

## Next Meeting is May 13th, 1994.

### Newz From The Prez

Our President, Nathan Block, once again failed to submit his 'Newz from the Prez' article.

### Treasurer's Report by Greg Leitner

The April meeting turned out to be quite interesting. If you read my report for last month, I gave a pretty rosy picture of our finances.

Alas, about two weeks after submitting that report for the April newsletter, I received a bill from the Falcon Heights City for \$180.00 which represented room rental for the last quarter of 1993 and for the first quarter of 1994. Apparently they were audited and had no choice but to bill us even though I called back in January and told them that they hadn't billed us yet for the 4th quarter in 1993. They told me at the time that they didn't want to go back and bill us and to assume that we were paid up for 1993. An expense for six months rent can sure have a major impact on a small treasury like ours. At least the other expenses for the month were kept to a minimum thanks to our credit balance for the BBS and Mike Schmidt cutting costs for the monthly newsletter. So the only additional expense we had for April was \$11.66 for the stamps to mail out the newsletter.

Figuring that we can assume an ordinary monthly expense of about \$70.00, the April meeting jumped right in to the interesting part. The members who were present all began discussing the possibility of bringing all Atarians under one umbrella. I really liked this idea because I own an Atari 520ST and also the Atari Lynx hand held game system. I could really take advantage of a Club that included all Atari systems.

Since this would be a major change in our Bylaws, everyone who is currently a member of SPACE should attend the May meeting and be prepared to voice his/her opinion.

The April meeting had such an impact on those present that we had one of our best months in quite a while. We took in five renewal of memberships and had other sales of Doms and blank disks, which in all totaled \$130.00. Our balance for April 30, 1994 is now sitting at \$534.32.

I can't wait for the May meeting. This could be monumental and will definitely have a major effect on all members, so please, you have to be there for this one?

Here is some weird news from the Twin Cities Extra.

Houston computer enthusiast, Shawn Kevin Quinn, 17, pleaded no contest to putting out a murder contract on the boyfriend of a girl he had eyes for. According to the man Quinn contacted, Quinn offered to pay \$5.30 plus seven Atari game cartridges. After a psychological exam portrayed Quinn as merely socially retarded because of his computer obsession, a judge sentenced him to 10 years' probation.

A Montreal woman filed a lawsuit against the Alfred Dellaire Funeral Home and the Royal Victoria Hospital in Montreal. The woman claimed that 3 1/2 hours after the hospital's diagnosis that she had skin cancer, she received a call from the funeral home, which somehow had access to her records, offering its services.

The following articles are re-printed from ATARI Explorer On-line. The Editor.

III "From a saved backup..."

III By: Ron Whittam

/I\ GENie: R.WHITTAM

//// Laying it on the Desktop.

In this column I hope to foster communication and support for 8-bit and ST computer owners... presenting a positive and directive approach. This will help to strengthen the users group base and encourage the executive element.

I wrote last time that the users group is needed now more than ever. Just because the product isn't being made anymore is no reason to stop supporting those who own it. When people sell an old Atari computer, someone BUYS an old Atari computer. This person needs all the help and support they can get. This is where the users group comes in. This is the niche.

The users group needs to be more than just a social gathering of fanatic computer technicians. While it is logical for the code heads to congregate at the meetings, the meeting must reach beyond those who already know how to operate the computer. It must reach the computer owner who wants to use his computer. There is a large gap between technical computer people and those who utilize computers. It is important to choose a meeting agenda that targets the real needs of the members in your group. Also consider the people you want to become members of your group.

The best meeting agenda is the one that works. This may sound largely ambiguous yet it is true. One style of meeting will not fit all the needs of every group. The meeting agenda will need to change occasionally to keep the atmosphere of the meetings from becoming stale. The agenda is your plan of attack. It is the plan for both the battle and the campaign. Any group has some agenda, a plan or goal to accomplish. The adage "if you fail to plan, you plan to fail" is very true when it comes to a successful meeting. The battle is the monthly meeting. The campaign is the year of meetings and activities.

While I cannot speak for the host of users groups, I can share my experience in this area. For the past three years I have been planning meetings month to month. Largely the burden of the meeting agenda was on the president of our group. The executive members never met together except at the monthly meeting. We conducted the users group's business at this meeting. We would make decisions about what to cover in the next meeting at each meeting. "Well, what do we want to do next month?" This question was the general plan of attack. It worked well. We managed to reduce our membership to six diehard Atari enthusiasts who were fanatical over their Atari computers. The officers did their jobs. The treasurer handled the cash and payments of the group. The president ran the meetings. The editor produced a meager newsletter.

The general attitude of the six was to blame the Atari Corporation. Atari did not seem to be supporting Atari computers. Each assumed this was what caused our membership to drop. Something had to change. The group put it to a vote. We would either disband, dispersing the groups assets among the remaining members, or stay together and do something to increase the membership. This vote nearly ended this users group.

By a narrow margin (more than half), those who voted to "keep on keeping on" won the day. That was a year and six months ago. Today this users group grows steadily. The membership is increasing by at least one member each month. The members are getting involved with the group and contributing to some very successful meetings.

What made the difference may not be just one thing. However, the element of planning was definitely a major factor.

I read a very interesting book: HACKERS by Steven Levy. This book provides a history of the computer revolution. Beginning in the early sixties, Steven Levy writes about the hackers that shaped this world of computers we have today. A portion of the book reflects on the role that users groups played in the early days of home computers. In this section there is an explanation of what users group meetings were like. In brief, the group opened with what they called a "mapping session" where members of the group could share ideas and ask questions. The questioners would be directed to people who could help them (later in the meeting). This mapping session set the tone and direction for the meeting. Then there was a DEMO session in which computer vendors and programmers could show their wares. Finally, there was the "Random Access" session. The group would break up in small groups and chat, share programs, and answer questions raised during the mapping session. I found this information interesting, so I set up our users group meeting this way.

These three parts are necessary components to any users group meeting. Whatever you call your sessions, these need to be done at some point in your meeting. Since communications makes the community a community, the first component is important. Some members need an structured outlet to share what they are doing with their computers. Others need an opportunity to ask questions of the entire group. Often it is far easier to ask a group of people a question than to get the undivided attention of the resident computer guru. The "mapping" session provides this.

The second component provides information. Demonstrations of hardware components and software programs are interesting and entertaining. They also provide buyer confidence. If you see how a program really works, you are more apt to purchase it and use it. A demonstration will give your members opportunities to see if that particular item is worth their money, or not.

Finally, the last required component is open informal discussion. This time develops strong alliances and friendships. The casual and informal communication will help to develop a better group. This is one reason many people show up to any type of meeting.

I began to run the meetings with these three elements. I found that those who attended were enjoying the meetings more. The visitors that showed up came back. The nonmember Atari computer owners began to rethink their decision to drop the membership. They got out their checkbooks and paid the fee. Quite a few ex-members began coming back. I feel that these three components were meeting a need that all computer owners have. As a result, the group began to grow.

The real growth took more than just a three-part agenda. It took a concerted effort. I called a meeting. Those invited were the executive officers of the users group and the SysOp of a local Bulletin Board Service that featured an All-Atari-Only BBS, the ROVER BBS.

The plan for the meeting was to come up with an overall agenda to provide a directed approach to Atari support. Three major areas were included. These were the users group meetings, the newsletter, and the BBS. We began our strategy by listing the perceived needs of our membership. We came up with monthly topics of items to cover at each meeting. The plan was to orchestrate these into the ROVER BBS discussions and the newsletter's articles. The ROVER BBS would be the hub of our communication during the month. Now that the plan was in place, we had to work the plan.

Meetings have maintained the general structure. Each meeting has some form of a structured sharing time, demos, and an informal time. Diversity was provided by encouraging members of the group to participate. A programmer that is knowledgeable about computers gave us a brief talk on how emulation works. An electrician shared with us some tips on electrical care and precautions. A technician will be sharing how to take apart the Atari properly, offering tips from his experience with electrical components. A programmer will show how to write a simple "hello world" program in C. The list goes on. As more are getting involved, the group is getting more interesting. This is like a snowball rolling downhill.

Another factor that infused this users group was what the newsletter editor did during the year after that fateful vote... but that is another story.

In the future we will cover Newsletters, Membership (methods of increasing it), Demo (where and how), etc., and I will share from my own exploits as a users group president; the frustration and the elation. Stay tuned.

Ron Whittam is a Customer Support Specialist for a small software firm in Boise, Idaho; and the President of the Atari Boise Users Group. He can be contacted on GENie or through the Internet at <r.whittam@genie.geis.com> and on ROVER BBS (208-362-2243).

#### //// Getting the Word Out

In this column I hope to foster communication and support for 8-bit and ST computer owners... presenting a positive and direct approach. This will help to strengthen the users group base and encourage the executive element.

Another factor that infused my users group was what the newsletter editor did during the year after that fateful vote.... Last issue I shared about this vote. The Atari Boise Users Group was nearly dead. The membership came together for what might have been its last meeting. The six members voted to continue the group at the narrow margin of four to two. Part of the "yes" vote was to get more involved and develop a participating membership. One of our members, Tom Derrick, accepted the job of Newsletter editor, and began to create the Home Computer News (HCN) on his recently acquired Atari ST and PageStream.

Tom's story is an interesting one. He is an electrician by trade. He uses his Atari computers (notice the plural) for both his business and his home. He is definitely sold on the ease of use of the Atari platform, and I would consider him a loyal diehard Atari owner. He is not a writer nor a publisher by trade nor education, but was willing to give the Atari Boise Users Group EDITOR position a try. He did it because he believed it was worthwhile. In the past year he has learned to use PageStream.



Each newsletter demonstrates his developing ability. It's this newsletter that I want to focus on in this issue.

Since early in the ABUG's history there has been a newsletter. It was an 8-bit monthly for many years, until Atari introduced the ST, then it began its conversion to a predominately ST informational guide. It was a cute newsletter developed by and for the Atari diehard - mostly it was a compilation of Z\*Net and STReport on-line magazines. (We included tidbits from AEO when it started.) In the year that the ABUG president was also the ST Librarian and Newsletter editor, the newsletter evolved. The focus of the users group was to support and help Atari computer owners, not just the diehards. Because of its visibility (at least in the group's member's homes), the newsletter was a good place to start that focus.

First, the name changed. The "Home Computer News" replaced "Atari BUG Newsletter" and we adopted the tag line, "The official monthly newsletter of the Atari Boise Users Group." I wanted a quality on the cover that would be acceptable at home or on my desk at work... and even at the local bookseller's freebie table. The format had previously changed, to a large 8 1/2 x 11 sheet with two to four pages from the original Atari BUG, a small 5 1/2 x 8 1/2 easy to carry pamphlet. The newsletter was redesigned to that original format. However, the laser quality beat the dot matrix of the old 8-bit newsletter by a landslide. We had a cover. We needed content. Content that would grab someone's attention. Something that would meet the needs of an Atari Computer owner. Talking about this agenda and asking members to write was my primary method to getting the change done. Then Tom took over the newsletter and things really got done.

Tom picked up where I left off. He kept the name "Home Computer News" and created an acronym, HCN. It's funny how labels like acronyms create an air of quality or importance. The personal computer is a very simple term that people can relate to. The acronym "PC" is now part of our vernacular. To millions of people, "PC" means COMPUTER.

(Check this out, ask some non-computer people what "PC" means. The answers will probably surprise you). With the HCN, PageStream, and a host of ideas, Tom set out on his crusade to spread the news about Atari.

It has always been my contention that there are literally hundreds of unused Atari computers just sitting in closets or attics. Kids ask their parents, "What is an Atari?" The response probably is like, "It's just a game machine that looks like a computer. Software Etc. is not selling the games for it anymore so we do not use it." These people are unaware that their investment is not a loss. We need to tell them, and provide a place for them to learn how to use it. Tom picked up this battle cry and took it further than I had done.

The first thing Tom did, after he figured out PageStream, was to get permission to put the HCN on the counters of local bookstores and computer businesses. How did he do it? Simple: He offered to put an advertisement for their store in the HCN at no charge. Free advertising for an unused 6 x 9 spot on the counter. "No problem." The HCN began showing up on counters all over town. Some did not want an advertisement, but would display the HCN anyway.

It was not long before I started getting phone calls. Solitary Atari computer owners were calling me. They did not know that there was an Atari users group in Boise. They

wanted to know more. I got calls from people wanting to sell. I got calls from people wanting to buy. We started a classified section in the HCN. The magazine began to grow.

Tom offered advertising space to any member free of charge. Any buyer or seller got a free spot. People who wanted an Atari could buy one. As a result the ABUG membership grew.

Tom asked for writers. Not the way I did. I just asked if someone would write "anything." Tom asked for specifics. He pegged one of the MIDI musicians (who was also a music teacher) to do a MIDI column. The guy turned him down. He did not think anyone would be interested. This reaction did not dismay Tom. He brought it up at the next meeting. He asked people if they thought information on MIDI would be of any help. As a result the MIDI musician learned that people needed good quality information on MIDI. So he started to write.

Tom also needed an expert to write on 8-bit computers. He helped to identify the need. One of our members was a baker. He used his 8-bit Atari to run his business. He needed information. There was a need. The 8-bit guru now writes articles for HCN.

I have read mail from many editors in the Atari community. The biggest complaint is not quantity of information. The on-line magazines offer much of that. The complaint is that their local members are not willing to contribute. Often the newsletter is a combination of the editor's writing and the on-line magazines. The newsletter is typically a one-man effort. He feels that nobody really cares. The quality of the material drops.

When people do not seem to care, the editor gets more frustrated but is too much a die hard Atari owner to want to quit.

I learned one thing from what Tom did. The participation of the membership was vital to the growth of the group. The growth is a result of the users group truly meeting the needs of the membership, and reaching beyond the group to the Atari community. The Atari Users Group is NOT a spectator sport. This axiom applies: To get anything out of your users group, you must put something into it. Participation is important if a group is to succeed.

Here are some tips on developing a participating group:

1. Identify the assets of the group. Know who your members are. Learn what your members do and how they use their computers. If you have an electrician, have him share tips on properly connecting the Atari to the wall socket and why surge protectors are needed.
2. If you have a door prize or if you raffle off Atari software, make it a requirement (before the fact) that the winner must write a brief review for the newsletter.
3. Ask the members what they would like to know about. Make it a topic of discussion. Point fingers at the ones who can help with the needs brought up. If a member is thinking about getting into MIDI, maybe the MIDI guru could write a brief article about setting up the cables for a MIDI system.
4. Make the newsletter a point of support. Ask a knowledgeable member to be the HELP DESK for a month or a quarter. Publish his phone number in the newsletter under a title of HELP DESK. Offer assistance for new Atari users.

5. Put advertising in your newsletters. Some will pay for a spot. The local copy center might do it in lieu of payment for copying the newsletter.

6. Get visibility for the newsletter. Ask to put it in bookstores and computer stores. Offer to trade ad space for shelf space.

7. Encourage members to write about the programs they use. Show them it will help others to decide if they want the same program. Some members have fierce loyalty to a program. Ask them to put their reasons into an article.

8. Mail the newsletter to the users group members one week before the meeting date. It's a good reminder to attend. Sending the newsletter too early loses its "reminder quality." If it arrives a day before the meeting, it is too late for planning. I think seven days is a magic number in this case.

9. And in the words of Winston Churchill, "Never, never, never, never, never give up."

In the future we will cover Membership (methods of increasing it), Demos (where and how), etc.; and I will share from my own exploits as a users group president; the frustration and the elation. Stay tuned.

Ron Whittam is a Customer Support Specialist for a small software firm in Boise, Idaho; and the President of the Atari Boise Users Group. He can be contacted on GENIE (EXPLORER.4), on the Internet at <explorer.4@genie.geis.com>, or on ROVER BBS (208-362-2243).

The following list didn't make it in last months' newsletter, so if your name appears here and you renewed at the last meeting, please disregard your name. The Editor.

This is a list of PAST DUE members:

The 4 digit code (YYMM) is the DUE date. If you see your name or someone elses that you think would like to continue to support S.P.A.C.E. please give them a call as a reminder.

9309 David Arneson	9206 Robin Audorff
9402 George Barich	9202 Andy Blaho
9204 Ben Brosdahl	9310 Mike Brunkow
9311 Mike Cable	9309 Bill Cadwell
9201 Luis Carbajal	9211 Steve Carlson
9207 Henery M. Conor	9310 Jamie Cotter
9309 Walter Dahlberg	9301 Britt Duncan
9208 Bud Ewaldt	9402 Allan Frink
9310 Tim Gearin	9203 Harvey Gleason
9209 Janice E. Headley	9205 James E. Herre
9203 Patrick Holland	9202 Palmer Iverson
9209 David Krick	9201 Joel LaLonde
9305 Marion Lindgerg	9311 Joe Melville
9307 Henry Miller	9207 Kenneth Modeen
9311 Allen S. Montgomery	9310 Don Nelson
9307 Steven & Kristin Nelson	9209 Vic Noble
9301 John Novotny	9303 Juvy Orcine
9204 Timothy J. Raykowski	9311 Willie Rora Jr.
9312 Dan & Sharon Reece	9208 Brad Sartwell
9207 Chris Schueller	9307 Ray Schwartz
9310 Bruce Scott	9402 Larry Serflaten
9401 James R. Shard	9201 James Springett
9403 Tom Stelmach	9210 Bob Stromvall
9210 Rachel Thompson	9402 Mark K. Vallevand
9403 Michel Weist	9205 Robert L. Whiffen

Once again it's time for Word-Search.  
Word-Search Title: RHYME TIME

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X V N X H R D R Q E G J L P V Y R W
L R H Y M E T I M E J X T E W Q W M
Y E M R E E C W Q P H A O X N A H V
E B Y I E V N R A T P O D T L L Y X
M A E Z S T L E O S A Y B K Q A W X
T E W Q L E J I T S K E I N K U Y T
O V R U D L R A V N S E F A O V E E
H W Q E M A B A A E T B T T J B L E
S G R Q X O E P D A E T O O A O X W
T T E Q R E Y H L V A W O S W E L E
O T B C N K U K D C I D L B S R N E
H E A X N Z I Y K A O S L I V N Q P
L J G A A E E B M O E O E Q V T U O
G J H Z E B M W V A W D B R E E Z D
X R T V P K C A P K C A B J L W V N
  
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Low Blow	Deadhead	Voodoo
Hotshot	Hanky Panky	Neat Feat
Evil Weevil	Walkie Talkie	Yak Attack
Backpack	peewee	Miser Adviser
Cross Boss	Hobnob	Acrobat Spat

#### Minutes of SPACE for April 1994

7:40 PM Meeting Called to Order by the Vice-President Sherm Erickson.

The Treasurer's Report was read. Sherm asked who was a current paid member. Glen showed the club the list of who was paid against the members in arrears.

The course of the meeting immediately digressed into a club discussion of an "ALL Atari" club. After much discussion a motion was made, seconded, and unanimously agreed to by the club members present.

Mike Fitzpatrick agreed to rewrite the Bylaws prior to the next meeting so that they can be approved by the June meeting.

Amos Jackson suggested a surcharge for those who use the BBS of \$5.00/year. This item will be added to the bylaws open for clarification/elimination during the May and June meetings.

Mike Schmidt and Roger Meir suggested a DOM drawing of paid members names be used as an incentive to enhance membership.

Amos Jackson requested the letter to K-Products naming him BBS Sysop for SPACE.

Mike Weist brought up the Birthday Party in July. Sherm indicated that he would generate a signup sheet. Mike Fitzpatrick suggested that the club NOT buy the ham or provide additional goodies due to the situation of the treasury. A motion was made and seconded that that and was unanimously approved by the club members present.

Sherm Erickson donated 3 disk holding boxes to the club.

Meeting was adjourned at 8:15 PM





## Space thoughts - by Mike Weist

Well it is nice to get back to a Space meeting after missing a few meetings. It was nice to see old friends and do some Atari talking. It was nice to see members like Larry Serflaten bringing guests to the hall, like his nephew. I think he had a fun time.

It is funny to think about it, but it won't be too long before the club will be celebrating 12 years as a Atari Computer group. I have been in the club since about 1989, but I wish I had been a member much sooner. I bet you there are members that can tell others about the fun times in the club, in its early years.

Maybe at the 12th birthday party, some of these members can talk about fond memories they had as early members. And then there will be the famous trivia contest, part of the birthday party our president will have. I can't wait till July!!

Looking at my Atari computer, I use an 800XL when I am doing some computing, I pause once in a while. I think about the Atari computer when it was at it's peak. It's amazing to think about all the different computers they had. The software to go with that and additional hardware available. Besides that tons of other companies that made software and hardware to go along with the Atari Computer.

Friday- April 22, 1994 I attended the State Fair Computer Show on the fairgrounds. I was amazed to see a lot of used Atari computers and programs for sale at a good price. So the Atari stuff is still around, you just have to look for it. And you may get yourself some bargains.

Lance Ringquist, a Space member and software and hardware supplier for our club was at the State Fair Show. He and his wife had a booth there. On this table was Atari items for sale. Also Lance had information on the table advertising the Space Club. Lance told me he had several people picking up this information and asking questions about the club. He also said he sighted a few Space members at the show like our vice-president Sherm Erickson and our Newsletter editor Mike Schmidt.

I would like to thank a few Space members.

First, I would like to Thank Amos Jackson for taking over the reins of B.B.S. SYSOP for the club. It is a big responsibility and he is the right person to take over.

Second, I would like to thank Mike Schmidt for taking over as Newsletter Editor, which is also a big responsibility.

Third, I would like to thank Rich Mier. My 800XL went on the blink a while ago. I asked Rich if he could check it out. He told me to bring it to a Space meeting and would bring it home and try to fix it. Fix it he did, and I really appreciated it. Thanks Rich! I have had that 800XL for sometime and I just don't want to part with it. I love that thing!

Well, like I said the 12th Space Birthday party will be coming up in July 1994. That is not long off! So at the next two meetings let's plan for one hell of a party. Also in July is the Amateur Show at the Aldrich Arena in Maplewood, MN. Start saving your money so you can get some bargains there.

Can't wait till the Space club May meeting to enjoy the Ice Cream Social after the meeting. The Fitzpatrick's make some good ice cream treats. While I am at it I will put in my order now----I want my ice cream treat with a lot of ice cream, nuts, strawberries, caramels, butterscotch, pineapple, whip cream, and a cherry on top!

See You at the May meeting!

## OLD PASSION SPAWNS NEW GAME!

Larry Serflaten

Just about twenty years ago, I was in high school spending my 'fun money' on pinball, video games, and foosball. Most of my friends liked only the games they were good at, I felt they were all good forms of entertainment. I was a good defense (goalie) playing 'doubles' foosball, and would often take on two players by myself. Pinball was also a favorite of mine, it would not be too surprising to find me walking into the local game room with only 30 cents in my pocket. Of course back then, a game only cost ten cents, or three for a quarter! On a good day, I could win 2 or 3 games for every game I played.

If I analyze what drew me to this form of entertainment, I might point out the similarities in competition, skills and play-again features. When foosball was big, a player (or team) would hold the table after a win. If any team or player wanted to play foosball, they would have to put up the money to challenge the winner(s). The reward for playing well was a free game or two (or more). The object of the game was to score 6 goals before the other team. The goalies job was to keep the other team from scoring a goal, plus an occasional opportunity to score during play. The 'don't let the ball get past' and 'play again' feature was also found in pinball.

One day, a friend (who had a car and I didn't) invited me to ride to the next town to play a 'great' video game. It was ball and paddle game which had 30 blocks evenly spaced on the screen. The ball would bounce around on the screen and would remove any block it hit. With a paddle at the bottom, the object of the game was to keep the ball on the screen long enough to remove all the blocks. An occasional target would move from right to left at the top of the screen, which when hit, would give additional points. If a ball got past the paddle at the bottom of the screen, the next ball was brought into play. Each game yielded five balls, if all blocks were removed a fresh screen, with the same 30 blocks, would allow a player to play for hours. It was a simple game, yet the same 'don't let the ball get past' skill set was triggered.

What made this a unique video game was that a game credit would be awarded for a certain score. It was the only video game I knew of (at that time) that offered the 'play again' feature.

On this months DOM is a game I wrote, called BUMPERS. This is the same type of game that took many of my quarters years ago. Since adding a game credit feature is not really rewarding (on a machine where you need only to run the program to begin play), I made a few variations to keep you amused.

First, it is a one or two player game, each player plays their own screens. The players take turns after each ball. This means player one could get through two screens and miss on the third screen, then watch player two play the first screen and miss on the second. Player one would then return to the same point he left on the third screen.

Second there are two levels of play, EASY and HARD. Paddle size is the main difference but other differences do give the HARD level a fair chance to complete all the screens as described later.

At the completion of every screen, 100 points are scored for each unused ball, then one extra ball is awarded. You can carry any unused balls into the next screen, and in effect, store up extra balls for the harder screens. There is no moving target, gain points by using as few balls as possible.

Each screen will give you a minimum number of balls to use on that screen. Both levels give six balls to use on the first screen. On the EASY level, the minimum number is 6 balls for levels 0,1,2; 5 balls for 3,4,5,6; 4 balls for 7,8,9,10; 3 for 11,12,13,14 and so on. The HARD level gives two more balls for the same screens (except the first screen which is 6). So if you can just get through the screen, you can get another set of balls to use on the next screen!

For competition, the object of the game is to clear all the screens before the other player. I will let you discover how many screens there actually are, I will say they are all different. As an after thought, I added a PAUSE feature in case you find yourself in need of a break in the middle of your ball bouncing frenzy! Press any key to start and stop the pause. If ANYONE can tell me what the last screen looks like, I will release a second version with even more screens! Have fun!

## Hello!

The best way to start out with my first article for the newsletter, is to introduce myself. My name is Terry Streeter. I have used Atari 8-bit for many years now.

OK, now to business. I have been asked to update you about the D.O.M.'s because I have taken over the position since November 1993.

Well, I was a bit nervous about my first DOM. But it seems that all has gone well. November's DOM had a game called ATOMIT. The game is where you have to connect atoms to make different molecules. Not easy though, Harder than it looks.

The other side has a game called PING. This is about the martial art's game of ping. You must move the disk as fast as possible, getting it to move continuously. DOC'S INCLUDED.

For the December DOM, I have S.A.M. Now, S.A.M. stands for Software automated mouth. This DOM is the public domain version of this. The games will talk to you! Spy plane, Valiant, Galactic and Sector Sam. fun stuff, see for yourself. Side two of the December DOM has SUPER REVERSI. I know many people at the club play Super Reversi on the BBS's I thought this may be another way of enjoying the game. Since I have never played the game, I have no DOC'S for it.

The January DOM has many demo's. The reason for this is that I'd like members to see what your Atari can really do. Many thanks to Larry Serflaten for the waterfall demo! Also included, is a text file called BATTERY.TXT This file will give you all the necessary info to make a battery back-up for your ATARI! In case the power goes out, a car battery will keep you going.

The February DOM is my spring fever DOM. MYGARDEN.BAS is a file to plan your spring garden, complete plans generated from your Atari. 3D Tetris is here too. This game really is 3D Tetris. Fun too.

Side two has BASS FISHING TOURNAMENT. This is a database program to enter fishing tournaments. (fisherman, good luck this summer!).

The March DOM has games on this one. Bomber jack, Heavy Metal, Cyborg, Atari Trivia. (Cool!, this is just side one!!) Rubber band is a short demo (3 sectors).

CHIPCHEK.BAS allows you to see what version of basic chips you have in your computer.

Side two has Biffdrop, Creepy caverns, Hat battle, and a book list utility to keep track of the books you have read. Another game is called Color Space. Color Space is a game that you can make your own light and color show on the 8-bit. But, please, it requires a cassette drive to save any parameter's you have configured. touch 1-0 for the preloaded stuff.

The April DOM has a Public domain version of Star Trek. You must save the universe once again! Enjoy! Side two has a United Kingdom demo. Very interesting. Worth a look...

Thanks for reading, I'll see you at the meetings!!!

Terry

## Hello, Everybody.



The MAY DOM should please all. Tons of games this month.

First game: BUMPERS.EXE  
This game has been generously given to the club by Larry Serflaten.

Try to destroy the Atari symbol.

Second game: PENCIL.COM. Different type of demo. Pencils all over the screen.

Third game: CASSJKT.BAS. This program will allow you to make cassette jackets with your Atari.

Fourth game: FIREBUG.OBJ. Your a firebug trying to destroy viruses. Tough game.

Fifth game: ROTOMAN.OBJ. This game your a rotoman trying to save the city by bringing up fuel canisters to the storage area.

Sixth game: LUNARDEF.OBJ. This time, your a ship trying to save your planet. Think it's easy? Try it!

Seventh game: BACTERIA.OBJ. This game you must destroy ships to survive. Good luck.

Eighth game: LIVE.OBJ. In this one, bugs are trying to get ya. Shoot'em up game.

Ninth game: FAKEFMT.BAS. This one is a fake formatter. Got a friend over? You can fake a format! Good for laughs.

## Side Two:

Side Two is a boot file. This is a circuit database program.

You can create circuits, then print them out. Tests your circuits too.

## \*\*\*\*\* Bonus Disk\*\*\*\*\*

I forgot to mention that there is a bonus disk last month. The disk is called Graphterm. Graphterm is a terminal program for your 8bit Atari. Instead of hard to read text, all you have to do is set your joystick at the graphic, then hit the fire button. Works great! Up to 2400 baud. DOC'S in the back of this disk.



The following by-laws are the proposed changes, as discussed at the April meeting. There will be copies of the current by-laws at the May meeting. These changes will be voted on at that meeting, plan to attend to cast your vote. The voting will be open to current paid up members only.  
The Editor:

## **BYLAWS FOR THE SAINT PAUL ATARI COMPUTER ENTHUSIASTS CLUB OF SAINT PAUL, MINNESOTA**

### **ARTICLE I NAME**

The name of the club shall be the Saint Paul Atari Computer Enthusiasts (SPACE), an independent computer user group. For the purpose of clarity ALL Atari Equipment will be referred to as Computer(s).

### **ARTICLE II OBJECT**

The object of this club shall be to bring together those with a common interest, to enhance their knowledge of computer technology; by sharing hardware, software and maintenance information collectively obtained in the field of Atari Computers.

### **ARTICLE III MEMBERSHIP**

Section 1. The membership of this club shall not be limited.

Section 2. Any computer owner, person or family interested in computers shall be eligible for membership upon payment of the annual dues for the first year.

Section 3. The annual dues shall be \$15.00, payable on the anniversary month of a member's joining date. The Treasurer shall notify members two months in arrears, and those whose dues are not paid in one month shall be dropped from membership and forfeit all benefits incurred.

### **ARTICLE IV OFFICERS**

Section 1. The officers of the club shall be President, Vice-President, and Treasurer. These officers shall perform the duties prescribed by these bylaws and by the parliamentary authority adopted by the club.

Section 2. The President and Vice-President shall preside over the scheduled club meetings. The Treasurer shall keep account of the books and the treasury of the club.

Section 3. The officers shall be elected by a majority vote, or by acclamation if only one person is running. The term shall be for one year, or until a successor is elected; the term of office shall begin at the close of the annual meeting at which the officer is elected.

Section 4. The President and Vice-President shall actively seek volunteers to fill the following positions: Secretary; Disk Of the Month (DOM) Librarian; Paper Librarian; Educational Software Librarian; Bulletin Board System Operator; Newsletter Editor; and Membership Chairman. These volunteers shall be subject to the approval of the club membership. Special Interest Group (SIG) Chairmen will be appointed as needed.

### **ARTICLE V MEETINGS**

Section 1. The regular meeting of SPACE shall be on the second Friday of each month, unless otherwise ordered by the club or the Executive Board.

Section 2. The November meeting of SPACE shall be known as the Annual Meeting and shall be for the purpose of electing officers, receiving reports of officers and committees, and for any other business that may arise.

Section 3. Special Meetings can be called by the Executive Board or upon the written request of 10 club members. The purpose of the meeting shall be stated in the call. Except in the case of emergency, at least 3 days notice shall be given.

Section 4. Fifteen (15) members of the club constitute a quorum, when current membership exceeds 50; all other times a quorum shall be 7 members.

Section 5. All regular and special meetings of the club shall be open meetings. Executive Board meetings are not open meetings.

Section 6. Club DOMs will be sold at club meetings by the designated DOM Librarian or the Membership Chairman. The price of this software to be set by the Executive Board.

### **ARTICLE VI THE EXECUTIVE BOARD**

Section 1. The President, Vice-President, and Treasurer shall constitute the Executive Board. Non-voting members of the Executive Board shall be: Secretary and any special interest group (equipment) chairman.

Section 2. The Executive Board shall have general supervision for the affairs of the club between the club's business meetings, fix the hour and place of the meetings, make recommendations to the club, and perform other duties as specified in the bylaws. The Executive Board shall be subject to club orders and no act shall conflict with action(s) taken by the club.

### **ARTICLE VII SPECIAL INTEREST GROUPS**

When sufficient interest of the membership with a specific type of equipment occurs a Special Interest Group (SIG) may be created. The special interest group can select a member from the group to represent them on the Executive Board. Additionally, the SIG can hold a sub-meeting after the general meeting of SPACE for the purposes of enhancing their special interest.

### **ARTICLE VIII COMMITTEES**

Such other committees, standing or special, shall be appointed by the Executive Board in order to carry on the work of the club. The President shall be an ex-officio member of all committees.

### **ARTICLE IX PARLIAMENTARY AUTHORITY**

The rules contained in the current edition of "Robert's Rules of Order" shall govern the club unless they are in conflict with the bylaws; in which case the bylaws shall take precedence.

### **ARTICLE X AMENDMENT OF BYLAWS**

Section 1. These bylaws can be amended at any regular meeting by a 2/3 vote of the current membership; provided: the amendment has been submitted in writing at the previous regular meeting and has been printed in one issue of the newsletter.

Section 2. Voting shall be by consenting AYE or NAY if a majority can be confirmed, or a show of hands for a precise tally.

Section 3. Proxy votes are authorized and are the responsibility of the club Secretary to cast for absent members.

### **ARTICLE XI GENERAL**

Section 1. SPACE Officers and Members are not paid for duties performed. Prior approval from the Executive Board is required for "Out of Pocket" expenses. Such expenses are to be given to the Treasurer for validation by the Executive Board and are to be paid on the subsequent month from submittal.

Section 2. Continuous bills such as: Meeting place rent; BBS basic phone bill; Newsletter publishing and distribution shall be paid on a monthly basis once each bill is established with the treasurer.

Section 3. Members may not collect unused portions of dues paid in cash or club items for any reason including termination.

Section 4. SPACE members shall not sell or give SPACE DOMs to any other person, bulletin board, or computer club. Individual Programs may be shared with other persons, bulletin boards, or computer clubs. All requests for SPACE DOM Software will be authorized by the Executive Board.

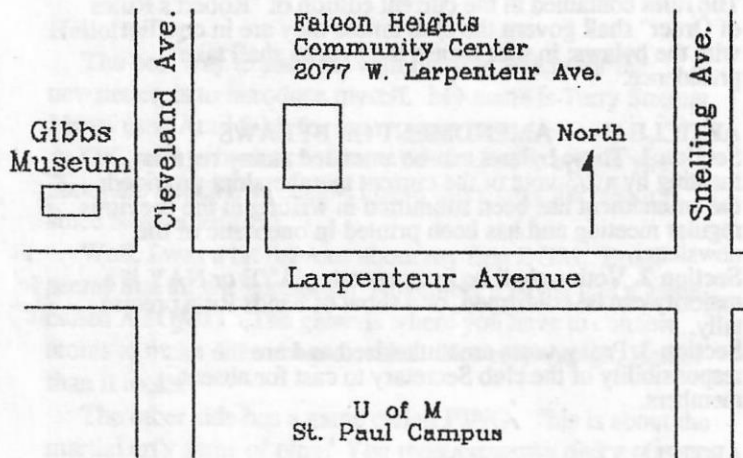
Section 5. SPACE DOMs may only be sold by those authorized by the Executive Board. Other clubs may trade DOMs with SPACE on a 1 for 1 basis; disk for disk; or program for program.

Section 6. Any member found, by the Executive Board, to be in violation of these bylaws may be expelled from the club. The member, to be expelled, has the right to a hearing at an Executive Board meeting. rked file(s)

# OFFICERS

President:	Nathan Block	988-8018
Vice President:	Sherm Erickson	434-5254
Secretary:	Mike Fitzpatrick	XXX-XXXX
DOM Librarian:	Joe Danko	777-9500
Paper Librarian:	XXXXXXXXXX	XXX-XXXX
Software Librarian:	Earline Fitzpatrick	xxx-xxxx
Membership Chairman:	Glen Kirschenmann	786-4780
SPACE Treasurer	Greg Leitner	429-4909
SPACE Newsletter Editor:	Michael Schmidt	757-4192

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.



# DISCLAIMER

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# SPACE BBS

BBS Phone: (612)-489-1067

Sysop: Amos Jackson

Co-sysop: Sherm Erickson

Supporting:

ATARI 8-Bit Computers

S.P.A.C.E.  
P.O. Box 120016  
New Brighton, MN 55112

Next Meeting  
May 13th, 1994  
7:30 P.M.

