

Editorial:

by Joe Danko

As the new volunteer editor of the SPACE newsletter I will do the best I can to get this rag out every month but I would like to have some contributions from the membership or I will publish what I prefer which may or may not be what you all like. If you can't contribute anything then let me know what you would like to find out about and I will find something. I would especially like to see something humorous from time to time. But please, no politics. I am relinquishing the Disk Of the Month building to Terry Streeter in November. I have enjoyed that job since 1987 and I would like to thank Glen Kirschenmann who has done a wonderful job selling DOM's, buying supplies and attempting to keep me organized.

Minutes of Space meeting

October 8, 1993

Mike Weist - Recording Secretary

Space meeting started at 7:35 pm. All officers present. Nathan Block, President of the club, welcomed everybody present at the meeting. He then introduced the officers of the club.

Nathan's first order of business was to talk about plans for the Space's Christmas party in December. Plans are ham and beverage, being provided by club. The rest will be potluck, with a potluck sign-up list being circulated at November meeting. And an announcement in the November newsletter. This sign-up list will be made up by Vice-president Sherm Erickson. Nathan Block is hoping Ray Wafer will bring some of his homemade potatoe salad. Terry Streeter, suggested having a big turkey instead of ham. After a long discussion, it was decided to stick with a ham, because of preparation concerns. The beverage will be provided by the place the President works. The next order of business was to talk about the club's newsletter. Larry Serflaten the current editor of the newsletter would like to step down because of equipment problems. He doesn't have a printer with graphics capacity. Joe Danko has agreed to take over as newsletter editor.

Joe's duties as DOM Maker will be taken over by Terry Streeter. Glen Kirschenmann will continue to make the disk copies. Bill Cotter, a club member, mentioned the club buying the software for the new editor. So the newsletter can be produced. The software will be purchased. Terry Streeter mentioned the Space Club having a raffle, so a printer can be purchased for club use.

Larry Serflaten talked about his game program for sale for \$7.00. He also touched on the subject of producing leaflets to advertise the Space Atari Club. These leaflets would be left at computer locations that have Atari hardware and software. This would let Atari computer users find out about the club.

The club discussed the financial situation with the Atari ST Group.

Terry Streeter asked if he could donate a color TV for the Space Christmas Party Raffle. Nathan welcomed the offer.

The Ham Fest at the Civic Center on October 30, 1993 was discussed. Sherm Erickson said that Mike Schmidt had made arrangements for the booth at the Ham Fest. Sherm Erickson, Tom Stellmach, Larry Serflaten, Mike Weist, and Mike Schmidt will man the booth.

Nominations for Officers in November was discussed. Nathan asked if anybody was interested in running for an office. Sherm Erickson made the motion to accept the slate of officers and the club position changes mentioned earlier.

It was 2nd, approved.

Mike Fitzpatrick, club sysop, talked about glitches with B0b-Term Modem Program when being used with high speed modems, such as a 9600 baud modem. Has been in contact with Bob Puff. He had a fun time talking to our club when he came to the Twin Cities. And wouldn't mind a return visit in future.

Greg Leinter gave his treasury report. He mentioned that our club will incur big bills after the October meeting. Will bring club treasury balance down to around \$300.

Nathan Block, club president, talked about his busy college schedule and the need to be absent from some of the future club meetings. In this case, he said, the club vice president would take over his duties.

Nathan Block thanked everybody for coming and the meeting adjourned at 8:35 pm.

HamFest '93

by Mike Weist

HamFest '93 was held at the Civic Center in St. Paul, Minn, on October 30, 1993. There were product booths, club booths, and a big flea market area. This year at the Space Booth, Mike Schmidt, Larry Serflaten, Sherm Erickson, Tom Stellmach, and I dutifully operated the booth. I showed up to help operate the Space booth at about 11 am. To my surprise, the show was so big, I couldn't locate the Space booth immediately. While looking for our booth I ran into fellow Space club member, Larry Serflaten. Larry directed me to the booth. Thanks goes out to Larry, if it wasn't for him I would of been looking all day for the Space booth. When we approached our booth, I saw monitors with Atari programs running, club information forms, and people looking at our booth. Our booth was visited by fellow Space members and lots of Hamfesters. While at the show and operating the booth it is a fun time to sit and talk with the other people about Atari this and that. If you haven't volunteered to work at the Space booth, you don't know what you are missing. Hamfest is over, but Midwinter Madness, at National Sports Center-Blaine, is just around the corner. And then in the summer there is the Amateur Show at Aldrich Arena-in Maplewood. There were a few bargains to be had. I saw a person walking around with a Atari 1050 Disk Drive. I talked to him and he told me he paid \$5 for it and it worked. What a bargain! I roamed around the flea market and found a few bargains like computer paper, floppy disks, computer program manuals for close to nothing etc. I think alots of bargains were found by the other people that operated the booth. Last of all, thanks is in order for the people that operated the booth and a special thanks is in order to Mike Schmidt and Sherm Erickson for taking care of the Hamfest booth and display equipment arrangements. THANKS!!!!!!See you all at the next Space meeting in November.

Treasurer's Report

by Greg Leitner

The October SPACE meeting gave the members who were present a nice change of pace. Having our meeting in the round made it much more informal and relaxing. There seemed to be a greater involvement by the members with this format and I hope we can do this again at future meetings. The more members we can get involved with the discussions of Club business and other topics that come up the stronger our club will be. That is a positive sign that shows our Club is here to stay for many years to come.

for the Treasury business for October, I have good and not so good news. You noticed I didn't say bad news. First the good news is that we had a tremendous month of receipts, We had five membership renewals and strong sales of Disks of the Month, blank disks, etc. Our monthly take totaled \$196. Good job and a special thanks to Glen who had to keep up with a very busy night of sales.

The not so good news is that the Club had some major expense commitments it had to pay in October. They included:

- three months rental for the Community center
- two months BBS phone bill
- October newsletter expenses
- blank disks for the DOM library

We ended up with a balance in our account of \$516.29 which represents a reuccion in our account of \$172.33.

Thanks to all the members' support who attended the October meeting and let's try to repeat that support again for the November meeting. See you then.

SPACE Treasury Balance \$516.29

October, 1993 Accounts

<u>Sales</u>		<u>Expenses</u>	
Software	45.00	Newsletter	23.20
Disks	66.00	BBS Sep/Oct	46.98
Memberships	75.00	Room Rent	
Disk Boxes	4.00	3-Months	90.00
Disk Notchers	6.00	Disk Supplies	208.15
	196.00		368.33

Net Deposit -172.33

Atari 8-Bit on Internet:

Atari 2600 emulation on a PC???

Subject: Emulator--

attempt in one of the video games groups to organize an effort to produce an Atari 2600 emulator for the PC (to run carts that were somehow downloaded to disk). Besides the obvious copyright issues involved in doing this, they quickly found out, as they dug deeper into the problems, that even the limited hardware of the 2600 would be very challenging to completely emulate in software on the PC. The 8-bit would probably be even more difficult to emulate. Actually, I think the 8 bit would be easier. I've seen the emulator code for the ST, and while it's not real-time, it is a pretty complete emulation. A fast IBM clone could do an even better job than an 8 MHz ST. Almost anything can be emulated if you have enough power. On the 2600 though, it's a bit harder. There's so many aspects of 2600 programming that rely not on what you do, but *when* you do it. It has to be +/- 0 cycles in many cases. Getting that kind of accuracy, or finding some substitute, would be a real challenge.

John Harris - jharris@cup.portal.com

Star Raiders operation info for those who have a cartridge with no instructions. Enjoy the first (some say the best) 8 K game ever designed.

Date: 18 Sep 93 19:11:01 GMT

From: well!moon!cyberden!phbill@uunet.uu.net

Subject: Newbie questions:Star Raiders, Assembly
To: Info-Atari8@naucse.cse.nau.edu

zeh1@ellis.uchicago.edu (samuel zehr) writes:

Hi all. I just bought a 600XL that came with Star Raiders. I'm not really sure what to do, as it didn't come with instructions. Any pointers?

Well... here's the commands:

Title screen:

- Start - start game
- Select - select difficulty (novice, etc. .. 4 levels.

Novice

- being the EASY easiest.)
- Reset - reset... Good for if you're mean and take carts out while the power's on, like I do. (Hey! I don't wanna lose my RAM-disk!)

During game:

- Start - Return to title.
- Select - Same as Start.
- F - forward view
- A - aft view
- L - long range (above) view. Can't kill the enemies here, at least it's not at all EASY! (I never have).
- G - galactic map. From here, use the stick to

position the

second cursor (the first stays in the square you currently are in) to the square you WANT to go to. You will then be sent there when you go into Hyperspace.
H - Hyperspace. See above. Also, ALWAYS do it from Front view (select Front or Aft, and if Tracking's on, it will automatically "track" the little pointer.) You MUST keep the pointer as close to the center (crosshairs) as you can to be sent to the proper place on the map! In Novice mode, you don't have to worry. I always select the fastest speed before a Hyper space jump so that the pointer is moving around as little as possible (you have to get up to Hyper space speed before you go into hyperspace!)

- 0 - Full stop. Slows speed down to true 0. Also aborts H.
- 1-9 - Different speeds. One being slowest. 9 is NOT the speed just before hyper space speed, but is very close.
See above ;).
- C - Computers on/off. When computers are on you get crosshairs and a window on the lower right which shows the position of an enemy relative to your display.
- M - Change the currently-tracked enemy. This lets you chose an enemy to be "tracked" by sensors. Info. is given at the bottom for it's "azimuth" and "altitude" and distance ("R"), and it is the enemy being shown in the window.
- T - Computer-tracking on/off. This automatically changes your view to the currently-tracked enemy. (Note: Computer usually picks the closest enemy. Or maybe it's just Tracking-computer? Experiment. Try hitting [M] and see if the T-C disagrees with you! :)) Your view will flip from Front to Aft depending on the position of the enemy. It gets annoying sometimes. In Aft view you don't have the little window, and also the controls are backwards (of course!) P - Pause the game.
- [/] - Inverse button (or Atari Fuji logo on the 400/800s).

Abort game. (It gives score and stuff).

Galactic Map:

Things listed:

- = <- a ship-shape. 1 or 2 enemies in sector
- <- three dashes. 3 enemies in sector
- == <- four dashes. 4 enemies in sector
- * <- "Star" or "Asterisk". Star base in sector.

Damage control:

At the bottom, it says: "DC:PESCLR". DC means damage control.

P means photons

E engines

S shields

C computer

L long range

R radio (updates map)

Blue means ok. Yellow means damaged. Red = destroyed.

Every ".00" and ".50" on the "Star Date:" clock, the enemies move.

If a starbase is surrounded, you are informed and have very little time to go save it by destroying some of the enemies around it. If you take too long, you die.

To get to a starbase, simply go to the G-map, point to a starbase, go to F-forward view (it might jump to Aft if you're in Tracking mode..

It's ok), and H-hyper-space. It will be tracked, just "home-in on it". It's a blinking yellow thing. Don't shoot. You CAN kill it! :) Get as close as possible (front view) and it will say "ORBIT ESTABLISHED"/"DOCKING".

A little blinking silver guy will fly up to you (dont move) and fix you / replenish your energy.

On the game screen, the following data is displayed:

E:9999 energy. 9999 is maximum. 0000 is death!

V:00 velocity. "43" is [9]-speed, the fastest.

K:00 kills!

T:01 tracking. The "T" will be a "C" if the [T]-tracking comp. is on.

o:+00 Vertical position.

@:+00 Horizontal position.

R:+100 Distance. (App 150 if "o" and "0" are "00" is about as far as it can be to be barely visible.)

Little window: The Computer's window looks like this:

```
+---+---+
|   |   |
| +---+ |
| -|   |-|
| +---+ |
|   |   |
+---+---+
```

The box in the middle is where the enemy will be if it's "on the screen".

If it looks like this:

```
+---+---+
|   |   |
| +---+ | <-dashes appear
| -|   |-|
| +---+ |
|   |   |
+---+---+
```

Then you're horizontally "locked."

If more dashes appear on the OPPOSITE side (below), then you're VERTICALLY "locked."

And finally, if it looks like this (aka you're RANGE (distance)

"locked"

as WELL):

```
+---+---+
|   |   |
| +---+ |
| -|   |-|
| +---+ |
|   |   |
+---+---+ <- last set of dashes
```

then shooting at the enemy will fire TWO SHOTS AT ONCE, BOTH LOCKED ONTO (and will try their best to hit) THE TARGET! :)

Michael Current, Cleveland
Free-Net 8-bit Atari SIGOp
=====

CLEVELAND FREE-NET ATARI SIG --
16-Oct-93
=====

From: MCURRENT@carleton.edu (Michael Current)
Organization: UTexas Mail-to-News Gateway
Date: 15 Oct 1993 10:32:20 -0500
Subject: 8-bit Atari Vendors and Developers
Lines: 611
Atari Archive: 8bit/faq2.txt
All Known World-Wide 8-Bit Atari Vendors and Developers
A Companion to the 8-bit Atari FAQ List

Updated

25-Sep-93
This file is posted to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group on the 15th of the month. There is also usually a fairly recent copy available on the Atari Archive as the file 8bit/faq2.txt.
The main portion of the FAQ List is posted to this discussion group on the 1st of the month.
Please send updates to Michael Current:

Internet:
mcurrent@carleton.edu

UUCP:
...!umn-cs!ccnfd!mcurrent
Cleveland Free-Net: aa700
This list won't be complete and accurate without YOUR help.

AEI 8-Bit PD Library
C/O Bill Marcum
P.O. Box 34183
Louisville, KY
U.S.A. 40232
Vendor: PD/shareware

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade, Herbert I, Herbert II, other games
American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
tel: 1-800-551-9995

Sales Office:
1903 Fairway Drive
San Leandro, CA
U.S.A. 94577
tel: (510) 352-3787
Vendor: new hardware, commercial software
Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/shareware

ANG (A New Generation Software)
Ridderkerksestraat 60
3114 RK Schiedam
Netherlands
Vendor: Polish Software, Mega-Magazine, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

ASF s.c
ul. Rzeczpospolitej 8
80-369 Gdansk (Danzig)
Poland
Vendor: ???software
Developer: ???software

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: model railroading related

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA
U.S.A. 95050
tel: (408) 986-9960
Vendor: new/used hardware, commercial/PD/shareware

B&G Electronics
15729 Madison Ave.
Lakewood, OH
U.S.A. 44107
tel: (216) 521-2855
BBS: (216)-228-7335
Vendor: used hardware, commercial/PD/shareware

Bellcom
P.O. Box 1043
Peterborough, Ontario
Canada K9J 7A5
Vendor: PD/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301

tel: (217) 967-5465
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126
tel: (408) 243-6950
Vendor: new hardware, commercial software
Developer: TT Touch, Best Joystick, Best Light Gun

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
15737 Lemarsh Street
Sepulveda, CA
U.S.A. 91343
tel: (818) 893-9664

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologist, Word-Search Maker, Animals, Mathematics, Fractals

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
???what??? : ???what???

Change In Heat
12 Bella Vista Place
Iowa City, Iowa 52245
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
Vendor: commercial software

Computer Software Servies
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639

FAX: (716) 247-7158
BBS: (716) 247-7157
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup, SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer

Dataque Software
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel: (419) 529-2478 / (419) 529-9797 <-- which is right?
Developer: TransKey, Turbo-816x, Programmer's Pal, Turbo-Calc, Turbo-View
Graphical Operating Environment, Alf Assembler, blank cartridges

DGS
62 Thomson Ave.
Balby, Doncaster
England DN4 0NU
Vendor: used hardware, commercial/PD/shareware
Developer: Digi-Studio
Net: djg@aber.ac.uk

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871
FAX: (805) 484-3327
Developer: Educational Master Cartridge, approx. 1000 educational programs

DynaComp Software
178 Phillips Road
Webster, NY
U.S.A. 14580
tel: 1-800-828-6772
tel: (716) 265-4040
Developer: various software

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
Vendor: commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC

U.S.A. 29690
Developer: Digital Music System,
PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial
software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
Angelo V.
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: commercial software

Excel
c/o Robert Stuart
21 Stronsay Way
Broomlands, Irvine, Strathclyde
Scotland KA11 1HZ
tel: 0294-212352
Vendor: commercial/PD/shareware

Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Shareware developer: Daisy-Dot III

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial
software
Developer: MIDI Master II, DigiDrum
II, Replay Sound Sampling
System,
Datari Serial Interface &
Multi-Viewterm

Frank Hilke
1805 Princeton Ave.
Merrick, N.Y. 11566
?????: ?????

/HS\ - Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488

Developer: joystick port monitor, 8
channel relais interface,
Interface Control Application
Software (INCA), 8 channel Logic
Analyser

IB Computers
9244 S.W. Beaverton-Hills Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
???what??? : ???what???

K-Products
P.O. Box 22122 AMF

Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
Developer: BBS Express!
Professional, KPI Hard Drive
Interface,
Hardback & Restore H/D Util., D-K
Utilities

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/shareware

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Shareware developer: SIO2PC
KE-SOFT Kemal Ezcan
Krankenstr. 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436

Vendor: new hardware,
commercial/PD/shareware
Developer: Doald, Saper, Tactic,
Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface

L&Y Electronics
13644C Jefferson Davis Hwy
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444
FAX: (703) 494-3663
Vendor: used hardware

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
Vendor: PD/shareware

LK Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: ???software
Developer: ???software

Mars Merchandising
1041 E. St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC
Vendor: commercial software

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: 021-353-5730
FAX: 021-352-1669
Vendor: new/used hardware,
commercial software
Developer: Print-LAB, Tricky Print,
Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

More Than Games
c/o Rick Detlefsen
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware/software
Developer: various utilities,
hardware projects

MWPDS
890 North Huntington St.
Medina, OH
U.S.A. 44256
???what??? : ???what???

National Educational Report Drawing
Services (N.E.R.D.S.)
Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: PrintShop graphics

Newell Industries
P.O. Box 253
Wylie, TX
U.S.A. 75098
tel: (214) 442-6612
BBS: (214) 442-2584
Developer: 256KXLE,
MEG130/MEG65/MEGXL, RAMROD XL, RAMROD
XL2,
OSNXL,
OmniView, RAMROD MMOS, RAMROD 2,
RAMROD 3, OmniMon,
Small Business Management, Smal
usiness Management for the 130

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter
Companion, P.S. Users Utility
Disk,
PrintShop
graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
Vendor: PD/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785-213928
FAX: 0785-54335
Vendor: commercial/PD/shareware

Palette Imaging
1 Closter Commons STE 789
Closter, NJ
U.S.A. 07624-0400
tel: (201) 767-3913
Developer: ChromaCAD

Klaus Peters
Moltkestrasse 29
D-W-5620 Velbert 1
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784

Developer: Megaram (1MB), 25K
Bibomon, ROM-Disk XL/XE, Burner
XL/XE,
Speedy 1050, Disk Drive F2000,
Sprint XL, Sound-Monitor
Phantoms Atari 8-bit
Box 331 Levisa Road
MouthCard, KY
U.S.A. 41548
???what??? : ???what???

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@sunny0.dab.ge.com
CIS: 74030,2020
Shareware developer: APAC,
Colrview

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware,
commercial/PD/shareware
Developer: Quick, Minesweeper,
Glaggs It!, Rubber Ball,
Screen Aided Management

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial
software

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/shareware

San Jose Computer
1278 Alma Court
San Jose, CA
U.S.A. 95112
tel: (408) 995-5080
FAX: (408) 995-5083
Vendor: new/used hardware,
commercial software

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967
Vendor:
commercial/PD/shareware

Paul Sungeis
Shareware developer: AtariLink
BBS, PabMail PCBoard, PabQwk,
Mboard 2000

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Tampa Computer Orphans
3530 Del Lago Circle #238
Tampa, FL
U.S.A. 33614

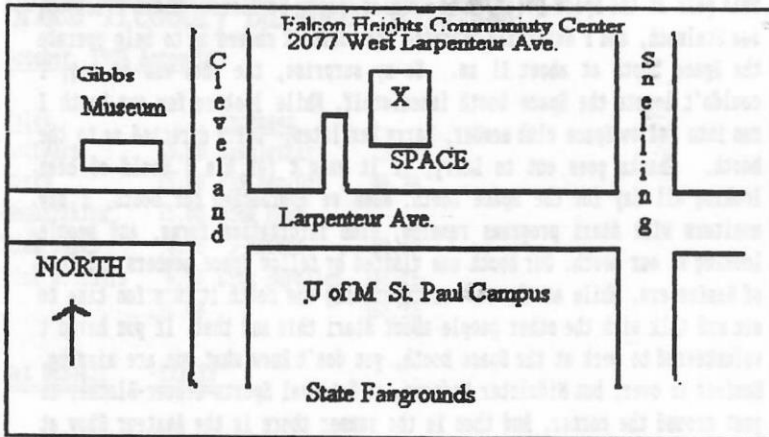
OFFICERS

President	Nathan Block	922-8012
Vice President	Sherm Erickson	434-5254
Secretary	Mike Weist	
Treasurer	Greg Leitner	
DOM Library	Ferry Streeter	
DOM Sales/Membership	Glen Kirshenmann	786-4790
Paper Library	Jim Shieb	721-4185
Software Library	Earline Fitzpatrick	
SPACE Newsletter Editor	Joe Danko	777-9500

SPACE MEETINGS

Saint Paul Atari Computer Enthusiasts (SPACE) meets on the second Friday of each month at 7:30 PM. Doors open at 7 PM. Vendors are welcome.

Falcon Heights Community Center
2200 West Larpentour Ave.
Falcon Heights, MN



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SPACE BBS

BBS Phone: (612)-427-4317

SYSOP: Mike Fitzpatrick

Co-SYSOP: Sherm Erickson

Technical Support: Amos Jackson

Supporting: Atari 8 Bit Classics

Speed: 300-2400

Settings: 8 Bits, 1 Stop, no parity

S.P.A.C.E.

P.O. Box 120016

New Brighton, MN 55112



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