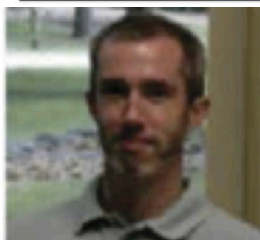




•Serving the Twin Cities Atari Community for Four Decades•

• May 2023 Edition •



The President's Corner *By Michael Current*

Hello, SPACE Atarians! I was just catching up on recent Atari press releases. Something interesting is going on.

Over the last few months, today's Atari has bought up rights to the Stern arcade titles Berserk and Frenzy, they acquired rights to a package to over 100 PC and console titles from the 1980s and 1990s, originally by Accolade, Infogrames and Microprose, including the Accolade and GTI brands themselves.

And most recently, Atari acquired more than a dozen Atari 2600 games originally published under the M Network label (Mattel). A buying spree indeed!

I also just received my copy of Retro Gamer issue #240, with special feature on "50 Years of Atari". You can pick up your copy here: <https://www.magazinesdirect.com/az-magazines/55885071/retro-gamer-240-december-premium.html> My copy came with a 2023 Atari calendar. Sweet!

Thanks, keep using that Atari, and come to your next SPACE meeting: Friday, May 12, 2023.



Treasurer's Report *By Gregory Leitner*

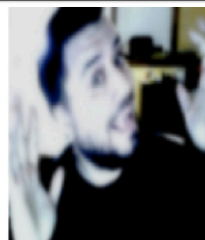
Four members were present for the April SPACE meeting. Glen, Tom, Roger and myself spent quite a bit of time going through the DOM. There were some interesting programs that did some amazing things while taking up very little space on side one of the disk.

One game took up the whole second side called Dracula Story, and it proved to be very challenging. We couldn't get past the first screen until Roger tried and he promptly got through three screens. All in all another great DOM.

Our SPACE account started out the month of April with a balance of \$1,088.45 and we sold five DOMs for \$15.00 bringing an ending balance to \$1,103.45. One bill remains outstanding to be paid, which is our yearly room rental fee for \$360.00. I have not received the renewal papers yet for 2023.

We are down to under ten members, so we will only be able to generate about \$120.00 yearly by way of memberships. The other income will need to come from our DOM sales. So far it has been working out, as our bank balance has consistently been over \$1,000.00.

I hope you all can make the May meeting as I will be looking for suggestions and or ideas for the auction items I have been storing since last year. I have an idea that I need approval from all of you so I hope you can make the May meeting. We also need to discuss the July birthday party. See you all in May.



Secretary's Report *By Steven Peck*

HELLO WORLD!

Here is yet another SPACE Secretary's Report. I will just get started. Here we go!

I have been reading online about the new RM 800XL computer that is coming out later this year from the group Revive Machines in Gdynia, Poland, outside of the city of Gdansk.

It will be a RISC-based 800XL clone and have FPGA technology in it. It seems pretty interesting, as it also has USB (for controllers and flash drive or other USB storage technology), HDMI, cartridge and parallel ports, as well as a new library coming for it.

You can even plug in a floppy drive to it because it has an SIO port. It also uses a USB-C power adapter. It is boasted as the 21st Century interpretation of the classic Atari computer.

Needless to say, I am duly interested in this computer they are coming out with. Let's hope it does well! The Europeans astound me with their great computer stuff pertaining to the retro scene.

I would love to see the next couple of DOMs that have been released by SPACE. That means I need to get there to a Meeting. I will be there soon. One of these times, I will be needed in Saint Paul again, and I go down there quite frequently to see my brother and other family since the recent passing of my father.

You will see me again. I will see what I can do in the near future about getting to the meetings. Hopefully, I can make it to the SPACE Birthday Party in July. It would be an honor.

Well, this concludes this edition of the SPACE Secretary's Report. I bid everybody very well. In the words of the late, great artist, Stan Lee.

EXCELSIOR!

TRIVIA TIME!

The Atari 2600's CPU, the MOS 6507, is a scaled-down version of the MOS 6502, which also powers Atari 8-bit computers. The 6502 CPU has 40 pins, while the 6507 has only 28 pins. This was done to make the 2600 cheaper.

The decimal counting system is the way it is because we have ten fingers to count with, hence making a base-ten counting method.

Xerox's Palo Alto Research Center (PARC) invented the graphical user interface for computers in the 1970s to make computers easier to use. This innovation was passed on to other operating systems for ease of use today, using icons to represent functions on-screen that you can point to and click with a cursor and a mouse.

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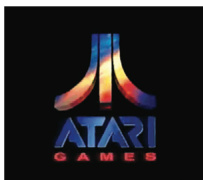
SPACE Comics Section



Message from Captain Irata:

"For the love of Pete! Get a life! Get ten of them!
Just win your favorite Atari games!"

HOO-RAH!



Atari 8-bit DOM Review *By Steven Peck*

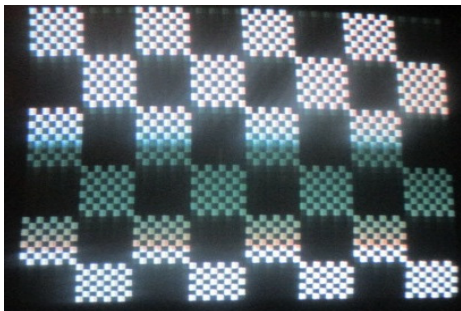
Welcome back to the latest Atari 8-bit DOM Review! I am pleased to show you (something I haven't done in a while) a TRIPLE-DOM review this time! It will be big, massive even.

So, let's get set and review the DOMs for April, May, and August of 2022! Off we go into the wild digital yonder!

April 2022 DOM, Side One:

The first file on this DOM is called "Checkerboard" by Tr1x. It has interesting sound effects and fluid animation, and it's only 126 bytes in size. The demo is impressive and the animation is superb. The sound can be repetitive, however.

Being that it is a 126-byte file, it is limited. But, it shows prowess. This actually works. It shows great talent in programming. This picture of the demo is proof in the pudding that it looks really good.



It looks pretty good in action when you see it on the screen. The only thing is the repetitive sound, but it otherwise is very good. I will score this now.

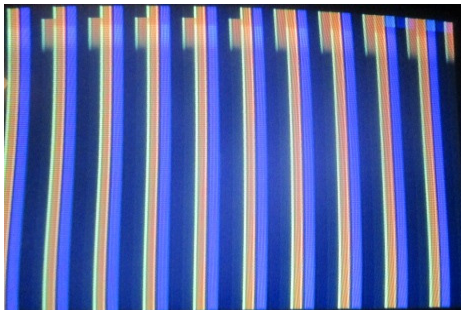
SCORE:

Graphics:	8
Animation:	10
Music/SFX:	8

TOTAL SCORE: 26/30 (87%)

The next file is a 22-byte demo, called "Bars-with-Beat." Ivop created this fascinating demo. It shows flashing colored bars on the screen complete with simple sound effects. I think it could be better, but it is only 22 bytes in size.

With that said, it must be a challenge to get it looking impressive. I understand that. Simple, but interesting, this demo is creative for such a small size. Judge for yourself.



This screenshot shows the lengths the programmer has taken to ensure the quality of the demo. For 22 bytes, it seems quite impressive and technical.

I will score this demo now.

SCORE:

Graphics:	7
-----------	---

Animation: 7

TOTAL SCORE: 14/20 (70%)

This next file is a 256-byte demo by F#READY, called "ScaredScroll." This shows a simple demo of a spaceship blasting away at sample text ticking across the top of the screen. It shows fluid animation and great timing. I think it could have been more.

But, as simple as it is, it's entertaining. It is relaxing to look at, for one thing. It is pleasant. The animation is impressive. In fact, it's very fluid. I like the timing and the speed of it. In my judgement, I wanted to see more, but it's interesting.

I wanted to apologize. The screenshot is blurry because of my camera. In fact, a lot of my pics are going to be that way, and I promise I will rectify that with a better camera next time. But, the screenshot will give you an idea of what's going on here. Please, take a look.



It's funny and interesting at the same time. It seems like a redundant thing for a sprite to blast away at the text, but it is fun to look at. I will score this demo accordingly.

SCORE:

Graphics:	6
Animation:	10
Music/SFX:	7

TOTAL SCORE: 23/30 (77%)

This next file is a game called "Impetus," by Inufuto. If you have ever played the classic arcade game, "Xevious," then you will understand how to play this game. Shoot and bomb the flying and grounded targets. That's it.

So, it's basically a clone of another game. Although it is challenging, it looks like it could be looking better and the animation more fluid. But, it still stands out as a challenge. It isn't an original idea, but it's kind of fun.

In fact, it's as enjoyable as it is challenging. Don't get me wrong. I like the game. But, it can be more. Anyway, please enjoy the screenshots of this game. I think you might like the display.



Although simple in looks, it is actually a pleasant game. The animation may be choppy, but it adds to the challenge. At least, I think so. I will score this game now.

SCORE:

Graphics:	7
Gameplay:	9
Animation:	6
Music/SFX:	7

TOTAL SCORE: 29/40 (73%)

"DM Songs," the next file on this DOM, is a tribute to the hit English band, Depeche Mode. It was created by PP's. It has various tunes from Depeche Mode with graphics of the albums as the A8 can show them. Honestly, it's impressive.

The animation looks good and the music is as good as it gets on the A8. I like the presentation of the file. For 8-bit sound, it's great. I will show you screenshots of this so you can see what I mean.



As you can see, it looks pretty fascinating. I will score this now.

SCORE:

Graphics:	8
Animation:	10
Music/SFX:	9

TOTAL SCORE: 27/30 (90%)

The next file is an interactive music menu called "Dorgaster," by Marek Pesout. The graphics of the demo and the music are great. It is a collection of 22 tunes you can select to play. It's amazing how much music can be squeezed into one file.

The music is pleasant and good. The text graphics look impressive. It is phenomenal. I enjoyed looking at this. It's cool that you can select your tunes in the menu. It makes the A8 like a digital jukebox. It's actually pretty fun to listen to. Here's a screenshot of it in action.



I will score this file now.

SCORE:

Graphics: 9
Music/SFX: 10

TOTAL SCORE: 19/20 (95%)

The next file is a really impressive picture called "Brisbane New Year," by Snicklin. It shows fireworks over the city of Brisbane, Australia. It looks really detailed, like a RastaConverter file. I like the colors of the file and the detail is some of the best you will see in an A8 picture file.

It's so impressive, I will show it to you. Here it is.



Impressive it is! I think you will like it just as I have, even though the screenshot doesn't do this justice. But, you can still get the essence of it. I will score this pic now.

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

The last file on Side One of this DOM is called "Waterfall," an 85-byte demo by Xeen and Agenda. It is an animated waterfall graphic made up of ATASCII characters, and it honestly looks pretty good for 85 bytes.

It looks like a screensaver in action. But, it looks impressive for its small file size. Take a look!



I encourage to take a look at this in action on your A8 computer's screen to judge for yourselves.

I will score this now.

SCORE:

Graphics: 8
Animation: 10

TOTAL SCORE: 18/20 (90%)

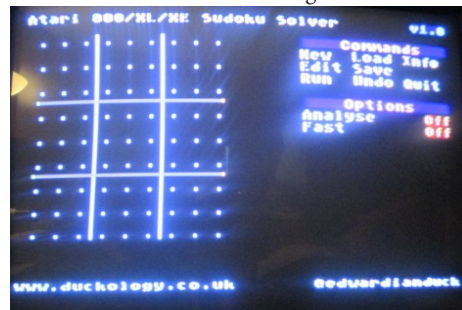
Now, onto Side Two of this DOM.

Side Two:

The last file on this DOM is a game called "Sudoku Solver," by Edwardian Duck. I think that is the programmer's name anyway. It is Sudoku ala A8. It is very challenging, as you understand that Sudoku is supposed to be.

There are instructions on how to play it, but I know the rules. Make sure the numbers are from one to nine in all the squares and they cannot repeat in any of the lines in the grid.

This screenshot shows what the game looks like.



This is going to be a challenge to anybody who takes it up, as Sudoku should be. I will score now.

SCORE:

Graphics: 5
Gameplay: 10

TOTAL SCORE: 15/20 (75%)

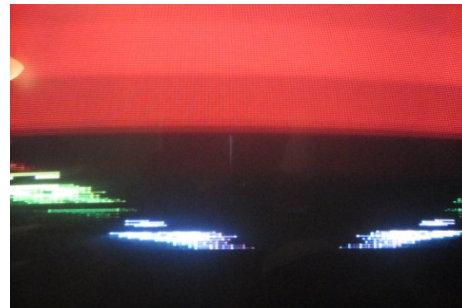
Now, onto the next DOM in the Review!

September 2022 DOM, Side One:

The first file on this DOM is called "Lost 2022," by Grzegorz Zyla. It shows colorful looping animated graphics with sound effects. It is a 250-byte file, so it's small but effective. I like the colors and animation. It's fast and nice to look at.

It could look better, but I am not concerned about that since it is tightly-coded on purpose. You won't get Rembrandt's quality with only 250 bytes, I get that. But, still, it's good nonetheless. It shows excellent technical prowess.

Judge for yourselves with this screenshot.



This is just a taste of it. To really experience it, you must see it in action. I will score this demo now.

SCORE:

Graphics: 8
Animation: 10
Music/SFX: 6

TOTAL SCORE: 24/40 (60%)

The next file on this DOM is "Tristesse," a 250-byte demo by Kamil Trzaska. It shows a mask made up of blue hues. It renders in real time on the screen and looks really nice.

It kind of reminds me of the mask of a harlequin or a mime. But, as simple as it is, it looks quite elegant in appearance. I like the fact that it is animated in real time during the time it renders on the screen before my eyes.

This screenshot will show you what I mean. Take a look and judge for yourselves.



It is kind of hard to see on this screenshot, so I hope you can make it out on here. It's a great render, though. I will score this now.

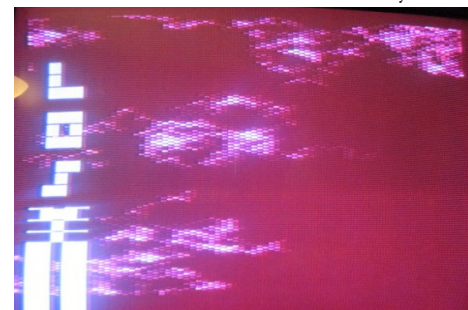
SCORE:

Graphics: 10
Animation: 10

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

The next file is a 252-byte demo called "Lost in the Clouds," by Marek Cora. It shows wispy animated clouds forming in the sky next to a building that says "LOST" on the top of it. Again, it looks great. I am impressed by the animation.

The clouds are slowly rendered on the screen and it has some nice detail to it. Let me show you.



This screenshot says it all. I like the display of the building sign, all lit up as it is. The clouds look nice and it is relaxing to look at. Very nice work. I will score this now.

SCORE:

Graphics: 9
Animation: 10

SCORE: 19/20 (95%)

The next file is called "Bring Back the Eighties," a demo for Lost Party 2022. It has great music and a nice animated text ticker with balls on the screen bouncing to the beat of the music like a graphics equalizer. It is technically impressive and pleasing.

It's bold and powerful in its appearance. The text at the top of the screen is quite striking and stands out. Let me show you.



It's a bold statement. I will say that, but, differences aside, it looks really cool. I will score this demo now for you.

SCORE:

Graphics: 10
Animation: 10
Music/SFX: 10

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

The next file is a music track called "Midnight Rider," by VinsCool. It is off-tune at first, but this is done on purpose. It gets better and has a slow tempo. It's ominous and foreboding in its mood.

Needless to say, I enjoyed the tune. It sounded great. I like listening to the various music files on these DOMs, and this one is pretty good. I will score it now for you.

TOTAL SCORE: 9/10 (90%)

The next track on this DOM is called "Lunapark of Zombies," by Miker. This track has a fast tempo and is sort of pulse-pounding, bringing a sense of urgency to the music. Well, it is about zombies, after all. I liked listening to this track as well.

Really enjoyable stuff and the music is always really good on the A8. So, with that, I will score this music now for you.

TOTAL SCORE: 9/10 (90%)

Maciej Hauke shows his artistic ability with this picture, titled "Crazy Compo." It shows a helicopter bombing a building as people parachute out of it. It looks nice, and it shows what the A8 can do. It's impressive. It stands out. It's got action.

Let's see what it looks like in the photo.



I like the perspective in this rendering. I think the helicopter could look more detailed, but it is looking nice. The cityscape is spot-on. Very interesting and great-looking picture. I will score this pic now for you.

TOTAL SCORE: 8/10 (80%)

The last file on Side One of the DOM is called "Lost Horse," again by Maciej Hauke. It shows a horse in flames. Pretty cool rendering. It has a lot of detail to it. It looks bright and colorful. I like the rendering.

Judge for yourselves with this screenshot.



As you can see, the colors are quite complimentary. The use of the color is very good. I think it was made for Lost Party last year. The word "LOST" has a recurring theme in these files that I have seen, especially this one.

Very nice and detailed. I will score it now.

TOTAL SCORE: 9/10 (90%)

Now, onto Side Two of this DOM, and it has more dazzling files in it.

Side Two:

The next file is called "Monument in the Rain," by Trzaska (I assume Kamil Trzaska). It is a 258-byte animated rendering of a church standing in the rain. It renders in real time, and has fluid animation. It looks really good for a 258-byte file.

This screenshot will show you what I mean.



Despite the limited code, I love the stippling effect and the perspective in the rendering. It's very good for what it is. I will score this demo now.

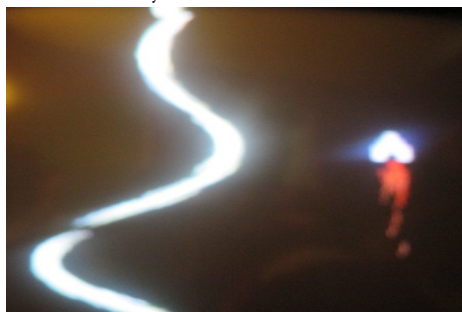
SCORE:

Graphics: 8
Animation: 10
Music/SFX: 9

TOTAL SCORE: 27/30 (90%)

Marek Ogłodek shows his prowess with this 262-byte demo, called "Grawitacja 2K22." It shows a flying rocket and warping text next to it saying "Grawitacja Game Jam." It's simple, but I like the warping text effect.

It's fast and furious in its achievement. The animation is solid and, actually, it's quite impressive. Take a look for yourselves.



Again, sorry for the blurry photo. But, you can see what I mean. Let me score now.

SCORE:

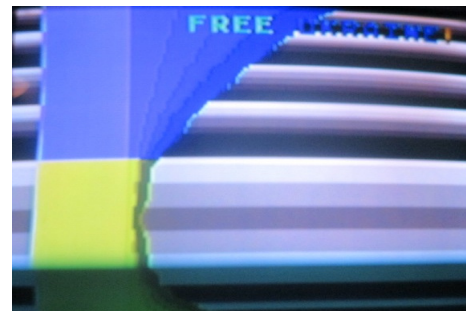
Graphics: 9
Animation: 10
Music/SFX: 8

TOTAL SCORE: 27/30 (90%)

Mr Ogłodek also created the next file, "Ukraine Flag," another 262-byte demo. It shows the Ukrainian flag warping on the side of the screen with the text "FREE UKRAINE!" The text shows in top-right corner of the screen.

Again, it looks very good. It pushes the aesthetics of what a good file should look like. I think it has prowess and looks very fluid and animate.

Let's take a look.



Lots of active detail. I will score this demo now.

SCORE:

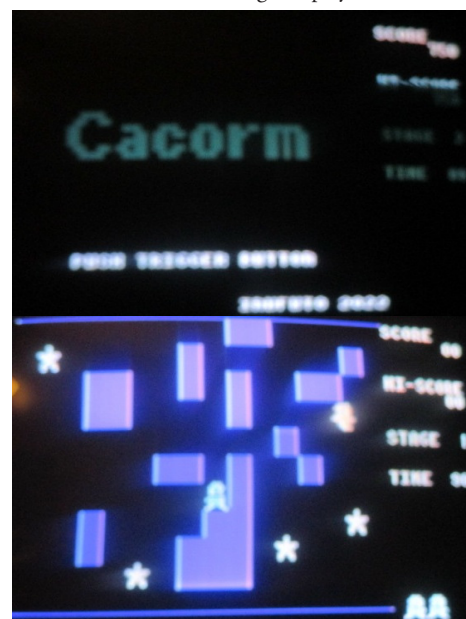
Graphics: 9
Animation: 10
Music/SFX: 8

TOTAL SCORE: 27/30 (90%)

The next file is a game by Inufuto, called "Cacorm." It's a maze game where you lasso stars with a trail of lines to capture them while avoiding ghosts. It is quite challenging and somewhat hard to control, but it is challenging.

You can also block the ghosts with a trail you leave behind. Once you lasso a star, the trail starts over again until you lasso another star. The level is cleared when all stars are captured.

You have to get used to the controls, but I like the challenge. The graphics could be better, but it doesn't detract from the game play. Take a look.



Even though it could look better, it plays great and would be fun for the kids. It's cutesy, at best.

With that, I will score this game.

SCORE:

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

TOTAL SCORE: 31/40 (78%)

The next file is a music menu called "O! Gluszczy 2," by Krzysztof Matysik. You can select different tunes on the menu like a digital jukebox. It's similar to the Depeche Mode tribute earlier in this DOM Review. It's impressive.

It has great graphics with a bold text title. It has a plethora of music that I am sure you would enjoy. Let's take a look at it.



It's bold and eye-catching. I will score this menu now for everybody.

SCORE:

Graphics:	10
Animation:	10
Music/SFX:	10

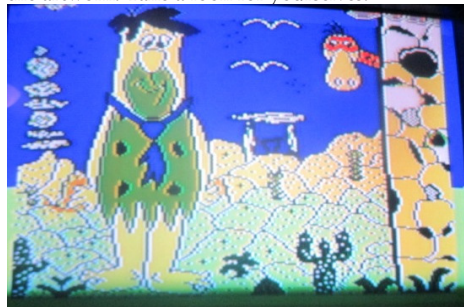
SCORE: 30/30 (100% perfect score)

The next file is another music track called "Same as Always," by LiSU. It's a peppy little tune. It has a slow tempo at first and then picks up faster later. You might like this tune. It's kind of catchy.

I will score this tune now.

TOTAL SCORE: 9/10 (90%)

Alex D. dazzles us with his artwork in "Flintstone," a picture showing Fred Flintstone and Dino the Dinosaur. It looks really close to the cartoon. I like the rendering and shows detail. I like the artwork. Take a look for yourselves.



It looks almost exactly like the cartoon, at least for an 8-bit rendering. It's as good as it gets. I will score this file now for you.

TOTAL SCORE: 9/10 (90%)

The last file on this DOM is a picture by Msrcin Kwoka, called "It's Kind of Magic." It's very detailed and impressive. In fact, it's phenomenal. It shows a wizard with a magical staff and a black cat. I love this pic. It really shows a lot of promise.

See for yourselves.



It took a lot of time to do this, I am sure. It could have been done on a Touch Tablet or a KoalaPad, and I assume the latter. It's extremely good and really has a lot of great detail. I will score it now.

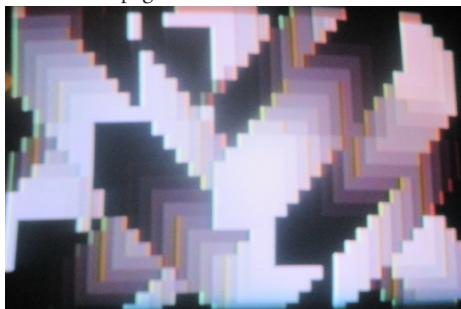
TOTAL SCORE: 10/10 (100% perfect score)

Now, the second DOM in this Review is finished, and behold! The third DOM cometh quickly!

October 2022 DOM, Side One:

The first file for the final DOM in the Review for this month is called "255b for SV22SE," a 255-byte demo by Ralf Patschke. It is a black-and-white demo of moving geometric objects and they make gradient trails.

I like the display, but the sound gets repetitive after a while, but, that's OK. I did enjoy looking at it anyway. You can see the gradient in the screenshot on this page. Here it is.



It's astounding to look at. The animation is solid and it's quite detailed for 255 bytes of code. I think you will like it. Here is my score.

SCORE:

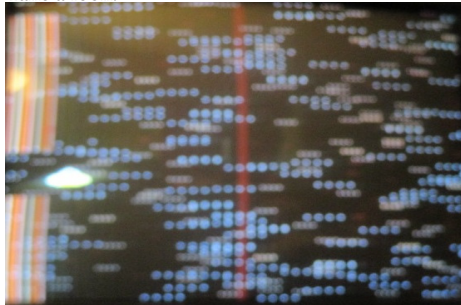
Graphics:	10
Animation:	10
Music/SFX:	9

TOTAL SCORE: 29/30 (97%)

The next file is a 261-byte demo called "UFO Slalom," one of two by Sebastian Pawlak. It is interactive. You pilot a flying saucer through corridors in walls. Don't get hit, or you start over again.

It's almost a game. However, it never ends and has no score and the lives would be unlimited. I like the parallax scrolling in it and it looks really cool. It really is a nice demo and can be played with a joystick. Really fun.

Take a look.



It's a little blurry, but you can get the gist of it. Apologies for the quality of the photo. It is a real-axing little demo for the end of the day.

I will score it now for you.

SCORE:

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

TOTAL SCORE: 37/40 (93%)

Mr. Pawlak's next demo is also interactive, called "Breakout+." This is a 262-byte demo, and you just play Breakout, only you have just one life.

It's really cool and interactive. It's practically a game, and I would think of it as a pastime for when a person would need to relax. Cool. I enjoyed it because of the difficulty factor and it's really fun. I enjoyed it.

This screenshot is a taste of what the user will need to expect. Take a look.



This shows the game over screen of the game. The wall starts out multicolored. I have never been able to finish the game. The paddle is very small and it can be hard to deflect the ball. I like the challenge, however. Let me score this.

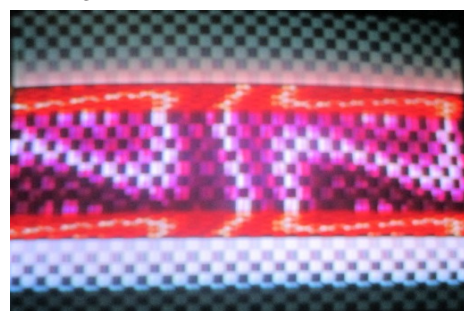
SCORE:

Graphics:	8
Gameplay:	10
Animation:	10
Sound FX:	10

TOTAL SCORE: 38/40 (95%)

The next file is a demo, one of two by Christian Duesterhoeft. The first demo is "Mode 9." It's a big file and takes a few seconds to load. It has great animation with a moving checkerboard background and multiple graphics and text tickers.

It dazzles immensely. This demo was made for SillyVenture. I love the text effects and the music is to die for. Mr. Duesterhoeft really knows how to make a great demo. Here's a screenshot.



There is only so much room on this Newsletter, so I had only one photo to put up. Please watch this demo. It's extremely good! I will score this file now

SCORE:

Graphics:	10
Animation:	10

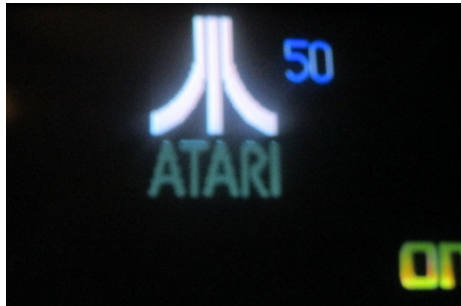
Music/SFX: 10

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

Mr. Duesterhoeft's next demo is called "Atari50," celebrating the anniversary of the founding of the iconic Atari brand. It has the Atari logo, with the number 50 flashing all over the screen, and a large text ticker and kicking music by Buddy.

It's colorful, colossal, and brilliant to look at. You can hear the tune "Popcorn" playing in the demo, one of the first synthesized pieces of music ever made, remade for this demo. This is another fantastic demo and it's beautiful!

Here is a taste of what the demo looks like.



Of course, it's much flashier in the actual demo as it is playing. So, there you go. Watch it and tell me sometime what you think. But, it is a great demo to look at. Here's my score.

SCORE:

Graphics: 10
Animation: 10
Music/SFX: 10

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

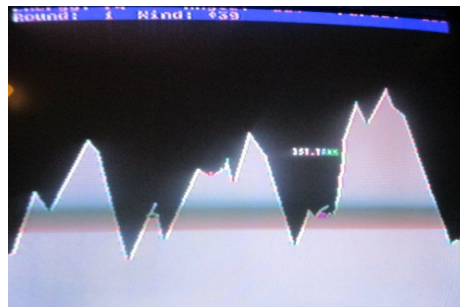
The next file is a game called "Scorch," by Pawel Kalinowski. It is reminiscent of another game for the Atari 2600 called "Artillery Duel," on one of the XONOX Double-Ender games with a game on each end of the cartridge.

In this game, you must destroy your opponent. You have to find the correct trajectory for your cannon to blast the enemy. You move the barrel of the cannon to see if it is the right angle to reach your opponent. It isn't easy.

However, you can blow mountains up, which is the terrain you are stuck in and the mountains are in your way. At the beginning of the game, you can buy weapons from a myriad of choices, like missiles and even nuclear weapons.

I like the premise of the game, and the title screen is impressive as well. The game screens could look better, but the game play makes up for it. It really is a fun game to play. Plus, for humor, the characters have text making sarcastic comments to each other.

It's really fun. Take a look.



You can see the dilemma the players have in this game. Eventually, something's got to give. I will score the 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 "Walley of the Sun," by Poison. It has a nice beat and cadence and medium tempo, but it does pick up a bit. It sounds excellent. Poison really lays it down, and in stereo yet. The music rocks.

I like the tune, it never stays in one place and sounds quite active. Very nice tune. I will score it now.

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

Maciej Hauke created this next file, a pic called "Many Colors." It shows flowers in a field below a cloudy sky. It is quite colorful, with simplicity to it. Here is a screenshot of it.



It is colorful and striking. I wish it could have been more, but it is nice. It definitely stands out, that's for sure. I will score this pic now.

TOTAL SCORE: 8/10 (80%)

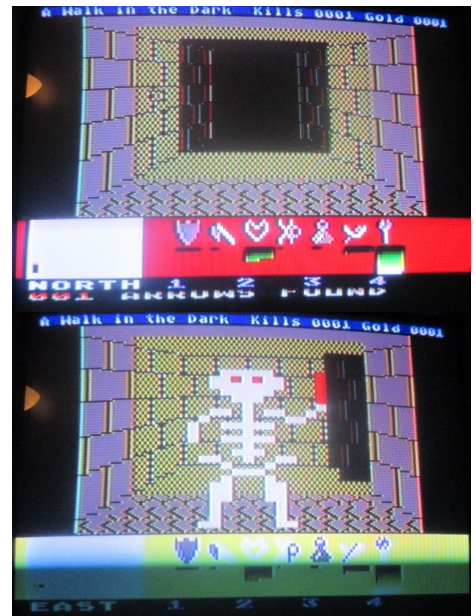
That is the end of Side One, and now for Side Two. You will enjoy this file.

Side Two:

The final file on this DOM is called "Dungeon Hunt," created by the Wilkinsons in 1984. It is an RPG and it is first-person in appearance. You have to fight monsters with weapons and magic, while finding treasures and trying to survive the onslaught.

There are bats, skeletons, and other creatures to fight. There are multiple levels to play in, and you can increase the skill of the game (difficulty) to make it harder to play. The deeper you go into the dungeon, the harder it gets.

It is impressive. I love this game, and I love RPGs. The programmers took a lot of time to make this game. It shows in that respect. Very nicely designed game, and hard as well. Take a look at it.



Menacing creatures, special and magical weapons, and 3D dungeons make this game a spectacular delight. I will score this game now.

SCORE:

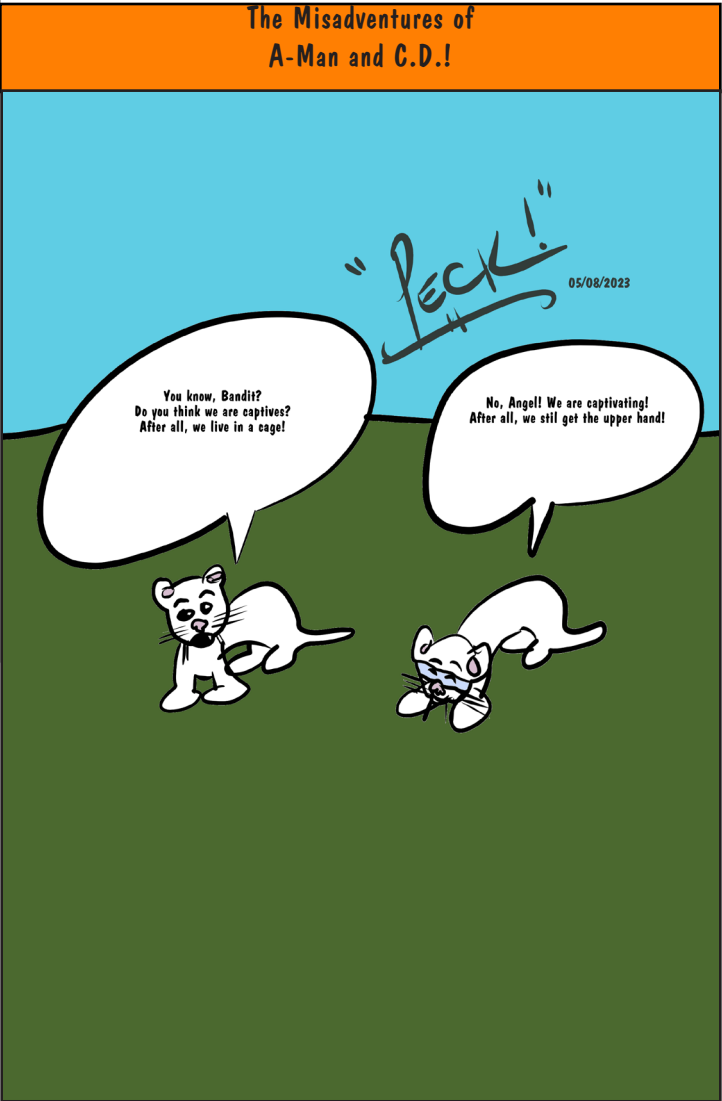
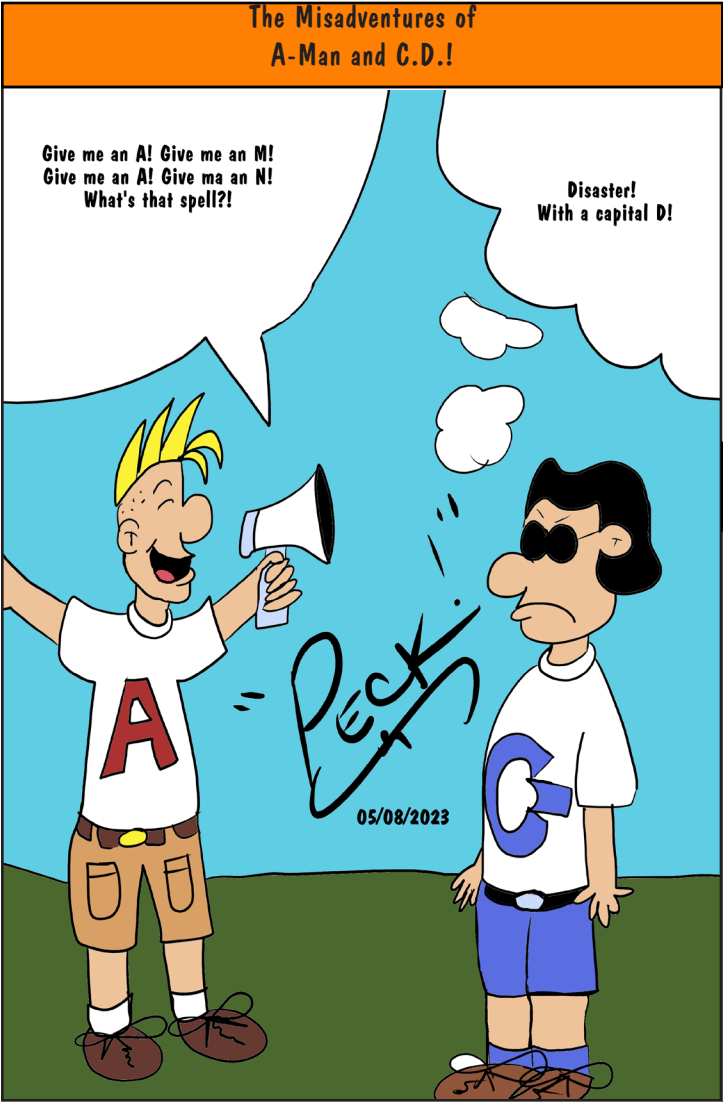
Graphics: 10
Animation: 8
Gameplay: 10
Sound FX: 9

TOTAL SCORE: 37/40 (93%)

Well, that's all she wrote for the Review. I will be back next month with yet another Review. Carpe Diem, fellow Atarians, and thanks for reading!



SPACE COMICS SECTION!



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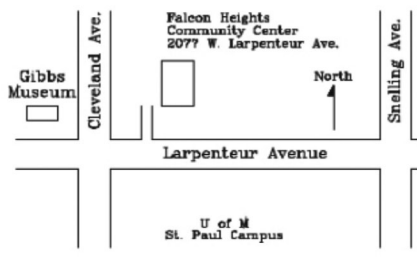
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The Saint Paul Atari Computer Enthusiasts (SPACE) special interest group meets on the second Friday of every month at 7:30 PM in the Falcon Heights Community Center at 2077 West Larpenteur Avenue. Doors open at 7:00 PM.



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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, May 12, 2023,
at 7:30 PM, local time!*

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



Another Message from Captain Irata:

"That's all she wrote, SPACE Cadets!"

HOO-RAH!

