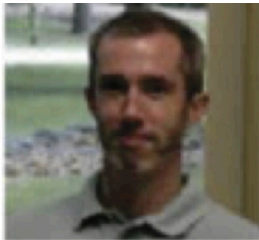


•Serving the Twin Cities Atari Community for Four Decades•

• SPECIAL 2024 SPACE ELECTION EDITION •



The President's Corner
By Michael Current

Time once again for the SPACE Annual Meeting! Thank you to all the officers and volunteers for your contributions toward keeping SPACE going over the past year. Please come to this meeting and consider self-nominating to help keep the club going over the next year!

It is difficult to believe, but this will be our last Annual Meeting at the Falcon Heights City Hall, and our second to last meeting there, ever. Get ready to meet at the Wilder Center on January 10! Join us this month to find out more of the details!

Thanks, keep using that Atari, and come to your next SPACE Annual Meeting: Friday, November 8, 2024.



Treasurer's Report
By Gregory Leiner

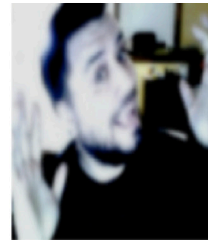
An interesting month to say the least in October! I made it to the Falcon Heights Community Center on the 16th and made our room rental final payment of \$1,200.00. Kelly was very cordial and I thanked her on behalf of the Club Members. I arranged the return of their key after our December meeting and told her we would remove the two items that we stored in the closet.

After that, Jackie and I made a trip over to the Wilder Center and made reservations for six months in 2025. That is as far out that we can reserve, but I just have to renew again for up to six months going forward and so on. The room I preferred was called the Midway room but another group has it reserved for the same exact days as our Club. Go figure. So, the room we have is called the Merriam room which along with the Midway room are both located on the second floor. I will go into more details at the November meeting.

I was disappointed in finding out that they have no way of storing our computer items so we have to figure something out about that. There is a lot of construction around the building but I was told it should be done by year's end.

Now, for our treasury for the month ended October 31, 2024. We started the month with a bank balance of \$1,751.81. We had three membership renewals for \$45.00, and sold six DOMs for another \$18.00, for a total of \$63.00 for the month. I paid the room rental bill of \$1,200.00, so our ending balance is now down to \$614.81.

Now, we can start a new chapter and work our way back up. The good thing is that we may not have anymore expenses going forward unless the Club pays for future parties, but I will leave the idea for a later Club meeting. I know we will all have many questions going forward but I am confident we can work them all out! At least we have the next two meetings at our regular location, so I hope to see you all at the November meeting on the 8th. Mark your calendar as this is a very early monthly meeting. See you there!



Secretary's Report
By Steven Peck

HELLO WORLD!

Here I am with the latest Secretary's Report and more minutes from the Meeting in October! Let me share those minutes with you.

MEETING COMMENCES: The October 2024 SPACE Meeting began on Friday, October 11, 2024, at 7:30 PM CDT.

MEMBERSHIP COUNT: The Membership Count stands at ten members paid-up at this time.

WEBSITE REPORT: No major problems have developed with the SPACE Website, so there is no major concern there.

DOM REPORT: There were two really good games, a puzzle game and a game from Fandal called "Mikie." More on this will be in the Atari 8-bit DOM Review later in the Newsletter, but they are great games to play.

OLD BUSINESS: Again, there was mention of creating digital DOMs for people with emulators as a means to get new members in SPACE. It was decided that we will go ahead with this option to sell ATR images of the DOMs to others.

These images will be provided by Dom Librarian Glen K. They will be the same price as physical DOMs would be at \$3.00 a DOM. Since there will be two ATRs (one for each side of the DOM), the ATRs will be \$1.50 per side, which would total the same for every DOM.

NEW BUSINESS: Video 61 and Atari Sales have released the Atari 7800 version of "Megoids," a game like "Asteroids" but with power-ups for your ship and large and deadly boss ships. For more information, you can go to V61's website at www.atarisales.com.

There are going to be more wireless controllers from Atari. In addition to the CX-78+ Wireless Joypad, there will be a CX-40+ Wireless Joystick and CX-30+ Wireless Paddle Controllers. They are coming soon from Atari themselves.

Also, we were discussing the next place for SPACE, since we cannot stay at Falcon Heights City Hall after the end of 2024. We were deciding on going to either one of the Dakota County Libraries or the Wilder Center. According to my sources, it was decided that we will take occupancy at the Wilder Center in the Merriam Park Room # 2410.

MEETING ADJOURNS: My apologies. I assumed the meeting ended around 8:30 PM on the night of the October 2024 Meeting, but I had to leave early to get to my house from the Meeting. Sorry for that inconvenience.

This concludes the Secretary's Report. I will be back with another Report for November's minutes. Until then, keep the faith, fellow Atarians! See you in November and Happy SPACE Election Day!

In the words of the late, great Stan Lee.

EXCELSIOR!



Message from Captain Irata:

**"Gamer, heal thyself!
Get more life to win in your games!"**

HOO-RAH!

TRIVIA TIME!

The name of the computer language, COBOL, is an acronym that stands for "Common Business Oriented Language."

Continuing with acronyms, the computer language name ALGOL stands for "Algorithmic Language," BASIC stands for "Beginner's All-purpose Symbolic Instruction Code" and FORTRAN stands for "Formula Translation System."

-TABLE OF CONTENTS-

PAGE ONE:

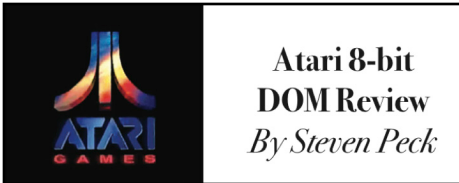
**The President's Corner
Treasurer's Report
Secretary's Report**

PAGE TWO:

Atari 8-bit DOM Review

PAGE FOUR:

SPACE Bylaws

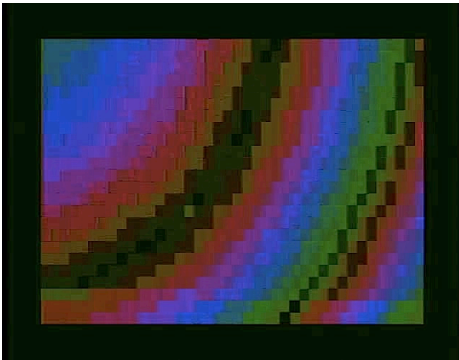


Welcome back to the latest edition of the Atari 8-bit DOM Review! We have some great game and demos for you to see that will be reviewed in this article. So, sit back, read and enjoy! Let's get started!

October 2024 DOM, Side One:

The first file on this DOM is called "Pijana Zygotka," by Marek Oglodek. The name is Polish for "Drunk Zygote." The file is only 240 bytes in size. It shows the representation of a human egg cell switching colors. It pulsates and has fluid animation.

Well, it looks very good. The animation is top-notch and the colors look great. It really shows the aesthetics of the A8 computer. It really stands out.



It really looks good for a tightly-coded file. The colors compliment each other and it oscillates violently. But, it is a great demo. I quite enjoyed it. I will score this file now.

SCORE:

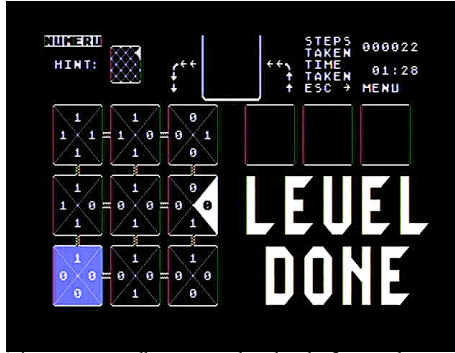
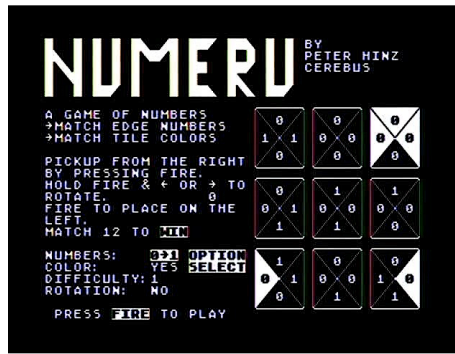
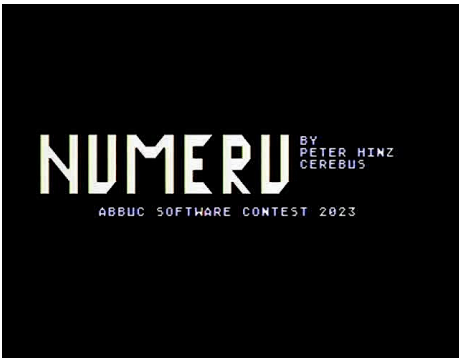
Graphics: 10
Animation: 10
Music/Sound FX: 10

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

The next file is called "Numeru," an ABBUC Software Contest 2023 entry, by Peter Hinz. It's a challenging game. You have to match not only the numbers on the grid, but the colors associated with those numbers as well. You can rotate the pieces on the grid as well.

If you make it through a level, you will get to a more challenging level. It's also timed. You have to finish the level in the least amount of time that you can.

All I can say is this game is really cool. It's a challenge and it's easy to understand. It's also really good and fun to play. I enjoyed it and I think you would as well.



The game is well-engineered. It kind of reminds me of Sudoku, but I know it isn't that. It's just a really nice number game. It's fun and can be difficult to play.

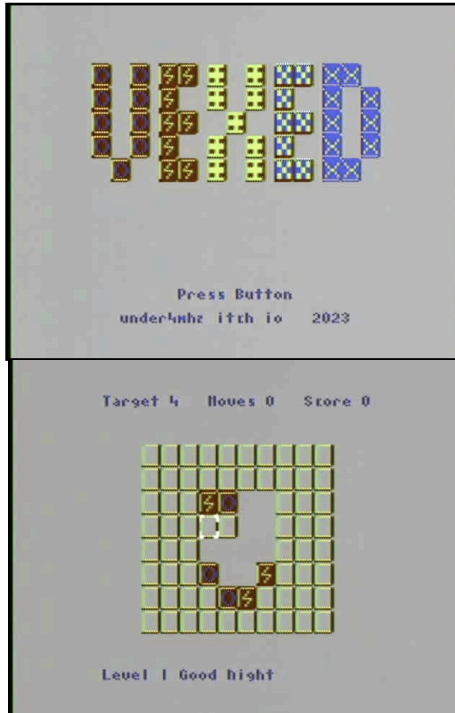
Allow me to score this game:

Graphics: 8
Gameplay: 10

TOTAL SCORE: 18/20 (90%)

The next file is a game called "Vexed," created by Paul Chandler. Another puzzle game, you have to drop matching tiles onto each other. Each level is more challenging than the other, but it is pretty easy to learn.

You have to beat the level below the target amount of moves, in the fewest moves. The first level is easy, but it gets more difficult as you go on. It takes a lot of thought to progress in this game, and it is quite enjoyable. I think you would enjoy it, too. It's quite fun, actually.



The game may not be graphically impressive, but it doesn't have to be. It's good even without the best graphics, and it's fun to learn how to play it. Have fun with this game, and I think you will. I will score it now.

SCORE:

Graphics: 7
Gameplay: 10
Animation: 6
Music/Sound FX: 5

TOTAL SCORE: 28/40 (70%)

The next file is an intro file called "PartyTime 23," by Christian Duesterhoeft. It shows a nighttime cityscape complete with parallax scrolling and fireworks effects. It has a great-looking text ticker and kicking music.

I enjoyed watching this file. It has great graphics and music. The text ticker has fluid animation. This is a great-looking file. I loved the architecture depicted in the file. The font used in the ticker is cool-looking and overall it's impressive and fun to look at.



Also, to tell you the truth, the atmospheric perspective looks cool, too. It gives depth during the parallax scrolling effect. Love it! I will score this file now.

SCORE:

Graphics: 10
Animation: 10
Music/Sound FX: 10

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

The next file is a music track called "Napriek Tomu," which means in Polish "On The Volume," by Filip Golewski. It's a peppy tune with lots of range and tonal value. It got a nice beat and tempo. Pretty easy to listen to, and not too gritty.

I will score this now:

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

These is another music track in the next file by Zdenek Eisenhammer, called "Failure is Not an Option." It starts out mellow and slow, then has a nice drum beat to it with a nice tempo. Again, another nice easy listening track. It has some pep in it, too. I will score this file.

TOTAL SCORE: 9/10 (90%)

The next file is called "Lost Koto Garden," a pic by Robert Smolinski. It's a Japanese garden scene. It looks good, too. I am impressed with it and it has a lot of color in it. It also has a lot of intense detail in it. It isn't a digitized image, so I guess it took a lot of time to create it.



It is a beautifully rendered image, with a lot of contrast to it. The cool and warm colors are complimentary and blend well. Very nice image. I will score this pic now.

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

The next file is another pic called "Press Fire," by Zdenek Eisenhammer. This and the next pic are by Mr. Eisenhammer, and this image shows a joystick on a checkerboard surface with the word "ATARI" on top of it. This image is very clear and sharp and it has great detail.

It is a great homage to the Atari brand. The joystick looks very well-rendered and so does the checkerboard it sits on. Again, it's a nice rendering.



It also has a three-dimensional look to it. The shading and detail are astounding. Very, very good. I will score this rendering now.

TOTAL SCORE: 9/10 (90%)

The last file is yet another pic called "Ready to Lift Off." Mr. Eisenhammer does it again with a rendering of a fighter jet on what looks like an elevated runway. It's not too bad. I like the detail of the jet fighter. Pretty cool rendering with a lot of time put into it, I am sure.



I also like the gradient in the sunset (or sunrise, depending on if it's a sunrise). It has a lot of detail in it as well. Overall, it's pretty interesting. I will score it now.

TOTAL SCORE: 8/10 (80%)

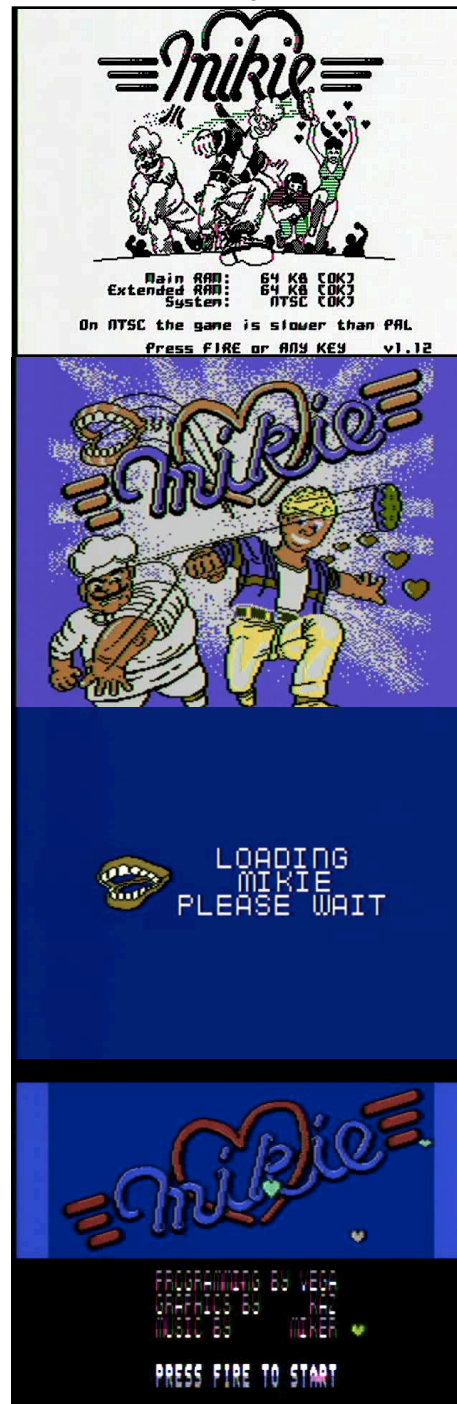
Now onto Side Two! You will like the file on the next side of the DOM. It's quite interesting to see and play.

Side Two:

The last file on this DOM is a game called "Mikie," by Vega, Kaz and Miker. You play a high school student

who has to collect hearts from his girlfriend before he gets caught by his teacher, the school janitor or the school's chef. You have to go about the school, bumping people off of their chairs and shouting into lockers to get the hearts from your girl.

It's a really cool game, and looks commercial quality. This could be a great retail release. It has a lot of detail, depth and challenge. This is a really well-done game. I applaud the effort to create it and bring it to us. Very nicely done!



Again, this game is very challenging and can have a learning curve. Fortunately, there are instructions on how to play the game. It makes the game easier to understand, but it still takes a lot of practice. I will score this great game now.

SCORE:

Graphics: 10
 Gameplay: 10
 Animation: 10
 Music/Sound FX: 10

TOTAL SCORE: 40/40 (100% perfect score)

Thanks again for reading the Atari 8-bit DOM Review! I will be back next month with yet another A8 Review. Until then, Carpe Diem, fellow Atarians, and have a great day. See you soon!

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

**ARTICLE I
NAME AND OBJECT**

Section 1. The name of the Club shall be the Saint Paul Atari Computer Enthusiasts, or SPACE.

Section 2. The object of the Club shall be to bring those with a common interest in Atari computers together for the purpose of sharing hardware, software and information related to Atari.

**ARTICLE II
MEMBERSHIP**

Section 1. The number of members of SPACE shall not be limited.

Section 2. Any person or family interested in Atari 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 the member's joining date. Section 4. Unused portions of dues are not refundable.

Section 5. Any member found to be in violation of the rules or spirit of the club may be expelled by a majority vote of the Executive Board.

Section 6. The Membership Chairman shall be responsible for collecting membership dues and managing the current membership list.

**ARTICLE III
MEETINGS**

Section 1. SPACE meetings shall be held at 7:30pm on the second Friday of each month, at the Falcon Heights Community Center, unless otherwise directed by the Executive Board.

Section 2. Club business cannot be conducted without at least one Officer and one other member present.

Section 3. All club meetings shall be open meetings.

Section 4. Minutes of each club meeting shall be recorded by the Secretary and published in the club newsletter.

Section 5. The Annual Meeting shall be held each November. At the Annual Meeting, Officers shall be elected and volunteers for other ongoing club duties shall be secured.

Section 6. The President shall preside over club meetings. In the President's absence, the Vice-President shall preside. In their absence, the Secretary shall preside. If the first three are all absent, the Treasurer shall preside.

**ARTICLE IV
TREASURY**

Section 1. An accounting for all incomes and charges to the SPACE balance sheet shall be published in the newsletter each month.

Section 2. Prior approval by the Executive Board is required if the club is to incur any expense. Section 3. The Treasurer shall be responsible for the duties of managing the club's monetary assets.

**ARTICLE V
NEWSLETTER**

Section 1. The club shall publish the SPACE Newsletter on a monthly basis.

Section 2. All currently paid club members shall receive a copy of the Newsletter by mail each month.

Section 3. Newsletters shall also be sent free of charge each month to other Atari clubs which are able to return the favor.

Section 4. The Newsletter Editor shall be responsible for

the duties of collecting articles from the membership, publishing, and distributing the Newsletter.

**ARTICLE VI
DISK OF THE MONTH**

Section 1. A new SPACE Disk Of the Month (DOM), readable by a standard Atari 1050 disk drive, shall be produced on a monthly basis. This is for the purpose of raising funds for the club.

Section 2. DOMs shall include shareware, freeware, or public domain software or other files for the Atari. DOMs shall not include pirated commercial software.

Section 3. The price of the DOM shall be \$3.00.

Section 4. DOMs shall be available for sale at each club meeting, and may be sold to members and non-members.

Section 5. Other clubs may trade DOMs with SPACE on a one-for-one basis.

Section 6. The DOM Librarian shall be responsible for the production and sales of the DOM.

**ARTICLE VII
BULLETIN BOARD SYSTEM**

Section 1. A Bulletin Board System (BBS) supporting Atari computers shall be made available by the club. The BBS provides an online forum for Atari discussions, and an optional communications medium for club matters.

Section 2. The BBS System Operator shall be responsible for maintaining a friendly and welcoming environment on the BBS. Illegal software or offensive language shall not be tolerated.

**ARTICLE VIII
WEB SITE**

Section 1. The club shall maintain a home page on the World Wide Web. The site shall be primarily designed to attract new club members, and provide online access to club information.

Section 2. The Webmaster shall be responsible for maintaining the web site, and keeping the information presented there current.

**ARTICLE IX
OFFICERS AND EXECUTIVE BOARD**

Section 1. The Officers of the club shall be President, Vice-President, Secretary, and Treasurer, and shall be referred to collectively as the Executive Board.

Section 2. The Executive Board shall collectively supervise the affairs of the club, shall be responsible for proper and orderly club operations, shall be responsible for upholding the rules of the bylaws, and shall at all times make decisions with the best interests of the membership in mind.

Section 3. The officers shall be elected by a majority vote of those present, 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 Executive Board shall actively seek volunteers to fill the following positions: Membership Chairman, Newsletter Editor, DOM Librarian, BBS Operator, and Webmaster. These volunteers shall be subject to the approval of the club membership.

Section 5. The Executive Board shall also seek volunteers for other ongoing administrative duties, such as meeting location arrangements and post office box maintenance.

Section 6. Officers shall be subject to a Recall Vote if a majority of the membership so desires. The Recall Vote shall not take place until it has been announced in the newsletter.

Section 7. 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. A Quorum shall be defined as either a minimum of 50% of the entire membership, or 10, whichever is smaller.

Section 2. Provided that a quorum is present, and provided that the amendment proposal has been communicated to the entire membership in writing in advance, the Bylaws may be amended at any meeting by a two-thirds vote of the members present.

Section 3. Voting shall be by consenting AYE or NAY if a two-thirds vote can be confirmed, or by a show of hands for a precise tally.

Section 4. Proxy voting is not permitted for Bylaws amendment votes.

**ARTICLE XI
CLUB DISSOLUTION**

Section 1. The club may elect to disband itself by a majority vote of the current membership, provided the proposal has been printed in at least one issue of the newsletter.

Section 2. In such an event, the Executive Board members shall be responsible for the proper and orderly closing of accounts, arrangements, and all normally ongoing club activities.

Section 3. Any remaining material assets of the club shall be distributed evenly among the membership, as best as this is possible. Historical club materials shall be preserved if possible.

Section 4. When all outstanding charges are paid, the Treasurer shall distribute any remaining club funds evenly among the final group of club members.

UNABLE TO MAKE IT
TO THE NEXT MEETING?

Then, sign into our Discord server On the
night of the physical Meeting!

Here is the permanent invite link To the
SPACE Discord server:

<https://discord.gg/r9Q4AxuNmQ>

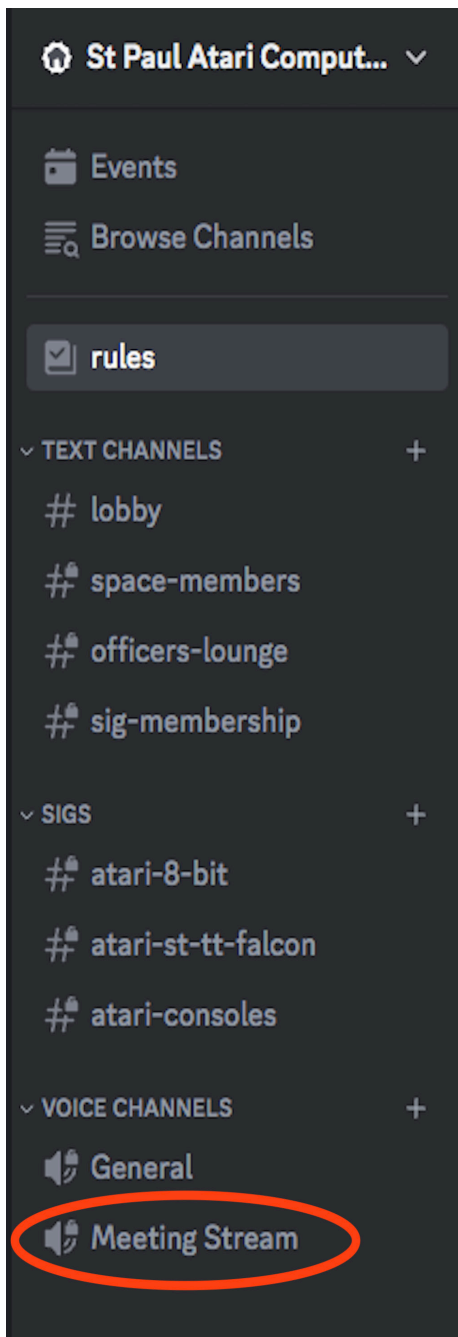
NOTE: This link has been corrected. Sorry for
the inconvenience as it was misspelled in the
September 2024 SPACE Newsletter.

You can copy and paste this URL link on your
browser in the search bar.

Once on the SPACE Discord server,
Go to the Meeting Stream in the sidebar on
the Discord page.

There is a screenshot of the sidebar on this
page with the Meeting Stream link circled.

THANKS FOR COMING
VIRTUALLY AND PHYSICALLY!



We need your articles!

If you wish to channel your inner F. Scott
Fitzgerald and want to send in an article,
please feel free to send them to the SPACE
Newsletter Editor!

Please try to send your articles within
two weeks of the Club's occurrence every
month. They then will be posted.

The SPACE Newsletter Editor's contact
information is, of course, on the back of
every SPACE Newsletter!

Thanks for posting and for supporting your
SPACE Club!

We hope to see more articles soon!



CLUB OFFICIALS:

DISCLAIMER:

President and Web Page Manager:

Michael Current

Ph: (608) 787-8548

E-Mail: michael@mcurrent.name

Vice President:

Brian Little

E-Mail: demomantna@gmail.com

Secretary/Newsletter Editor:

Steven Peck

E-Mail: artisan213574@gmail.com

**8-bit DOM Librarian/
Membership Chairman:**

Glen Kirschenmann

Ph: (763) 786-4790

E-mail: kirschg@netzero.net

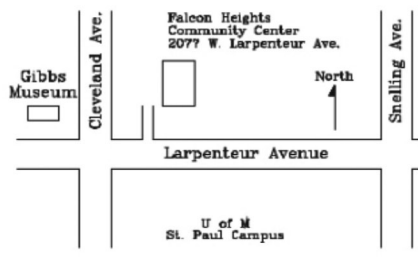
Treasurer:

Gregory Leitner

Ph: (651) 895-2223

E-Mail greglites1@outlook.com

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



S.P.A.C.E.

c/o Gregory Leitner
3407 78th St E
Inver Grove Heights, MN 55076-3037

This newsletter is published by the Saint Paul Atari Computer Enthusiasts (SPACE) special interest group, an independent organization with no business affiliation with ATARI, Inc.

Permission is granted to any similar organization with which SPACE exchanges newsletters to reprint material from this newsletter.

We do, however, ask that credit be given to the authors and to SPACE. Opinion expressed are those of the authors and do not necessarily reflect the opinions of SPACE, the club officers, the club members, or ATARI, Inc.

Please feel free to visit our website at this URL:

<https://space.atari.org>

**NOTICE FOR AUTHORS
OF SPACE NEWSLETTER
ARTICLES:**

Articles meant for newsletter publication must be received by the SPACE Newsletter Editor by two weeks prior to the start of the next scheduled SPACE Meeting. Thank you for your understanding on this.



The next SPACE meeting and Election will commence on Friday, November 8, 2024, at 7:30 PM, local time!

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



Another Message from Captain Irata:
"That's all she wrote, SPACE Cadets!"

HOO-RAH!

