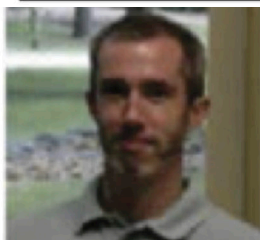


•Serving the Twin Cities Atari Community for Four Decades•

• SPECIAL 2022 ELECTION EDITION •



The President's Corner *By Michael Current*

I met Rich Mier over email in June 1995 as I was trying, again, to find someone who might be able to bring my original 130XE (my college and grad school computer!) back from the dead after a failed Newell 1 Meg RAM upgrade installation.

We had attempted the upgrade ourselves (my family & friends in Michigan), and I had already sent it off to someone half-way across the country, who was also unable to make it work, and I was just about ready to conclude it was a lost cause.

But I emailed Rich, and he was willing to take it on. When it turned out to be a challenge even for him, he loaned me a nice upgraded 800XL to tide me over.

Other projects and priorities came up, years passed by, and I didn't miss my 130XE because I had that upgraded 800XL, but he never forgot he had my machine. In the end that memory upgrade was simply not going to work in that machine, but we finally swapped machines back just a few years ago in 2019, Rich's nice 800XL 25-year loaner for my original 130XE, now with a surprise modern Ultimate 1MB upgrade he had just installed in it!

Wow, how sweet my old 130XE had finally become, way cooler than the Newell 1 Meg ever would have been. Thank you once again, Rich! Perhaps more importantly to the story, way back in that summer of 1995, as soon as we started communicating about my 130XE, Rich talked me into visiting a SPACE meeting and I ended up joining the club that year.

So, if you ever wondered who to thank (or blame) for me discovering and joining SPACE in 1995, 27 years ago, that would be Rich. Thank you once again, Rich! You will be missed.

Thanks, keep using that Atari, and come to your next SPACE meeting: Friday, November 11, 2022.



Message from Captain Irata:

"Don't be a stick in the mud! Vote in the SPACE Election and you won't be considered a dud!"

HOO-RAH!
(Happy Voting, SPACE Cadets!)



Treasurer's Report *By Gregory Leitner*

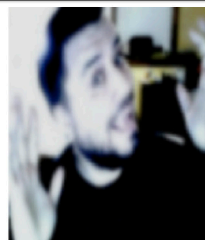
Three members were present for the October meeting. Our President, Michael, Glen and myself. I was glad to see Michael, but just in case he couldn't make it next month, I confirmed with him if he was good for President in 2023.

Happy to report he is okay with that. I am also good for Treasurer and if it is needed I will take on the Vice-President position also. Anybody else is welcome to run; just make sure you are attending the November meeting to vote.

Glen produced another great DOM for the October meeting and thanks to Michael we now know how to play the Dungeon game. He made it through the first level and I didn't see any problems arise. You need to pick up this DOM if just for this game alone!

With Michael and myself renewing our memberships and Michael catching up on his DOMs we took in a total of \$45.00 for the month. \$30.00 in memberships and \$15.00 in DOMs. We started the month with a balance of \$1,222.22 and with the addition of the \$45.00 we now have a bank balance of \$1,271.22.

Please try to make the November SPACE meeting so you can vote in our elections for the year 2023. Set the date for November 11, 2022, and I will see you all then.



Secretary's Report *By Steven Peck*

HELLO WORLD!

I am back with yet another Treasurer's Report for the Election in 2022. It has been a few months since I have been at a Meeting, and as always I apologize for not going all of the time.

October is supposed to be my Membership Renewal month. I missed the chance to renew in October. I might be at the Election Meeting, but my father has been somewhat ill with COPD and COVID. He is doing better now after a four-night hospital stay. In fact, he is doing very well.

But, unfortunately, I don't know if he can take me to the meeting because of his illness. I will try to be there, however, if I can find a way to make it.

Anyway, I hope it turns out to be a good Election Meeting. I hope a lot of people can make it to the Meeting for the Election. I really do want to be there. It doesn't seem fair to the Club, in my opinion, for me to be unable to get there. I know and acknowledge this.

At the same time, however, there are the transportation issues I have. Sometimes, I feel like I am shirking my responsibilities as SPACE Secretary by not being there. For this, again and of course, you have my sincerest apologies.

But, I do need to renew my SPACE Membership, which is why I want to go there. Let me ask around, and I will try my best to get there in November and get more DOMs on the same volition. I just don't know if my Dad can help me get there anymore because of his health.

He has been a major resource for me, and I thank him for it. I understand he is getting old, which is why I really want him to rest. Let me see what I can do to get there this time. With this, I will close. In the words of the late, great artist, Stan Lee (of whom I greatly admire):

EXCELSIOR!

TRIVIA TIME!

The graphics processing system Atari created to create the graphics for the smash hit arcade game, "Marble Madness," cost over USD\$100,000 to create in 1984. That amount of money, adjusted for inflation, would be worth over USD\$283,267 today in 2022.

The digitizer alone for the system used in the creation of the game was the size of a standard hockey puck.

Veteran Atari programmer Mark Cerny was the creator of "Marble Madness" and still works in the video game business today, contributing to the development of the Sony PlayStation 5 and the PS Vita.

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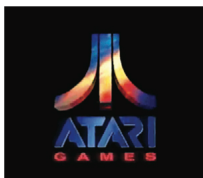
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Atari 8-bit DOM Review

By Steven Peck

Welcome back to the Atari 8-bit DOM Review. Today, we're going to review the February 2022 DOM, and it has some interesting files on it. So, here we go!

February 2022 DOM - Side A:

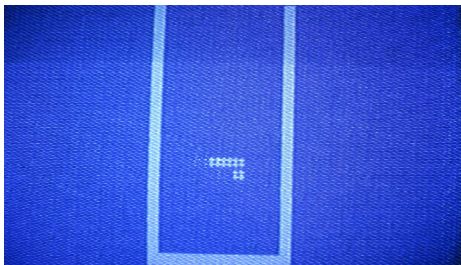
The first file on this DOM is called "BooTris," a Tetris clone by Krzysztof Dudek. It is a very simple and lightly-coded game. There is no sound or music in this version of the game. It plays just like any Tetris game, but has limited graphics.

But, it does a good job for limited code. It is fast and challenging. It doesn't bore the player. The controls are different, though. To rotate the pieces in this game, you must use the joystick and move a certain direction, up or down.

The fire button isn't needed to play this game.

It isn't the most graphically or audibly impressive game on the planet, I admit, but it makes up in game play. The pieces fall pretty quickly, and there is no level select so it is limited in that aspect. But, it plays very well and is quite balanced.

Take a look at the screenshot for yourselves. I think you might like the challenge in this game.



I know it doesn't look like much, and the blocks are made out of text characters, so they are not really sprites at all. But, I think the way it is put together is actually a clever design because it is less memory space this way.

Here is my score for this game:

SCORE:

Graphics:	7
Animation:	7
Gameplay:	10

TOTAL SCORE: 24/30 (80%)

The next file is a 256-byte demo called "Workaholic City Morning" by Marek Cora. It shows a rendering of an airplane flying across the screen above a city showing skyscrapers. It has the sound of the airplane flying across the sky and it looks like the moon is in the background.

This is, again, cleverly made. I enjoy the tight code used in these limited-code demos. They are made well for their limited size. These files put on quite a show with a small memory footprint. I have a screen shot of the file for you. Take a look.



Although the code is limited, it looks quite detailed, actually. The buildings look lit up like a night skyline scene. The plane is something to be desired, but I get it. It's an experiment in using as little code as possible, and it works.

So, with that, I will score this file now.

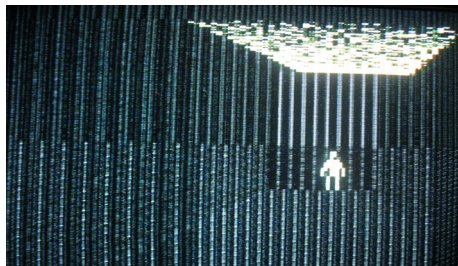
SCORE:

Graphics:	8
Animation:	10
Music/SFX:	7

TOTAL SCORE: 25/30 (83%)

The next file is yet another 256-byte demo, called "Tomb," by Kamil Trzaska. It shows a stick figure, representing an archaeologist, going into an underground tomb. It isn't much, but it shows the depth of the situation. I think it could have been more.

But, it is still 256 bytes in size. Again, it isn't supposed to be much. However, you can see the nuances in the picture. It's dark, scary-looking, and foreboding, just like an old ruin should look, but I think it needed more detail. Here is the screenshot. Judge for yourselves.



Anyway, as you can see, it is interesting. Limited, but interesting. I will score this demo now.

TOTAL SCORE: 7/10 (70%)

The next file on this DOM is called "You've Got 2 Dance," by Poison and R0ger. It is VERY impressive, showing an outlined girl dancing. It has detailed graphics and animation, as well as an animated text ticker.

This is better. I love the animation in the dancing figure. It looks like it was traced from a real person using a technique called rotoscoping, which was used for making realistic animation in the past for film animation. It's phenomenal, put mildly.

Take a look for yourselves at these screenshots.



Sorry for the photo blur, but it is a really astounding demo. I like the animation, and graphics and the text is detailed and, overall, it's a visual treat.

So, with that, I will score this file now.

SCORE:

Graphics:	10
Animation:	10
Music/SFX:	10

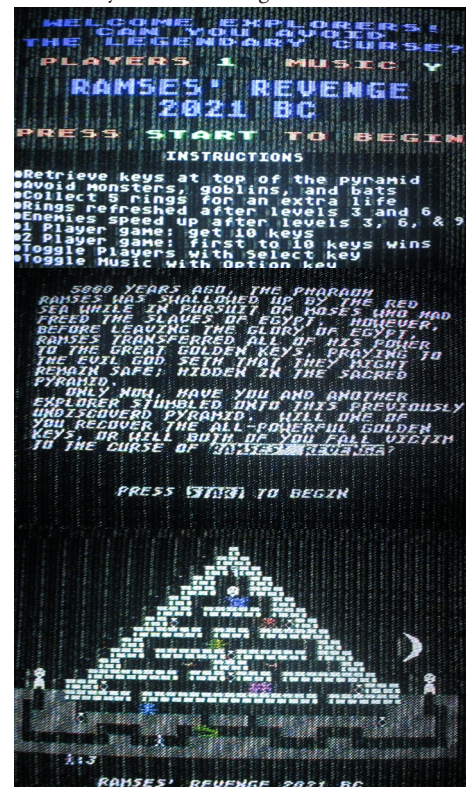
TOTAL SCORE: 30/30 (100% perfect)

The next file is called "Rameses' Revenge," by Anschuetz, Weisgerber, and Anschuetz. You play a treasure hunter in an Egyptian pyramid. There are mean creatures guarding the treasures you must get. It is VERY challenging.

It's like "Tutankham" meets "Quest for Quintana Roo," only you don't have the cutscenes like in the latter game mentioned. I like the challenge. hat it lacks in graphics quality it makes up in gameplay.

Also, you get to hear a crude version of "Walk Like an Egyptian" while you play the game. Lively.

Here. Take a look for yourselves at these screenshots. They look interesting.



Definitely interesting, that's for sure. I will score this game now.

SCORE:

Graphics:	7
Animation:	8
Gameplay:	10
Music/SFX:	7

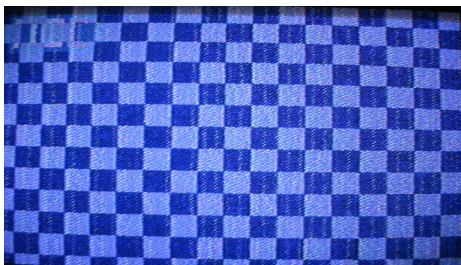
TOTAL SCORE: 32/40 (80%)

The next file is called "Duo," from SillyVenture's NOC and DSR. It shows a extreme cacophony of great scaling and flowing graphics, some looking like a lava lamp. This is really creative and very good. SillyVenture, you've done it again!

I especially like the lava lamp-like graphics. It flows evenly and is animated in real-time. he checkerboards and lines on-screen really show the scaling & warping effects. It is beautifully executed and shows great prowess. The music is good, too!

It makes me wish I could create the graphics demos these talented savvy programmers from Eastern Europe can create with absolute ease.

Why not take a look at these screenshots?



I like that pinwheel effect in one of the screenshots as well. Here is my score for the intro shown.

SCORE:

Graphics:	10
Animation:	10
Music/SFX:	10

TOTAL SCORE: 30/30 (100% perfect)

The next file is another SillyVenture entry. It is a music track called "Pokeydolski," by Triace, Desire, and iNSANE. The music starts out foreboding with a moderate tempo.

The sounds have a sound like they are warping and there is a nice beat to it. It sounds pretty relaxing and pleasant to hear. It really is a fun tune to listen to. I will score this now.

TOTAL SCORE: 10/10 (100% perfect)

The next file is another music track called "Who Dis?" It was created by ZoltarX and NG. It has a lot of range and has a decent beat. It's yet another fun tune to listen to. It sounds quite peppy to me. I will score this tune.

TOTAL SCORE: 9/10 (90%)

The next file is a picture called "Battle Angel," by Jarek Wysznski. It shows a golden figure (the Battle Angel) floating toward a spaceship. I love this rendering. It has a lot of detail and is very well executed.

Also, I like the colors in the picture. They stand out and make the pic look fantastic.

Here. I will show it to you. Here's a screenshot.

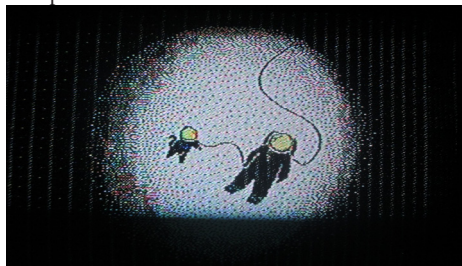


It is truly a decent picture. Like I said the colors are really vivid and it is beautifully executed. I will score this pic now.

TOTAL SCORE: 10/10 (100% perfect)

The final file on Side A of this DOM is called "Space Walk," by SillyVenture's Kaczka. It shows a person in a spacesuit with a dog in a spacesuit. There is a planet or what could be a moon in the background. It's nicely rendered.

I really enjoy these pictures and grading them. It's a pleasure, really. These guys really take a lot of time creating this stuff. This is the screenshot of that picture. Take a look.



Interesting rendering. I will score this picture now.

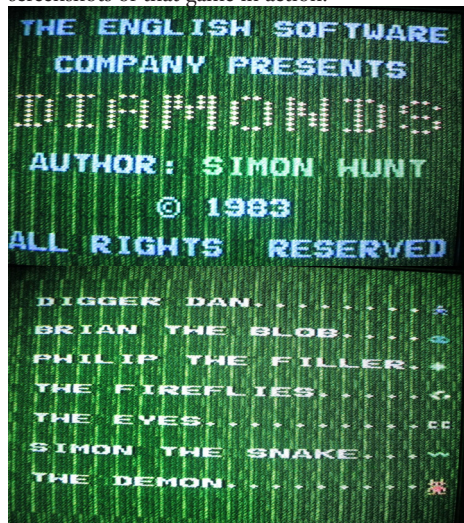
TOTAL SCORE: 9/10 (90%)

Now, we look into Side B of the DOM!

Side B:

The first file on Side B of this DOM is called "Diamonds," by Simon Hunt. You play a character collecting diamonds in a mine underground. You must avoid creatures and even a demon while collecting the diamonds.

The game is similar to "Dig Dug" and "Mr. Do." It is a funny game, and somewhat challenging. I like the graphics and gameplay. It is quite interesting. Also, it's quite different. Here are some screenshots of that game in action.



It is definitely interesting. I will score the game now.

SCORE:

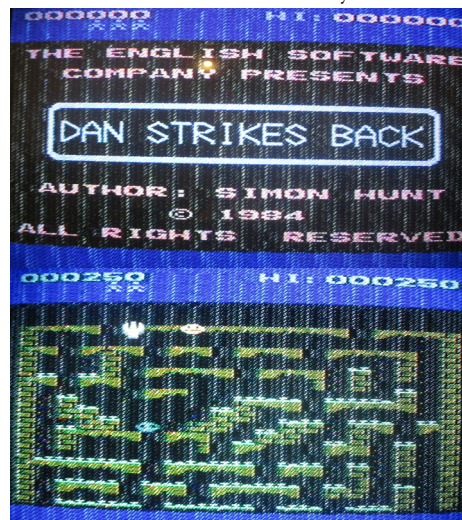
Graphics:	8
Animation:	7
Gameplay:	8
Music/SFX:	8

TOTAL SCORE: 31/40 (78%)

The next file is another game by Simon Hunt called "Dan Strikes Back." You go through caves and cavernous tunnels collecting stuff off of the ground. You must avoid the creatures or you lose a life. It's yet another interesting game.

Also, it's extremely difficult. You cannot traverse back up in the game. You're always travelling downward. It can be challenging. I like the premise of the game and it is a lot of fun to play.

Take a look at these screenshots for yourselves.



The gameplay can get quite intricate, that's for sure. I will score this game now.

SCORE:

Graphics:	8
Animation:	8
Gameplay:	10
Music/SFX:	9

TOTAL SCORE: 35/40 (88%)

The final file is another game called "Return of the Fungi," by Simon Hunt and reprogrammed by Meowster Retro. You must try to stop marauding mushrooms by bombing them. You must protect yourself from them.

I think you must also protect the middle of the screen from the foul fungi as well. you have limited bombs, so you must use them sparingly. It can be a little difficult to play, adding to the fun factor.

It's a funny game with the mushrooms attacking your character. Quite comedic, actually. I believe these games are a trilogy. They are all made by the same programmer over three years, from 1983 to 1986. I am actually flattered by the premise of fungi attacking you. That's rich.

I think it's time for some screenshots. Don't you?



Weird game, but challenging and fun at the same time. I will score this game now.

SCORE:

Graphics:	8
Animation:	8
Gameplay:	9
Music/SFX:	10

TOTAL SCORE: 35/40 (88%)

Well, this concludes the A8 DOM Review. There are other files on this DOM, but they are there to give the player some insight on how to play the games on Side B. They are only text files. So, anyway, I close this session of the DOM Review.

I will be back with yet another DOM Review next month. Carpe Diem, fellow Atarians, and have a good day. Thanks for reading!

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: Membership 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.

In Memoriam

RICHARD B. MIER

(1943-2022)



Richard Benjamin Mier, son of the late Raymond Edward and Twyla Ethel (Zimmerli) Mier, was born on Thursday, September 23, 1943, in Jackson, Minnesota. He attended and graduated from Jackson schools in 1961.

Upon graduation, Richard enlisted in the United States Army, proudly serving during Vietnam. He received the Vietnam service medal, Vietnam campaign medal, national defense service medal, and the expert badge (rifle M-14). Richard was honorably discharged in March of 1968.

He attended Northwest Institute of Electronics and worked as the hardware technician at Unisys for 35 years. Richard had been a member of the SPACE computer club since 1983, when the club was formed.

On Sunday, October 23, 2022, Richard passed away at the Sanford Medical Center in Sioux Falls, South Dakota at the age of 79 years and 1 month.

Richard was a very intelligent gentleman who liked to stay busy. He enjoyed tinkering around in the yard on his motorcycles, recreational vehicles, boats and whatever else came across him. Many times, he could be found in his workshop, working on computer systems, and repairing old Atari computers.

Richard enjoyed going out fishing and was an avid watcher of crime drama series on television. He liked to cook and try out new recipes. During the winter months, Richard spent his time in Arizona. He enjoyed a good cup of coffee and chatting at the kitchen table.

Richard will be greatly missed by his family, and those who got to know him.

Left to cherish Richard's memories are his sons Roger (Anna) Mier of New Hope, Minnesota, and Neil (Sarah) Mier of Berthoud, Colorado; 2 grandchildren Rowan and Oren; sister Ruth Malone; brothers-in-law Larry Cihak and Bob Cassens, along with many other relatives.

Richard is preceded in death by his parents Raymond and Twyla, siblings Walt Mier, Linda Cassens, Janice Cihak, and John Mier.

Cherished be the memory of
Richard Benjamin Mier.

This text was taken from the obituary for Mr. Mier on the Osterberg Funeral Home website. We express our condolences to the Mier family in their time of mourning. Thank you for your attention.



GET INVOLVED!



**WE WANT
YOUR
ARTICLES!**





Be Confident!
VOTE FOR SPACE!



Yeah. What he said...
(Just VOTE, so I can out of this! Thanks!)

CLUB OFFICIALS:

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Brian Little:

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E-Mail: artisan213574@gmail.com

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Glen Kirschenmann

Ph: (763) 786-4790

E-mail: kirschg@netzero.net

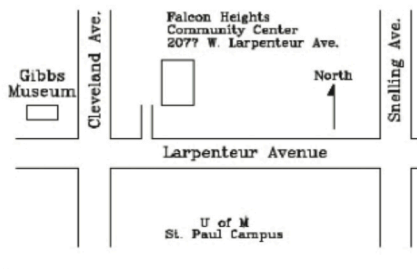
Treasurer:

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 Paul 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 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 SPACE Meeting and Election
will commence at 7:30 PM on Fri-
day, November 11, 2022.*

*We hope to see you there!
Thanks for coming!*

