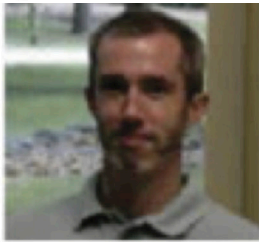


•Serving the Twin Cities Atari Community for Four Decades•



The President's Corner *By Michael Current*

After working very hard on my Atari work last month, the work semester kicked in and all time and energy is filled up, leaving little time for Atari projects for another while.

I did finally get a new edition of the FAQ posted, including my completed efforts to more accurately and thoroughly present the range of Percom disk drive models.

I also filled in the product range of TOMS from Poland, including disk drives, memory upgrades, cassette speeder, TOMS OS, and MyDOS 4.50T which I now believe was MyDOS 4.50 modified by TOMS for running from the ROM of some of their disk drives. All very unknown products here in the U.S.

Now, I'm stuck on something much less interesting to most, tracking heads of finance for Atari International. Most annoying, a guy named Claude Nahum was important in finance in Atari, Inc. and in international sales early on for Atari Corp - he used to have a very detailed LinkedIn profile, but now it's gone, I never saved it, and I think there's no way to get it back.

Quite possible he may have passed, which would be sad, but annoying when I could have saved something but didn't. Still, I think I can sort out some things better than I have them now.

I'm still interested in this question, I'll repeat it from last month: Do you have a double-sided disk drive for the Atari? How does your drive organize sectors on a 2-sided disk?

Thanks, keep using that Atari, and come to your next SPACE meeting: Friday, February 10, 2023.



Message from Captain Irata:

"I never realized my name is "Atari Games" spelled backwards! What a concept!"

HOO-RAH!

***NOTE: FYI, Captain Irata's first name is Semag, by the way.**



Treasurer's Report *By Gregory Leitner*

Here we are, the first month of the new year already gone and I have to wonder; where is our Atari club heading? Three members were present for the January 2023 SPACE meeting.

Glen, Tom, and myself attended the meeting and we spent the evening viewing the monthly 8-bit DOM. Glen puts a lot of time preparing the DOM, and it's a shame not more of our members are there to see them each month.

Also Steve, who would love to be at the meetings, creates a super Newsletter with amazing reviews that must take an enormous amount of his personal time. How are we to survive if we can't get the support from our current members?

Our November elections haven't been finalized as of yet and trying to get a quorum is next to impossible. With Brian a no-show we currently do not have a vice-president, and other positions have yet to be voted on. I am willing to take the vice-president position if no one else wants it, but it needs to be voted on.

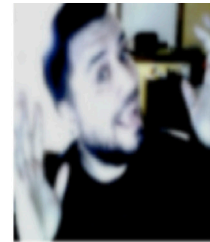
Until that time, I guess we will just keep the status quo. As far as our treasury goes we started the month with \$1,125.45 and we sold two DOMs in January for a total of \$6.00. So, we now have an ending bank balance of \$1,131.45.

I am expecting a room rental bill for 2022 in the amount of \$360.00 and that will bring us down to under \$800.00. With our membership renewals and DOM sales it will be a struggle to get back to over \$1,000 again.

I have a basement full of Atari auction items, but it does not make much sense to hold one when the members who attend would not have to bid when there isn't a competitor. We probably would make \$10.00 if we were lucky!

I would like to hold off until we can get more members to attend. Hopefully, we can get past our COVID issues, although I have read that we may be living with them for many more years!

Let Steve know how you feel about the Club so he can put them in a future newsletter. We need all of your support to keep our Club going. Let's start that support on February 10th, our next SPACE meeting! I hope to see you all there.



Secretary's Report *By Steven Peck*

HELLO WORLD!

Well, it looks like I can make it in person to the SPACE Meeting this February! I need to help someone in Saint Paul anyway, on Friday, February 10, 2023, so it will be possible for me to get to the Meeting this time. So, this is good news.

I have been waiting for a time to get my Membership and DOMs caught up for the A8 DOM Review. As a plus, I can report on how the Club is doing in my Report for a change. I love going to the Meetings down there.

Besides, it gives me a chance to get caught up on things at the Club, which is a god-send for me.

Plus, it is a learning experience for me, getting Atari-related information from other members that know more about certain things than I do. Anyway, I am ecstatic about this opportunity coming up, needless to say. So, I will prepare for it.

Anyway, with that I will close. I hope to see you all again, and I should be able to do that this time. See you then.

In the words of the late, great artist, Stan Lee...

EXCELSIOR!

TRIVIA TIME!

Modern computers usually have 8 to 16 gigabytes of RAM. The Atari 2600 only worked with 128 bytes of RAM. The Starpath Supercharger gave the 2600 a 4-kilobyte boost, increasing the RAM capacity for better looking games.

The Supercharger also gave the 2600 the capacity to play audiocassette tapes stored with game data, which allowed for bigger games at the time of its release.

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Atari 8-bit DOM Review

By Steven Peck

Welcome back! This DOM, from April 2022, is chock full of great demos, invites, and games, and here I am to present it to you. Don't worry, I think you will love this DOM Review. So, with that being said, let's get started!

April 2022 DOM, Side One:

The first file on this DOM is a 256-byte demo called "Metro," by Xeen. I know it's got limited code, but it blew me away. I love the parallax scrolling, making it look so three-dimensional. It's a work of art, and the animation is great, too.

It constantly scrolls to the right, but looks like it has depth to it. You can see that aspect of it. It pops out at you, the viewer. The sound is repetitive, but that doesn't bother me. It's still a great-looking demo, worthy of a high score.

Here's what it looks like in the screenshot.



As you can see, it stands out as a great demo. Let me score this demo for you.

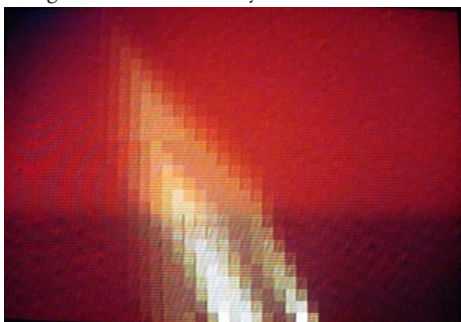
SCORE:

| | |
|------------|----|
| Graphics: | 10 |
| Animation: | 10 |
| Music/SFX: | 8 |

TOTAL SCORE: 28/30 (93%)

The next file is also 256 bytes of code in size, called "Bigfire," by Ralf Patschke. It shows a flame that keeps growing until it fills the screen. It looks really good and very technical. The animation is smooth and realistic.

It really does look like a burning flame. It looks to me like a video capture of the real thing, hence the pixels. It reminds me of the old Cinepak movies in the games for the Jaguar CD unit. It actually looks that good. Take a look for yourselves.



It works and looks spectacular, that is for sure. I will score this demo for you.

SCORE:

| | |
|------------|----|
| Graphics: | 10 |
| Animation: | 10 |

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

The third file on this DOM is again 256 bytes of code. It is called "Twist," by Marek Oglodek. It shows a twisting column with sound effects. The animation is superb and the sound effects match the animation and graphics.

The graphics are outstanding as well. It looks very well-orchestrated for a 256-byte file. I am amazed with these smaller tightly-coded files. They look great and they're a sight to behold. Here is another screenshot showing this file in action.



So, you can see the programmer has put a lot of finesse in this file. I will score it now.

SCORE:

| | |
|------------|----|
| Graphics: | 10 |
| Animation: | 10 |
| Music/SFX: | 9 |

TOTAL SCORE: 29/30 (97%)

The next file on this DOM is called "Stand with Ukraine," by Karolj Nadj. It shows the Ukrainian flag and then small doves flying by a picture of another dove with an olive branch in its mouth.

It looks excellent and the animation is fluid. The graphics look great. It is another reminder of the war in Ukraine, which I hope ends soon and we can have peace again, especially in Europe. Here is a screenshot of the file.



Anyway, I will score this file now, and it looks great. It is a reminder of the horrors of war that should not continue. Anyway, the score.

SCORE:

| | |
|------------|----|
| Graphics: | 10 |
| Animation: | 10 |
| Music/SFX: | 10 |

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

The next file is a game called "Kowalsky's Fury 2," by Brzezicki. It is a side-scrolling game where you have to shoot robots and avoid falling into crevasses. Again, the graphics are superb and it is challenging.

There is a setting for immortality, however, so you can play with unlimited lives. Even though you can live forever, it doesn't take away the challenge. If you die, you pick up where you left off, and you have no life bar.

Overall, this game is phenomenal. It really rocks.

You really have to practice at it to get better. The gameplay is somewhat unforgiving. That is the beauty of it, though. I like challenges. This game is a challenge to boot.

I took some screenshots of the game while I was playing it. Here you go.



If you like side-scrolling shooter games, you will love this game. I will score this game now.

SCORE:

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

TOTAL SCORE: 39/40 (98%)

The next file is another game called "Kooky Klimber 2021," by Anschuetz, Weisgerber, and Anschuetz. This is one of their better games, and it's a gem. It is similar to the arcade game "Crazy Climber," but not as hard to control.

You must climb buildings and get to the top of the building so you can be picked up by a helicopter and taken to the next building to climb. All along, you must avoid open windows, people in the windows, and falling objects.

Overall, it is a great game to play. I enjoyed the time when I was playing it and you would enjoy it as well, I am sure. It is a funny game in its execution. The player really goes through a lot to achieve the goal of climbing the building.

In the meantime, enjoy some screenshots of the game that I was able to photograph.



The game is really cool. Not original, but cool nonetheless. I will score this game now.

SCORE:

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

TOTAL SCORE: 37/40 (93%)

The next file is another game to review called "UFON," by Zdenek Zubr. The rules are simple enough. You pilot a UFO and must avoid flying bricks or your shields will fail and you will be destroyed. So, it isn't easy.

I think Fandal had a hand in this because he is mentioned in the beginning of the game. He has always been a venerable programmer, and it shows in his other previous games. This is a very difficult game, and it shows.

Here are screenshots of the game in action.



title. I will score it now.

SCORE:

Graphics: 8

Animation: 10
Gameplay: 10
Music/SFX: 9

TOTAL SCORE: 37/40 (93%)

The last game on Side One is a Tetris-like game called "Blokz," by Vladimir Jankovic. Instead of bricks falling toward you, you must shoot bricks and connect them to other bricks on the screen to create the lines needed to clear the screen.

You pilot a spaceship at the bottom of the screen. If any bricks touch it, it's game over. The bricks move slowly from top to bottom toward your ship, at least at first. As you progress, the game gets faster-paced.

It is an interesting twist on "Tetris." It is challenging, to say the least. It will be difficult, as you try to stop the falling columns from hitting you. Here is a screenshot of the game.



Challenging and fun, you should play this game. With that, I will score this game now.

SCORE:

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

TOTAL SCORE: 39/40 (98%)

The next file is a music track called "Gears of War," by Poison6502. It has a foreboding and gritty sound to it. I like the tempo and beat. It shows finesse. Great tune. I will score now.

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

The final file on Side One is a picture called "Wilkommen Winterland," by PePe. It shows two people facing a giant icy-looking Viking. It has runes on the side of the screen, and it looks really good. I like the execution.

Overall, it looks smooth and the Viking in the pic looks menacing. Here is a screenshot of the file.



It really looks well-drawn. I will score the pic now.

TOTAL SCORE: 8/10 (80%)

Now onto Side Two!

Side Two:

The first file on Side Two is called "Jazzy Winter," again by Xeen. It shows a scene, rendered in real-time, of a forest in the wintertime. It is fantastic. I like the graphics and music, for a 256-byte file.

I am sure tightly coding things can be hard to do, because then you must sacrifice something for quality. This isn't bad. It could be better, but I liked it. Here is a screenshot of the file in action.



I will score this file.

SCORE:

Graphics: 8
Animation: 10
Music/SFX: 8

TOTAL SCORE: 36/30 (87%)

The next file is called "Curb of Chaos," by Marek Cora. It shows B&W graphics scrolling on the screen. Again, I need to emphasize it is 256 bytes in size, but its execution is solid. You need to see this to understand it. Here's that pic.



The graphic design looks like 1980s design. But, I enjoyed it. Here's my score for this file.

SCORE:

Graphics: 10
Animation: 10
Music/SFX: 9

TOTAL SCORE: 29/30 (97%)

The last 256-byte demo on this DOM is called "Murkwood," by Jakub Debski. It is a beaut. It renders in real-time a murky forest. Then, it shows snow falling. Really well done. It shows the tonal gradations well, and the execution is good.

Although it looks murky, it is a great monotone view. Everything compliments well. It is a subtle gradation, and I enjoyed looking at it.

To show you what I mean, I took a screenshot of the picture for you to look at. I am sure you will find it as pleasing as I did. I think it looks well-developed. Anyway, the picture.



Well-executed, well-played, and subtle. I will score this demo now.

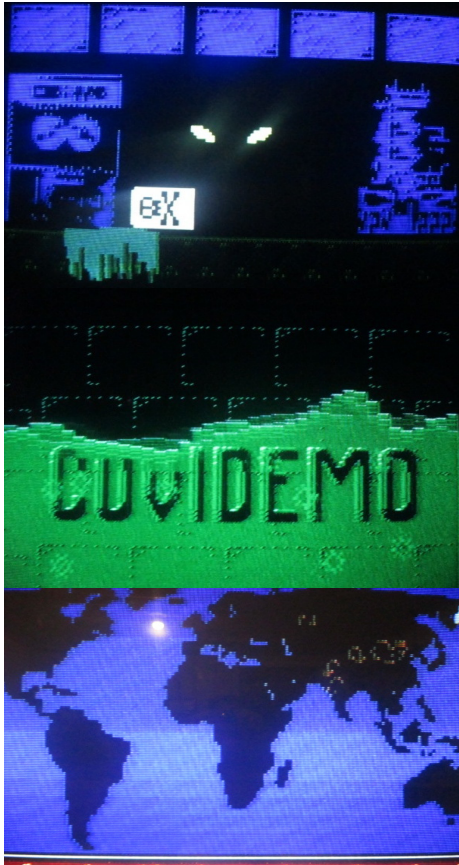
SCORE:

Graphics: 9
Animation: 10
Music/SFX: 8

TOTAL SCORE: 27/30 (90%)

The next file is a demo called "CoviDemo," by Altair. It shows a cat knocking over a vial of the COVID virus in a lab, and then it shows a picture of a map of the world with COVID spreading everywhere. It is amazing.

The music is great and the graphics are just as spectacular. It has a serious tone, considering it is about a pandemic. Sinister and serious at the same time. Here are screenshots of the demo.



Interesting to watch. I will score this demo now.

SCORE:

Graphics: 10
Animation: 10
Music/SFX: 10

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

The next file is another game called "Robot Dungeon 2121," by Anschuetz, Weisgerber, and Anschuetz. It's a game where you must escape from a maze dungeon filled with deadly robots.

You can shoot the robots and collect items necessary for your survival. Don't touch the robots, or you will lose a life. Honestly, the game isn't too bad. I like the premise and it's pretty cool. The graphics could be better, but I still enjoy it.

Here are screenshots of the game in action.



It is very challenging and you can even set the size of the maze by selecting the amount of rooms you explore. It can be selected from 2x2 rooms to 15x15 rooms, with more rooms being harder to complete. It's a great game, and I like it.

Let me score this game now.

SCORE:

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

TOTAL SCORE: 35/40 (88%)

The next file is a game called "Fire Fighter Tobik," by Zdenek Zubr. It has a comedic touch, showing the Green Yamos from the game "Bruce Lee" yelling "FIRE!" over and over again. Yes, it actually has voice programmed into it.

As Tobik, the boy fire fighter, you run around stomping out fires in the room before time runs out. Your timer is a life bar. It seems pretty easy, but I think it's for kids, so I can understand that. It's a cute game. I like the voice in it, and it's fun.

Here are screenshots of the game in action.



I love the style of the game. Simple it is, but fun. What little boy doesn't aspire to be a fire fighter? I know for a while I did when I was a kid. I also wanted to be an astronaut at one time, too, but that is a different story. I will score this game now.

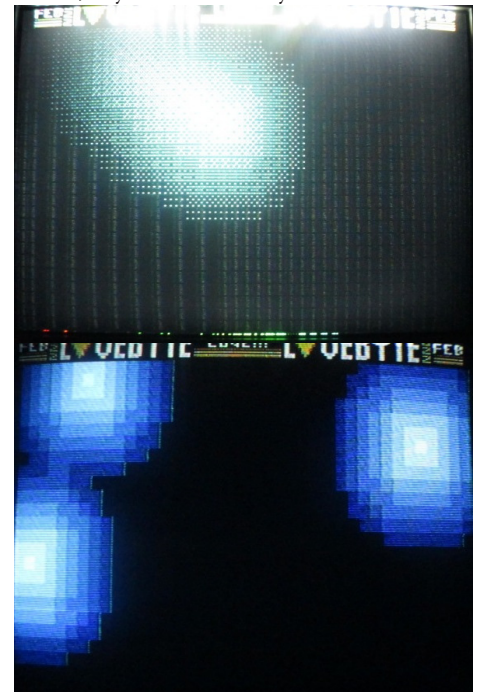
SCORE:

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

TOTAL SCORE: 33/40 (83%)

The next file is an invite called "Lovebyte 2022," by F#READY. It has text and animated graphics, showing simulated spotlights on the screen that change in appearance. It's a great invite, too. It shows the prowess of the A8 computer.

It also has very good music to boot. I like the appearance of the spotlights. The changes in the appearance look delightful. It's very technical and good to watch. Here are screenshots for you to look at, so you can see it for yourselves.



What a great little invite. It's too late to go to this event (it was last year), but I like the advertisement. I will score now.

SCORE:

Graphics: 10
Animation: 10
Music/SFX: 10

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

The next file, by aki, is called "Meadow Wishes." It is a music track. It is interesting, to say the least. It sounds strange at first, but it is pleasing to hear. It's very technical and I like the tempo in it. I will score this track now.

TOTAL SCORE: 9/10 (90%)

The final file in this DOM is called "SillyVenture Sorcerer," by Tiger. It shows a scene in the forest with a wizard travelling along. It does look pretty good. It reminds me of the RPGs I have played in the past, and it looks great, too.

Obviously, the artist took a lot of time to render this picture. It shows, too. It really looks splendid. I will show you a screenshot of the picture now. You will probably like it yourselves.



I will score this picture now.

TOTAL SCORE: 9/10 (90%)

Well, this ends the Atari 8-bit DOM Review for this month. I will see you next month with yet another A8 DOM Review. Until then, carpe diem, fellow Atarians and SPACE Cadets! I will be back later and thanks for reading!

Recent Atari News

The Newest Addition to Atari's Hit Recharged Series Adds More Caverns, More Weapons, and a Trancy Soundtrack from Megan McDuffee

NY, New York (January 25, 2023) - Atari® — one of the world's most iconic consumer brands and interactive entertainment producers — is thrilled to announce today the next addition to the massively popular Atari Recharged series: *Caverns of Mars*. Based on the classic vertical scrolling shooter, *Caverns of Mars: Recharged* retains its retro charm and once again sees players descend through the subterranean landscape of Mars where enemies are plentiful and ammo is limited.

In *Caverns of Mars: Recharged*, players progress through 30 unique missions set within three primary “depths” of Mars, descending deeper and deeper into enemy territory.

Blast through oncoming hostile fire, bull through debris and obstructions, and dodge other obstacles all while keeping a close eye on fuel and ammo reserves. Featuring a unique local co-op mode, players can team up with one partner assigned to navigation while the other player shoots the drone!

Keeping in tune with the rest of the Atari Recharged series, *Caverns of Mars: Recharged* includes a global leaderboard where players can compete for points or speed, as well as an original soundtrack from award-winning artists and composer Megan McDuffee.

“*Caverns of Mars* is a great early example of a game designed for Atari's 8-bit computers, which makes it a perfect addition to the Atari Recharged series,” said Atari CEO Wade Rosen. “It's an intensely fun arcade-style experience in both single player and two-player co-op.”

Key Features Include:

Fully Destructible: The environments in *Caverns of Mars: Recharged* are fully destructible — don't hesitate to blast through any obstruction in your way, but be wary of fuel reserves. Each shot depletes fuel, but speedy travel grants time bonuses!

- **Arcade Mode:** Traverse the depths of Mars in three stages, strategically choosing upgrades and power-ups that will make each run unique
- **Challenge Mode:** Progress through 30 bite-sized challenges across navigation, combat, and other exciting scenarios
- **Perky Power-Ups:** Collect weapons that will change your strategy on the fly for tactical maneuvering. Carve a new path with a well-

aimed railgun shot or let the spread of a shotgun blast do the talking for you!

Check out *Caverns of Mars: Recharged*



GET INVOLVED!



WE WANT
YOUR
ARTICLES!



SPACE COMICS SECTION!

The Misadventures of A-Man and C.D.

Happy Valentine's,
Cupid!
Now, draw back
your bow!

I'll draw back my fist
and "wing out" on you,
you goof!

"Peck!"

02/08/2023



Ferret Fracas

Thanks, Bandit,
for finding my
favorite ball!

You're welcome!
Happy Valentines Day,
Angel!



"PECK!"

02/08/2023

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

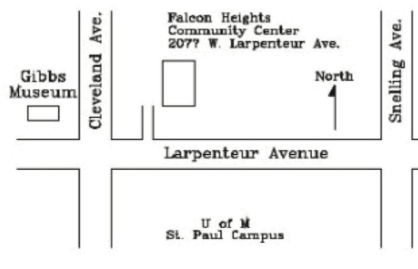
Treasurer:

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

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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, February 10, 2023, at 7:30 PM.

We hope to see you there! Thanks for coming!

