

Newz From the Prez
March of 1993

Greetings to all! First the bad news. For the first time in at least two years, I am going to have to miss a SPACE meeting.

Unfortunately, Winter Quarter Finals Week at the University of Minnesota just happens

to begin on the Monday following the SPACE meeting. On that day, I have a Calculus test that will determine 40% of my grade for the quarter. I will be cooped up somewhere on campus studying for the event, and I am afraid I will not be able to get away. I leave the SPACE meeting in Sherm's capable hands and know he will do a fine job until I am able to return in April. Those of you who are in college or have graduated will understand my position. If you haven't gone to college, please TRY to understand my position.

I have received some more phone calls that our "Crash Crew" can handle in regards to questions about ATARI computers. If you signed up, be sure you talk to Sherm at the next meeting. EVERYONE should be on the lookout for hardware and software that we ask a club can recycle and get to people who can use it. I have had three phone calls this month for printers. As you all know, these are SCARCE items. If you have an XDM-121, XMM-801 or even a 1027 sitting around, bring it to the meeting and sell it if you are not using it. It would also be nice to hear from people who have had good luck with printers that are not necessarily "ATARI brand." If you are using an Epson or some other printer and are having good luck with it, why not write a newsletter article about it? Be sure and tell us HOW it is wired to your system (be it 850 or otherwise) and what kind of programs you are using on it. Perhaps bringing a sample document demonstrating its

News

printing quality to the meeting would attract attention as well. We all need to band together to help others who may not know some things that may seem pretty standard to those of us who have been around the ATARI block for a few years.

As you all know, the lackluster

attendance still continues to irk me. I am planning a membership drive of gargantuan proportions and am hoping that the club will get behind me on this one. I have brought them up before, but it seemed that we were doing okay. I think the time has come to actively pursue beefing up our ranks. I am thankful for new members that are showing up like Willey Rora and others that I see at the meetings. We need more people. As should go without saying, if you know ANYONE with an ATARI, please tell them about the club. Leave their address with Mike Schmidt and we can send them a sample newsletter. EVERYONE READING THIS is part of the "SPACE recruiting committee." As has been my personal policy, I am willing to reward those of you who bring in new members with software and disks out of my collection. Who will be first to break my stock?

It seems that there is more bad news than good this month. In reality, that isn't true. There seems to be a resurgence of ATARI software that will begin filtering into our reach fairly soon. And of course the best news of all is that SPACE is getting close to yet another birthday!

I don't want to wear out my "call to arms" technique of writing this column, but every month and every day I reflect on the club, I realize that it needs to be. I wish we could meet twice a month or even

more, there is so much we could do. We have an incredible base on which to work, we have a strong software library,

Next SPACE Meeting is
March 12, 1993

both for rental and purchase, a great BBS, an inexpensive meeting place, a solid officer corp and a small but dedicated membership that continues to amaze me with each passing meeting. Let's not lose it now! I think we still have yet to reach our maximum potential. SPACE needs you now more than ever. Are you on the rocket or off? If we leave you behind, well, Mike's got those postcards ready.

Take care all! I wish you the best and will look forward to seeing you in April.

Your President,
Nathan Block

Groundhog Party At Sherm's

Well February 7, I and Shortcakes were invited up to Sherm Erickson's house in Ham Lake, Mn. (God's Country). I think we were invited up there to see the groundhog come up from his sleeping hole and see if he could see his shadow. Which would mean Spring was soon approaching if he could see his shadow.

Well anyway besides us, there was Mike and Earline Fitzpatrick and some friends of Sherm, that were at this event. We were treated to lots of delicious food like hot dogs, hamburgers, beans. Sherm was the official BBQ'er. He slaved away outside cooking food on the grill. It was very cold outside, but Sherm grilled food outside until everybody was well fed. We watched a good movie, talked, went down to Sherm's computer station and did some computing.

It would of been nice to sit outside and watch Sherm manning the grill, but it was too cold, so we stayed in the house and had a good time. Oh, about the groundhog, we never saw him stick his head out of the ground. It was probably too cold outside to do that. Can't wait till next Groundhog Party in 1994.

Mike Weist

Midwinter Madness '93

Midwinter Madness this year was held at Blaine Sports Center in Blaine, Mn on Saturday February 13, 1993. I, Mike Schmidt, Larry Serflatten, and Glen Kirschenman volunteered to man the Space booth this

year, but other Space members showed up to help out. These people were Sherm Erickson and Mike cable. We also had a young fellow from Scandia named Tom Stellach helping out behind the booth. He plans to become a Space member as soon as he can fill out the membership application and mail it in along with membership dues.

It seems every year this event gets more bigger and funnier. It is fun to roam around the flea market part looking for bargains. Sherm Erickson got a hard drive, mouse, computer board, and some software. Mike Schmidt got a hard drive and a computer board. Al Montgomery got a 800 Atari computer with a printer interface for a good price. Tom Stellach our young helper at the booth got some Ham Radio equipment and a modem for his Atari computer. Mike Cable got some things for his Atari system. I got a 1200 Baud modem.

Lots of people stopped by the Space booth with questions and some came by asking if we were interested in buying Atari equipment they have for sale and some asked where Atari equipment could be purchased. One person was asking about where he could find a 850 interface for his Atari system. We gave them the club's president's no. So our president might be busy with lots of phone calls.

Saw lots of club members at the show. They stopped by the booth to say hi. I am sure they found some bargains. If club members have never experienced a event like this, they will have to. Had a fun time talking with everybody behind the booth, can't wait till next show. See you at the next Space meeting in March.

Mike Weist

SPACE DISK LIBRARY

SPACE Disk Librarians:

Joe Danko * Glen Kirschenmann

This article is a compendium of all the HELP.DOC files from the DOM's of all of 1992, and Jan through Mar 1993.

JANUARY, 1992 Disk of the Month

SIDE 1:

EMPIRE.COM -- Star Wars game based on the film The Empire Strikes Back Use a joystick to control your flyer to attack the invading Empirical Walkers attacking

your base If your flyers are damaged you will bail out safely to the surface and be able to continue the fight afoot The game is machine language and runs without a BASIC cartridge or BASIC turned off.

JOY.COM, JOYINI.COM, JOY.LST, JOY.DOC -- This machine language driver will allow the use of a joystick to move the cursor with a variety of programs, notably the TEXTPRO word processor I have not tried it with anything else Included are two versions for use with SPARTDOS and other DOS's, the source code and a documentation file.

TAX1991.SC -- A federal income tax spreadsheet for use exclusively with SYNCALC We hope to have versions for other spreadsheet programs in February.

WILDDMO.COM -- A machine language demo that is just a little weird.

ATARIIBBS.DOC -- A text file that is a compilation of all known ATARI electronic Bulliten Board Systems(BBS).

ATARI8SO.DOC -- A text file that is a compilation of all known sources of products supporting the ATARI 8-bit system.

AT1025.CNF, AT1025.DRV, AT1025.MAC FONTNAME, FONT.MAC, READ.ME, INTERNAT.FNT, NUMBER.MAC, NUMBER.HLP, ATHELP.SCR -- This complex of files is intended to be used with the TEXTPRO version 4.56F as a printer driver for users of the ATARI 1025 dot-matrix printer It could be used as a prototype for a driver for other printers.

SIDE 2:

This side of the DOM for January is a sort of demo of a combination of software in the SPACE library The two featured are the TEXTPRO version 4.56F word processing system and MYDOS 4.53 Both are final upgrades to definitive versions released in the last year or two and work well together MYDOS is a good alternative to users who want more power than is available with ATARI DOS 2.0/2.5 and who don't want to or can't use SPARTADOS A big reason not to use SD is TURBOBASIC Or, if you have 400 or 800 system, MYDOS can be used where the disk version of SPARTADOS cannot If you have an AXLON RAMPOWER or the 800+ 288K memory upgrade, MYDOS will run a ramdisk.

DOS.SYS, DUP.SYS -- MYDOS 4.53/4 version with 4 digit file size displays The release disk has another version, MYDOS 4.53/3 with 3 digit file size displays As an alternate to AUTORUN.SYS, MYDOS 4.53

will automatically load files ending in (.ARx) where x=0-9 in order from 0 to 9.

RB6D.ARO -- MYDOS requires no ramdisk driver but this program will automatically initialize and load the ramdisk The ramdisk MUST be D4: DUP.SYS will be loaded with MEM.SAV and an attempt will be made to copy any files from a subdirectory called D:RAMDISK if it exists.

JOY.ARI -- This is the joystick driver from SIDE 1 that will load second.

How to use SIDE 2 of the DOM:

If you can run a ram disk (XL/XE or AXLON), the ram disk will load, joystick handler will load and the MYDOS DUP menu appears OPTION is pressed on an XL/XE or your 400/800 has no BASIC inserted If BASIC is available READY will appear and you must keyin "DOS" to get the DUP menu Keyin "L" At the prompt, keyin TPX456.COM to load TEXTPRO If expanded memory is available, TEXTPRO 4.56 may be configured to use some of the extra memory as 2 additional text buffers with the "control-select-B" keyin Switch alternate banks with "control-B".

The software library will be moving towards exclusive use of MYDOS and I am calling on the PROGRAMMING SIG to assist in modifications to existing software and/or MYDOS to assist in this effort The source code is available for MYDOS version 4.50 and we can attempt to acquire the updates that appear in the version 4.53/4 that is used on this disk Associated with these fine programs, the library has supporting disks:

TEXTPRO 4.xx DOCUMENTATION DISK

TEXTPRO 4.56F RELEASE DISK

MYDOS 4.53 RELEASE DISK

MYDOS 4.50 SOURCE FILES (MAC-65)

Soon to be released will be a disks with collections of support files and applications for TEXTPRO and MYDOS.

SPACE Disk Library News: February, 1992

DOM Side 1:

INSEARCH.BAS -- A low-resolution graphic adventure type of game that requires a joystick to navigate a maze looking for valuable objects and avoiding the PURPLE MEANIE Written in ATARI BASIC.

WARGAMES.BAS -- A global nuclear war simulation. Now sort of out of date, you can pit the U.S. against the former USSR and trade nuclear strikes. Written in ATARI BASIC, requires a joystick.

DOM SIDE 2:

ALL of side 2 is another quirky demo from Holland, probably by the same group of bright young hackers who gave us THE BIG DEMO. This one is called THE EXPO and requires an XL or XE and a 1050 disk drive or other device that can read ATARI Dual-Density(Density-and-a-half) disks. Insert the disk, hold down OPTION and BOOT.

SPACE Disk of the Month - March 1992

DOM Side 1:

INLINE.DOC -- Read this text file for information concerning a valuable machine language programming technique that is not for the casual or rookie ML programmer.

BULLET.BAS, FAIREST.BAS -- These are two BASIC music programs.

QUEST.BAS -- Play this joystick driven BASIC semi-graphic adventure game.

ELECTRIC.BAS -- Use a joystick with this BASIC game to steer through a maze and not touch the walls.

RLINK.BAS -- This little text file contains information about a little know but cheap ATARI modem interface.

DOM Side 2:

MYMENU files, MMCUSTOM.BAS -- This batch of files is a menu system exclusively for loading Binary Load files Included is a BASIC program for customizing the appearance and operation of the menus The source code for the program is even provided The main program is MYMENU.COM which may be loaded with or without BASIC enabled and MYMENUROM.COM which is a bit smaller with a fixed font.

KINETIC and ENGINE files: -- This C derived program is a simulation of the action of gas particles when heated.

EZREAD2.COM: -- A file reader included for your convenience in reading the disk documentation.

SPACE Disk of the Month - April, 1992

DOM SIDE 1:

CURSOR.BAS -- BASIC program for designing custom cursors that are joystick controlled.

DECTOHEX.BAS-BITSTR.* -- BASIC routines for bit-oriented logic manipulations.

BGMV05.* -- Backgammon in C by SPACE member Mark Vallevand. This is his third or so version The program requires no BASIC and a joystick.

AIMCLUBS, AIMPAESS -- Two text files concerning Atari Interface Magazine.

ELEMCHER.* -- Elementary Chemistry tutorial and quiz written in BASIC.

DOM SIDE 2:

PANTHEON -- Universal graphics display program written in BASIC.

SPACE DISK LIBRARY HELP.....MAY, 1992

DISK OF THE MONTH.....MAY, 1992

The entire disk is devoted to an excellent miniature golf game with such a large number of hole combinations that all games are different.

SPACE__DOM 000 MAY_92SIDE1 000

MINITURGOLF 000 DOS SYS 037

DUP SYS 042 AUTORUN BXL 001

AUTORUN SYS 109 MENU 030

INIT 001 MINIGOLF 118

SETUP 023 CSET 162

H34 002 086 FREE SECTORS

SPACE DOM HELP - June 1992

DOM SIDE 1:

All the programs on Side 1 will need BASIC plugged in or turned on and most require a joystick.

CIRCSQ.BAS -- A fast fractal generator.

DOMINOES.BAS -- A typical Dominoes game.

EUCHRE.BAS -- Play the popular card game against your computer. You will have to find out how to play Euchre, the program has no tutorial.

HEXAPAWN.BAS -- A simple combination of checkers and TIC-TAC-TOE.

MONSTER.BAS -- A fun version of concentration.

SPELLBEE.BAS -- The program flashes a word on the screen and you try to spell it correctly.

STRATEGY.BAS -- Strategy Strike: I have not figured out how to play this. Good Luck!

BOMBER.BAS, BOMBER2.BAS, BOMBER.DOC -- A game of dropping bombs on rocks Try to remove the rocks below to find the escape tunnel Press the button to drop a bomb When you have discovered the escape tunnel, pull the joystick down as you pass over it to descend. Caution: If you don't time this right, you will crash into the rocks.

DOM SIDE 2:

Two of the Side 2 programs are machine language The MENU will turn off BASIC or the cartridge will have to be removed Both games use a joystick The third file is a SYNCALC spreadsheet template.

FLASH.COM -- An excellent game that requires both reflexes and strategy It slightly resembles Defender.

IMAGBALL.COM -- A pinball game simulation.

PROBID.SC -- A SYNCALC spreadsheet template that requires any version of SYNCALC to be used It is designed to assist in cost analysis of video production bids.

SPACE Disk Of The Month - July, 1992

DOM Side 1:

SPACE DOM 000 JUL_92SIDE1 000
XXXXXXXXXX 000 * DOS SYS 037
* DUP SYS 042 * AUTORUN SYS 001
* MENU 026 FINANCE BAS 067
QUIZZER BAS 111 REACTOR BAS 069
CHECKERSCOM 131 INVASIONCOM 025
GAME1 002

DOM Side 2:

SPACE DOM 000 JUL_92SIDE2 000
* XXXXXXXXXXXX 000 DOS SYS 037
* DUP SYS 042 * AUTORUN SYS 001
* MENU 026 GOLDMINE 256
GOLDMINED02 049 GOLDMINEDOC 083
TITLE GM 010 GOLDMINETXT 033

SPACE DOM HELP - August 1992

DOM Side 1:

Both Side 1 programs are machine language The BASIC cartridge must be removed or the MENU program will turn off internal BASIC.

MANDEL.COM -- An excellent Mandlebrot fractal generator written by Douglas Skreky Includes full docs and the ability to save and load your fractal creations.

THINK.COM -- Think is a Tetris clone from Douglas Skreky Very playable (and addictive) A MUST HAVE for Tetris fans Supports skill level settings to make the game easier or harder to play Joystick required Action! source code included!

DOM Side 2:

Side 2 has no DOS and will not boot. Boot side 1 and flip the disk Both of the EASY programs require BASIC.

EASYFIND.BAS -- A menu driven indexing system similar to a card catalog found in a library It was originally designed to index Atari magazines, but it can be used for nearly any reference purpose EasyFind can search for and select only those records that contain phrases you enter, and you can output selected records to screen, disk or printer.

EASYSTOR.BAS -- A menu driven program for entering and modifying EasyFind index records With EasyStor, new records can be easily created or added to existing

indexes and old records can be modified or deleted.

SPACE Disk of the Month September, 1992

DOM Side 1:

ANARCHY PIC 061 AUTORUN BAS 018
AUTORUN SYS 142 BOLD FNT 008
PRESENTSPIC 061 TITLE BAS 109
TITLE PIC 061 DOS SYS 039

DOM Side 2:

BACKGRND 030 DEAD 061
DEAD BAS 029 GAME BAS 225
HOUSE 061 INTRO BAS 026

SPACE DISK OF THE MONTH - October, 1992

DOM Side 1:

EASYFIND -- Compiled TURBOBASIC version Boot with Basic At the MENU select

CTBRUN.COM, the TURBOBASIC runtime interpreter for compiled TB files The EASYFIND program is compiled as AUTORUN.CTB so that the runtime program will automatically load it as soon as it is active To read the EASYFIND.DOC file select it from the MENU or use the DOS DUP menu and copy it to a printer.

ROSEDEMO.DOC -- Order form if to use if you like the game and want to order the complete version.

DOM Side 2:

ROSEDEMO -- A directory of side 2 will show no files Just boot it up and play This is a game like TETRIS but with a real difference Requires a joystick See Side 1 for the DOC file.

SPACE Disk of the Month * November 1992

DOM Side 1:

All of Side 1 is occupied with a big Graphics Demo, VIDEO LOVELETTER.

DOM Side 2:

TVJAJI.ARS, TVJAJI.RUN, TVJAJI.BAS -- TVJAJI is a kinky combination of BREAKOUT and PONG BASIC is required and the game is intended for 2 players You can RUN TVJAJI.BAS, RUN TVJAJI.RUN to get the SHAREWARE message or put the TVJAJI files on a disk with DOS.SYS and renamed as follows: TVJAJI.ARS as AUTORUN.SYS, TVJAJI.RUN as AUTORUN.BAS and TVJAJI.BAS.

REFORMAT2.COM, AUTORUN.CTB, REFORMAT2.DOC -- REFORMAT rev.2: This program is compiled TURBOBASIC AUTORUN.CTB is the actual REFORMAT2 TURBOBASIC compiled Program renamed to RUN automatically when REFORMAT2.COM, the TURBOBASIC RUNTIME interpreter for compiled TURBOBASIC is executed REFORMAT2 is intended to be used

to "format" text to fit any page width To RUN REFORMAT2.COM This is the TURBOBASIC runtime interpreter This will automatically RUN any program named AUTORUN.CTB, which is the actual REFORMAT2.CTB compiled TURBOBASIC code.

SPACE Disk of the Month * December 1992

DOM Side 1:

The following 2 program sets are the work of Jim Johnson who was an extremely active SPACE member and tech guru. He has been living in Houghton, Michigan for about 2 years.

LOAN.BAS, LOAN.LST, LOAN.AWP -- Loan calculator written in BASIC.

BFAR.BAS, BFAR.DOC -- This BASIC program scans a machine language code file and determines the binary load addresses and the size of the file.

LSRCHESSE.BAS -- Laser Chess is program from COMPUTE! GENIE has been given access to all of the old Compute! programs for free distribution.

FINCAL.BAS, FINCAL1.DOC - Multi-purpose financial calculator.

SLIDE.DOC -- is the documentation file for the program SLIDE on side2.

DOM Side 2:

SLIDE is a basic program that displays a variety of Atari graphics files. The program looks for a file called SLIDE.CTL which can contain a list of commands to define the way the picture files will be displayed.

The program has a powerful sort of scripting language that allows the graphics images to be manipulated with great flexibility. Included with SLIDE are a selection of Atari Graphics. Just hold down OPTION and load and SLIDE will start to load.

SPACE DISK OF THE MONTH * January 1993

DOM Side 1:

DETOKEN.BAS -- This BASIC utility will read MAC65 SAVE'd tokenized machine language source files and convert them to text source code for use with other assemblers.

ARCADECL.COM -- A machine language game written by SPACE member Tim Gearin. Shoot the Alien Invaders. Watch out, they shoot back and you are working against the clock. A joystick is required.

JOYPORT1.DOC, JOYPORT2.DOC, JOYPORT3.DOC -- Three text files that explain how to use the ATARI joystick ports as bi-directional data paths to the outside world.

NOCHARGE.BAS, NOCHARGE.DOC -- A game written in BASIC. Help Matilda out-fox her husband as she tries to get enough credit cards to go shopping. Read the DOC file. Requires a joystick.

TITLECARD.BAS, TITLECARD.DOC -- A BASIC utility to design title screens or use with your programs.

DOM Side 2:

DSKLAB22.COM, DSKLAB22.DOC, DRIVER22.COM -- This side of the disk is a set of programs to design, load and print disk labels DRIVER22.COM is a utility to modify DSKLAB22.COM to drive different printers The default is EPSON. DSKLAB22 will process and locate PRINTSHOP icons on your labels and it will read and sort up to 100 disk directory entries This software is SHAREWARE We added the 8 PRINTSHOP icons with *.PSF filenames converted to DOS format for demonstration purposes. The SPACE library has many disks of PRINTSHOP icons and utility programs.

SPACE DISK OF THE MONTH * February 1993

The February, 1993 DOM consists entirely of the COMPUTE! 1986 #2 program disk.

DOM Side 1:

* SPACE__DOM 000	FEB_93SIDE1 000
COMPUTE2_86 000	* DOS SYS 037
* DUP SYS 042	* AUTORUN SYS 001
MENU 012	CONTENTS 008
DMAKER 019	MN 047
PICTURE 062	TEXTDUMP 008
PASSWORD1 044	PASSWORD2 008
TUGAWAR APR 020	UNIFY APR 014
MIAMI ICE 072	INSIGHT JUN 009
SIDEWAYSJUN 009	CUSTOM MAY 019
DEBUT MAY 044	HICKORY MAY 032
COLOR OBJ 001	FONTLOAD 006
MLX 056	PROOFREADER 008
FONT OBJ 021	MLSTRINGSEP 016
RAMDISK SEP 023	069 FREE SECTORS

DOM SIDE 2:

* SPACE__DOM 000	* FEB_93SIDE2 000
* COMPUTE3_86 000	* DOS SYS 037
* DUP SYS 042	* AUTORUN SYS 001
MENU 001	CONTENTS 008
MN 047	INSIGHT1AUG 007
INSIGHT2AUG 008	INSIGHT3AUG 007
LOGICAL AUG 006	TIGHTROPAUG 074
PROOFREADER 008	SPDCALC ENH 011
HEXWAR JUL 121	INSIGHT1JUL 005
INSIGHT2JUL 007	PEEKPOKEJUL 026
SOUND1 JUL 129	SOUND2 JUL 019
SOUND3 JUL 046	INSIGHTBOOT 004
BEEHIVE SEP 052	JLISTER SEP 033

SPACE DISK OF THE MONTH March, 1993

March 1993 HELP Docs.

DOM Side 1:

MACKOL -- A new version of MACKOL that automatically relocates to LOMEM (including SpartaDOS X) MACKOL sets custom screen colors, left margin, and keyboard speed (XL/XE) for the MAC/65 cartridge Works with AtariDOS, MYDOS, Sparta 3.2, and SpartaDOS XSource and docs included.

MOD1050 -- Displays a schematic for modifying your 1050 disk drive to include a write protect switch and light Accompanying text article by Paul Alhart appears in an upcoming issue of AIM.

UUE -- Utilities for uuencoding and uudecoding of programs/files available on Internet. These utils allow you to turn uuencoded files back into usable binary files. If you're on the Internet, you NEED these utilities.

APACVW24 -- Version 2.4 of J.DPotter's excellent GIF decoding/viewing program for the Atari 8-bit, APACVIEW Adds support for GIFs created on a Macintosh, as well as wide format GIFs and more Shareware.

BOMBER -- Drop your bombs on the rocks below to find the escape route to the next level in this fun game written in BASIC Joystick required.

NPACODES -- BASIC program that takes a phone number's area code as input and tells you where in the US (and some foreign countries) that area code applies For each area code, a few major cities serviced by that code are also listed Great for long distance BBS callers.

KINGGAME -- Basic card game.

KINGGAME HELP DOCS -- Help for the KINGGAME.

The game is similar to several common types of solitaire The object is to build on the dealt cards with cards from your hand The cards must be in descending order, black on red or red on black Only a King can fill an empty pile space King in you hand may be played to one of the 4 K spaces When appropriate, one of the piles can be moved to complete another pile You use a joystick to play against the computer The first player to exhaust their cards wins.

DOM Side 2:

EMPIRE.DCM -- A strategy war game written by Larry and Kevin Scott Boot with BASIC enabled.

Here's the answer to the Feb. Word Search.

Title: GONE FISHING

```
- - - - - D G N I N N I P S -  
T - - - - - R - - - - -  
- R - - - - A R O D A N D R E E L -  
- - O - - I - S E I N E - - - - -  
- - - L L - G - - - - -  
- - - L - - N - - - - -  
- - - - I - - I - - - - -  
- - - G - - N - - P - - - - -  
- - - - N - - G - - P - - C W - -  
- - - - I - - - - A - - R O - -  
- - - - - H G - - - D - A R - -  
- - - - - S A - - - - W M - S  
- - - C - - - I F - - - L S - P  
- - E O - - - - F F - - - E - - O  
- - R O - - - - - Y - - - R - - O  
- - U P - - - - - L - - S - - N  
- - L - - - L W A R T - F - - - -  
- - R E L G N A - - - - -
```

Words in puzzle:

ROD AND REEL	TROLLING	CRAWLERS	ANGLER
FLY FISHING	SPINNING	DAPPING	SPOON
WORMS	TRAWL	SEINE	GAFF
LURE	DRAIL	COOP	

Here's this months installment of Word Search. This month it is OFF SIDE.

```
S O J X M O M W Z F S W A H E T A Q  
S A W R Y Q A O X E L A S K E W U Q  
G U T D E T L I T A Z E D J Y I O C  
A P A K A D S I D E W A Y S Y S I V  
Z Z N A P D R R R E C T I Y L T Q U  
G C O M S K Y I R Z B W A Z W E M X  
I O R J X L P C W J W Y R E Z D P K  
Z N B O B U A B M H A X X T X E A U  
D U I G O E L N D E V Z X F W W U R  
E U H H G K Y W T E F W D V U B A S  
V I V W B K E B M I T E G M N C J G  
R R E T U Y O D D F L R H Z E D Q Y  
U T E N T W C C U L P R O P V W S M  
C U S L E L A N O G A I D T E M F A  
W B Y D V W F J T N E B K Y N T F A  
A W B V N R E T N E C F F O N O D Z  
U P R H K W E N J C K A Z P O X C A  
U B Y B P A U D I G Z T U F Q T Q V
```

CONTORTED	DIAGONAL	SIDEWAYS	BENT
OFF CENTER	TWISTED	CROOKED	BOWED
CURVED	TILTED	UNEVEN	AWRY
ASLANT	ASKEW	ZIGZAG	

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

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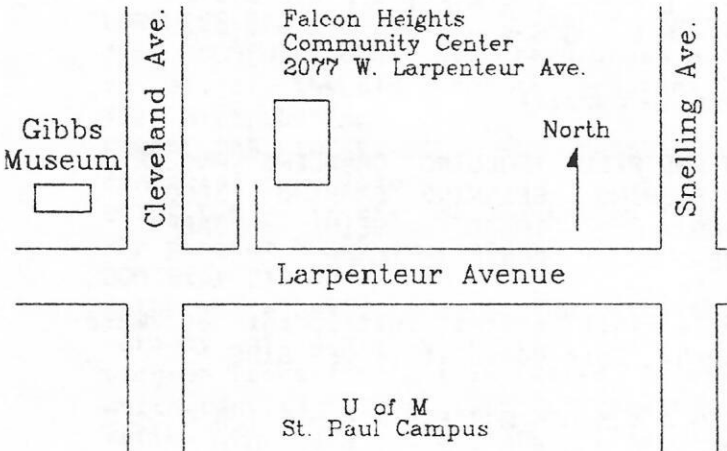
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Co-sysop: Sherm Erickson

Supporting:

ATARI 8-Bit Computers



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