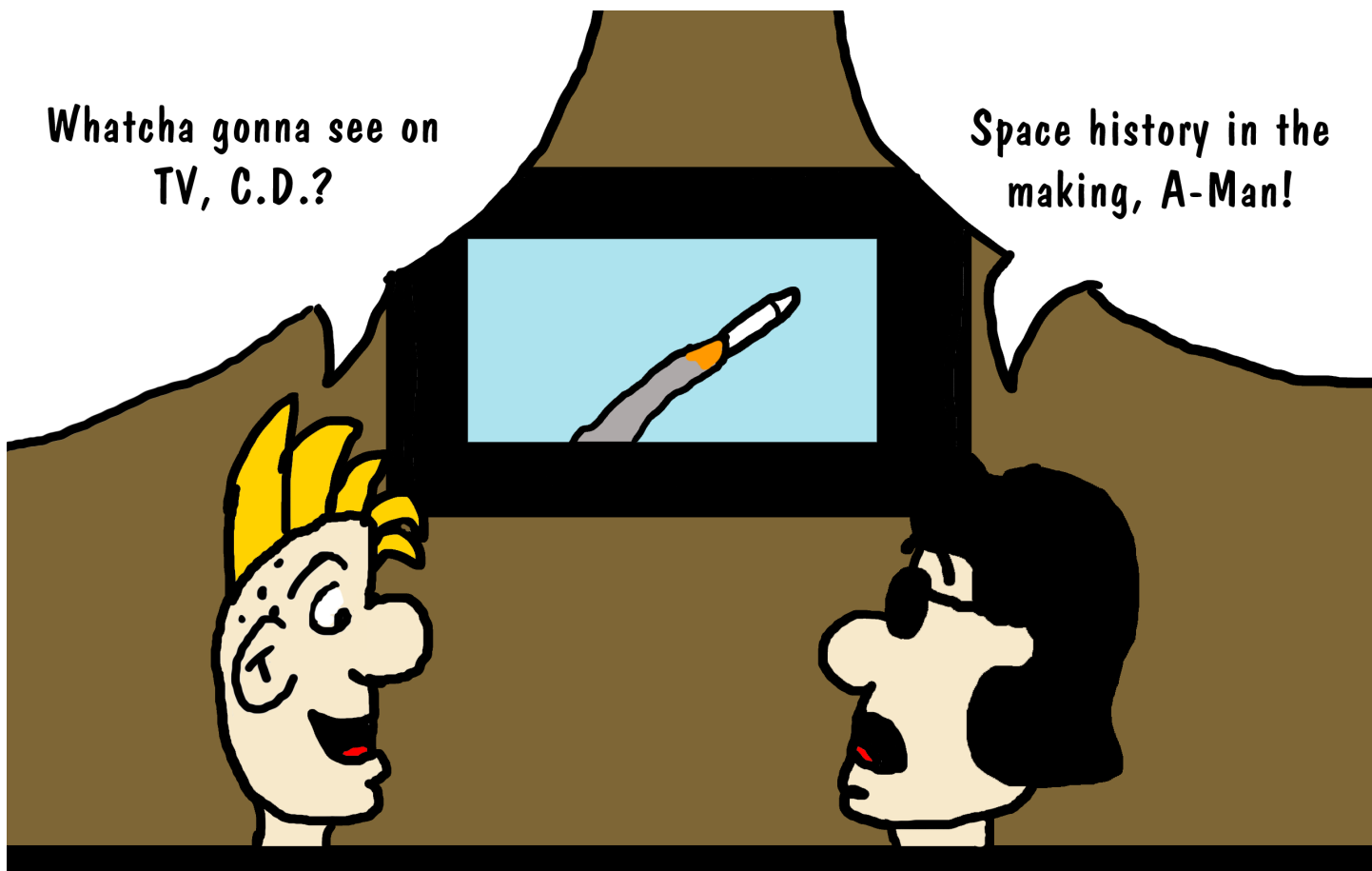
HOO-RAH!

SPACE COMICS SECTION

The Misadventures of A-Man and C.D.

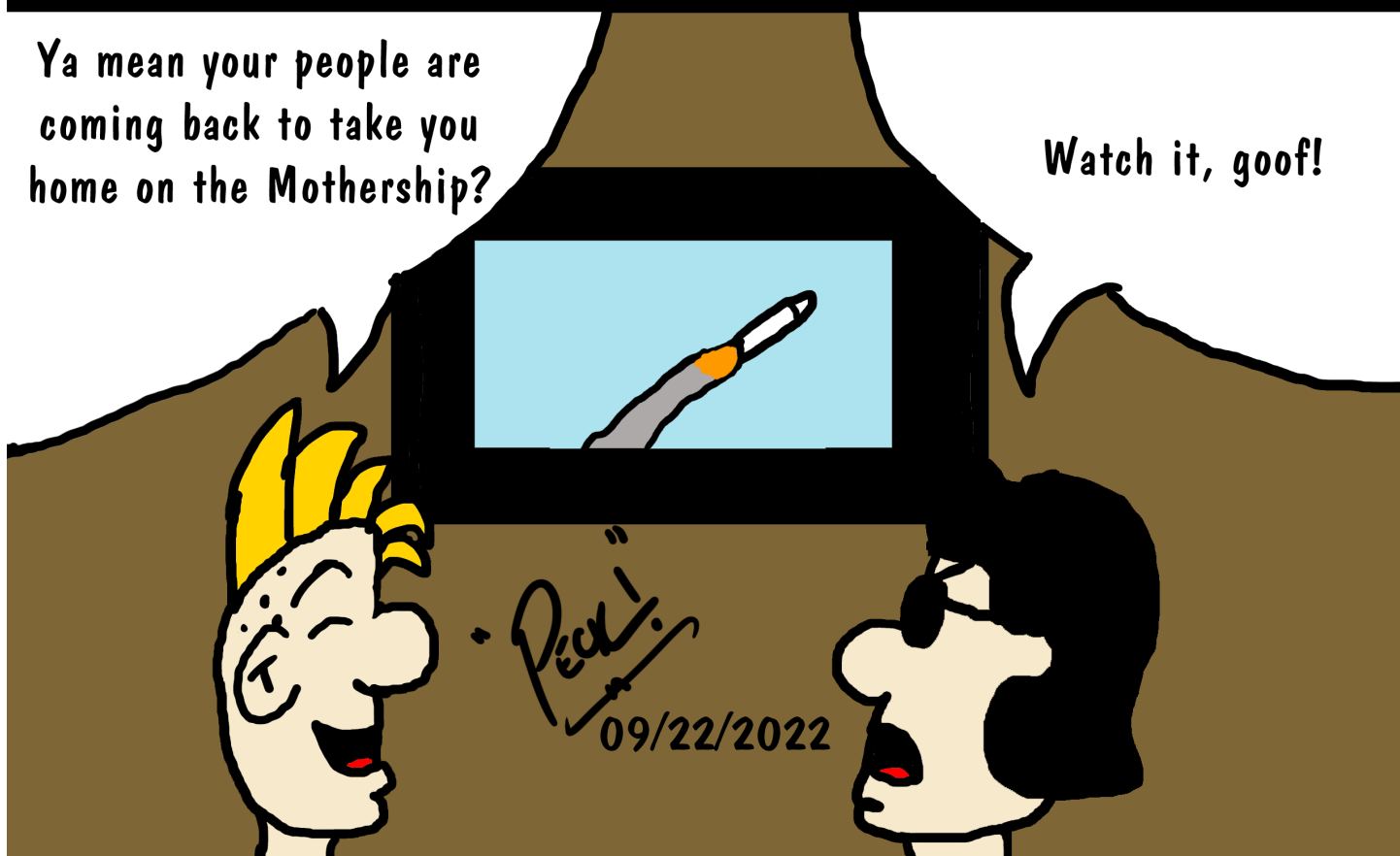
Whatcha gonna see on
TV, C.D.?

Space history in the
making, A-Man!



Ya mean your people are
coming back to take you
home on the Mothership?

Watch it, goof!

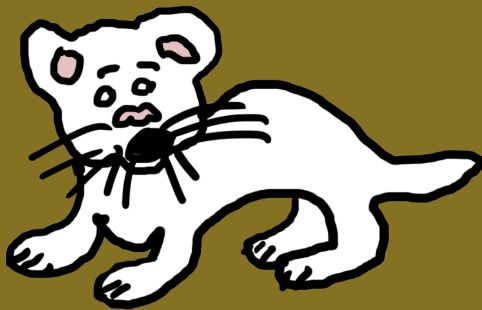


SPACE COMICS SECTION

Ferret Fracas

Bandit, what are you doing now!

I am experiencing
Virtual Reality
video gaming!
It's the wave
of the future!



You look "virtually"
ridiculous with that
helmet and glove!

Angel, you just don't
understand. You are
too primitive!

"PECK"
09/23/2022



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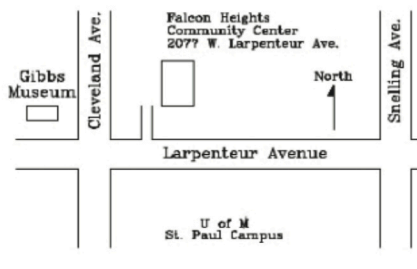
Treasurer:

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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

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<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.



*The Next SPACE Meeting will commence
on Friday, October 14, 2022, at 7:30 PM*

We hope to see you there!

Thanks for coming!

