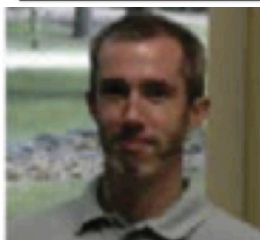


•Serving the Twin Cities Atari Community for Four Decades•

•SPECIAL 2024 HOLIDAYS EDITION•



The President's Corner
By Michael Current

All of the officer and volunteer positions were filled via election at our Annual Meeting last month, once again thanks to all who contribute to the leadership roles that keep this club going. We are amazing!

The first SPACE meeting that was held at the Falcon Heights Community Center (now, Falcon Heights City Hall) was on November 8, 1985. Before that, SPACE briefly met at the U of M St. Paul Campus Office Classroom Building rooms B-35 & B-36, 3 blocks away. Up until earlier in 1985, the club meetings were at the Minnesota Federal Savings & Loan, Lexington Ave., near Larpenteur, Roseville.

This month of December will be our last gathering at the Falcon Heights City Hall. Come to the meeting this month and reminisce over all of the times we've gotten together at this same location for the past 39 years! And bring a dish to pass, it's our holiday party after all!

Next month in January, see you at the Wilder Center, Merriam Park Room 2410, 451 Lexington Parkway North, Saint Paul, MN. Onward and upward!

Thanks, keep using that Atari, and come to your next SPACE meeting and PARTY: Friday, December 12, 2024.



Treasurer's Report
By Gregory Leiner

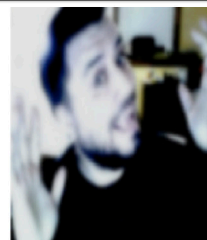
Well, we have had a good run meeting at the Falcon Heights Community Center, but as they always say "all good things come to an end!" So, isn't it just fitting that our last meeting there is on Friday the 13th! But we need to go out with our annual Christmas party so let's all meet and have a great time.

Since we had to catch up on our meeting room expense we have to be a little bit frugal with our party purchases. So we decided to have Raising Cane's chicken strips, potato salad and Cole slaw. Glen will bring his usual root beer floats, Jackie will bake cookies and we will also bring the table supplies along with the beverages. Feel free to bring another dish for the rest to share.

Our treasury had a beginning balance of 614.81 and we added \$15.00 for a membership renewal and another \$15.00 for the sale of five DOMs for a total of \$30.00 added to our treasury giving us a bank balance of \$644.81 to end our month.

It is hard to have to put a key to the club in an envelope and deposit it in the drop box after holding the key for over twenty years. Along with my house and car keys it was the only other key I had in my pocket for all those years.

This will conclude a chapter for the Club but we are turning a page to start a new one and who knows how long this one will last. We have some great members so nothing is off the table. See you all on Friday the 13th to finish off this chapter!



Secretary's Report
By Steven Peck

HELLO WORLD!

Welcome to the SPACE Secretary's Report. These are the minutes from the November 2024 SPACE Meeting.

MEETING BEGINS: The November 2024 SPACE Meeting commenced on Friday, November 8, 2024, at 7:33 PM. Six members were present at the November 2024 SPACE Meeting.

MEMBERSHIP COUNT: At the time of the Meeting we had ten paid-up members, with one membership renewal.

WEBSITE UPDATE: Aside from the fact that the new location for SPACE, Wilder Center, has been updated on the Website, nothing else remarkable has happened to report about.

OLD BUSINESS: There was more discussion about the new location for future SPACE Meetings at the Wilder Center in Saint Paul. It was stated that there will be security guards that will need to know that when we arrive we are present for the SPACE Meetings, and it needs to be announced at entry. There were questions about storing our Atari equipment at the new location. We are presently making inquiries about what to do about that.

NEW BUSINESS: For the final SPACE Christmas Party at the Falcon Heights City Hall, we were discussing what food to get for the party. We will be having chicken fingers from Raising Cane's as previously stated, Glen will bring his root beer floats, Greg's wife, Jackie, will bake cookies and we can bring any food items as a potluck as well.

ELECTION RESULTS: There were six unanimous votes for all current Officers to keep their present positions. No new Officers were elected for this year. The DOM Librarian position stays with Glen K.

MEETING ADJOURNS: The November 2024 SPACE Meeting adjourned at 8:10 PM

This concludes the Secretary's Report. I will be back with the Atari 8-bit DOM Review later in this Newsletter and will have yet another Secretary's Report for you in January 2025. Have a Merry Christmas and a Happy New Year! In the words of the late, great Stan Lee...

EXCELSIOR!



Message from Captain Irata:

"The missiles are coming! I must defend Zardon from the Krytolians! Missile Command, here I come!"

HOO-RAH!

TRIVIA TIME!

The famous 2D animation production program, TVPaint, started off on the Commodore Amiga as a program originally called Mirage. The program is an industry standard nowadays.

Cyber Studio CAD-3D is a direct ancestor to the 3D animation program 3ds Max. Both were created by Tom Hudson. Cyber Studio was for the Atari ST.

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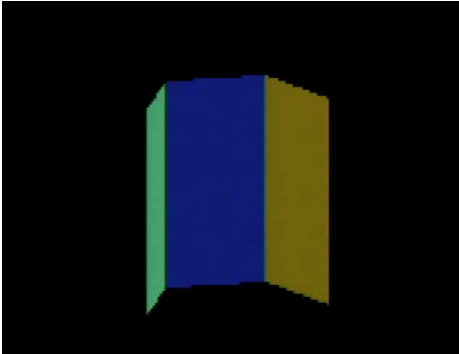


Atari 8-bit DOM Review By Steven Peck

Well, here we are again. Welcome to the latest edition of the Atari 8-bit DOM Review! We are going to review the November 2024 DOM this time. So, sit back and relax, because we are going to have a great time!

November 2024 DOM, Side One:

The first file on this DOM is called "Pozytywka," a 262-byte file by Kamil Trzaska. The name of the file is the Polish word for "music box." It shows a rotating music box making music.



It's quite colorful and has simple music. It's geometric and fun to look at. I like the fact that it looks three-dimensional. I also like the animation. It looks pretty technical for a 262-byte file. It also leaves a lot to the imagination.

I know it's small code, and I wish it were more, but it is astounding how the file shows how tight code works. It really is well coded. Simple, yet impressive. Here's my score.

SCORE:

Graphics: 8
Animation: 9
Music/Sound FX: 7

TOTAL SCORE: 24/30 (80%)

The next file is a game called "Dude Story," a game by Mariusz Ejchsztet. It's a well thought game where you play Dude (the protagonist), a boy who has to pick apples for a wizard. The game seems easy enough, but you do need to practice to figure it out.



It looks great. It has a plot. There is a goal in behind it. It has cool graphics and music. It needs to be practiced to play it, but once one gets the hang of it it's pretty fun.

It's has a funny name for the protagonist, but I think it's a cool game. It's definitely piqued my interest playing it. I will score this game.

SCORE:

Graphics: 9
Animation: 9
Gameplay: 10
Music/Sound FX: 9

TOTAL SCORE: 37/40 (93%)

The next file is the classic PC game "Minesweeper," a faithful translation by Paul Chandler to the A8 computer. You know the premise: guess where the mines are on a grid which can be adjusted in size. It has a score and timer on it. Hit a mine, and it's game over.

The goal, of course, is to not hit any mines. I know that there is a trick to it, but I have never figured it out yet. I never played this game much on the PC, so I never knew how to really solve it.



People have given me hints and there are on-screen clues, but I never knew that until last SPACE Meeting. I admit. I am a noob at this game. No worries. I am just having fun with it. That's all. Fun is by, by the way. There is never a dull moment in the game.

With all due respect, I will score this game now.

SCORE:

Graphics: 8
Gameplay: 10

TOTAL SCORE: 18/20 (90%)

The next file on this DOM is a music track called "See You One Day," by Piotr "LiSU" Lis. It's a dainty little tune with a lot of pep in it and weird sound effects. But, it's got a nice little beat to it. I can see someone skipping around to it. The tempo's nice, too.

It's a cool little tune and fun to listen to. I will score this track now.

TOTAL SCORE: 9/10 (90%)

The next file is another track called "Inside the BORG Cube," by K. Bryla (Foster/Zelax). It sounds sinister and foreboding, almost scary. It makes you feel you really are engaging the Borg. It has a pulse-pounding sound to it. It sound like evil is lurking in the midst.

I think that's the point, by the way. Actually, it reminds me of the "Alien" movie franchise. Now, I know how Ellen Ripley felt in the movies. I will score this track now.

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

The next file is called "Self Test," a picture created by Rafal Szczytko. It looks really techno. It shows a woman wearing a cybernetic implant on her head against a metallic background. This looks wicked cool and nicely rendered. The colors compliment and it is very detailed.



Yes, very beautifully rendered indeed. Let me score this now.

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

The last file on Side One of this DOM is called "Don't Step on the Demoscener's Ego!" This is another picture by an anonymous creator. It shows a soldier with a metal detector about to step onto a mine in a minefield.



As you can see, it's cartoony-looking, but it is well-rendered and almost funny to see. I like the detail in this drawing. It reminds me of something done on a Koala-Pad or similar device. Nice job.

I will score this file now.

TOTAL SCORE: 9/10 (90%)

Now, onto Side Two, and there are multiple files on that side as well. Here we go!

Side Two:

The first file on Side Two is a 262-byte file called "Pygmy," by an unknown author. It shows a sea horse underwater in the sea. The sea horse has a geometric look to it, as it is rendered in polygons.



It has a 3D-modeled effect. It looks like it is made up of primitive shapes that you would find in 3DS Max or Maya (3D CG programs), which are quite expensive. It is similar to that and on a cheaper computer.

It certainly isn't cinema quality, but it's great for an 8-bit computer image on an Atari machine. It's interesting what these little machines can really do. Again, it's tightly coded, which is astounding for the limited code that it is.

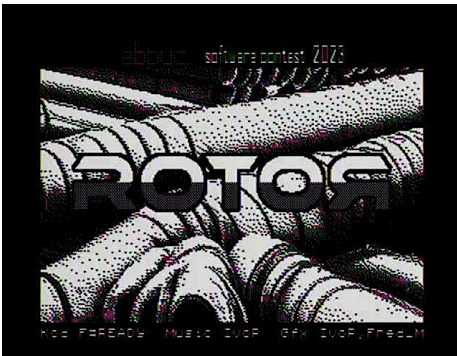
It certainly is amazing work. I will score this now.

TOTAL SCORE: 9/10 (90%)

The next file is a Pong-like game called "Rotor," an AB-BUC Software Contest 2023 entry by F#READY, Ivop, and Fred_M. It is basically Pong in a circular arena. It's quite interesting. I had a hard time understanding how to beat your opponent in the game, but it looks great.

The paddles move in an arc, since the play-screen is a sphere. The object is to get the ball past your opponent to the goal. I was wondering if the goals are exactly at the top and bottom parts of the screen. It seemed like it was a different way to play Pong.

Overall, it looks great. I love the graphics. I guess I need more instruction on how to play this game. But, it doesn't seem to be one player, unless I am missing something. But, it has great potential anyway.



It does look and play great. You definitely need to practice to get the gist of this game. I will score it now.

SCORE:

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

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

The next file is another game called "Last Party Boxing," by Agenda. It is a boxing game seen from the side view. It looks and plays great and has a lot of action for the game it is. It reminds of a arcade boxing game I played once called "Final Blow," which was remade and renamed for Sega Genesis in honor of the man who knocked out Mike Tyson, James "Buster" Douglas.

Anyway, it's cool. You will be astounded by it.



I will score this game, and it deserves high marks.

SCORE:

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

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

Filip Golewski created the next two files, music tracks called "Grace of the Lord" and "Train-O-Scope." The first track is peppy and upbeat, while "Train-O-Scope" sounds trippy and weird at first, but get upbeat as well.

They sound pretty good and are fun to listen to. Mr. Golewski really knows music on the 8-bit system, and it shows. Great music. I will score these tracks now.

TOTAL SCORES:

"Grace of the Lord" 10/10
 "Train-O-Scope" 10/10

(100% perfect score each)

The next file is a picture called "Dawn Then Dusk," by Florent Coste. It depicts the last moments before the first use of nuclear weapons on Hiroshima in August of 1945. I like this, as it depicts a bit of history here. It shows unsuspecting people about to be killed as they see the Enola Gay about to drop the first atomic bomb on a war target.



Interesting and very dark. It is a lesson to be learned about the horrors of war, to be sure. It's detailed and to the point. I love the message in behind this. Great picture and great subject. I will score this now.

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

The final file is a picture called "Black Lagoon," It shows a woman with a car smoking a cigarette while a man is in the doorway to where she is, overlooking the sea.



It's got great detail, especially the car. Nicely rendered. I think it could have been more, but it's still good. It's really a great job and a lot of effort. I will score this now.

TOTAL SCORE: 9/10 (90%)

Well, this concludes the Atari 8-bit DOM Review. I will be back in 2025 with another Review. Until then, Carpe Diem, fellow Atarians, and thanks for reading! See you at the SPACE Christmas Party!

RECENT ATARI NEWS:

Announcing MUSKIE ATTACK

A New Sports Fishing Game for Atari XL/XE

Available NOW!

- 1 or 2 Players
- Sports Fishing
- Simultaneous 2-Player Action
- For Use With Joystick or Control Pad

Hi everyone,

“Muskie Attack” is now available for the Atari XL/XE 8-Bit Computer System!

“Muskie Attack” is a very fun and addicting sports fishing game with an option for simultaneous 2-Player action.

“Muskie Attack” is now available, simultaneously released for three systems: the Atari 7800, Atari 5200, and Atari XL/XE 8-Bit Computers. Currently we are taking orders via e-mail only at video61@atarisales.com, or video61atarisales@gmail.com

When inquiring about “Muskie Attack”, or any other item from Video 61, please let us know if you live in the U.S.A., or another country due to shipping. At this time we are only accepting payment via PayPal, checks or money orders. To mail in a check or money order, please go here for instructions:

<http://www.atarisales.com/ordering.html>

Price will be \$39.95 and includes free shipping if you live in the U.S.A.

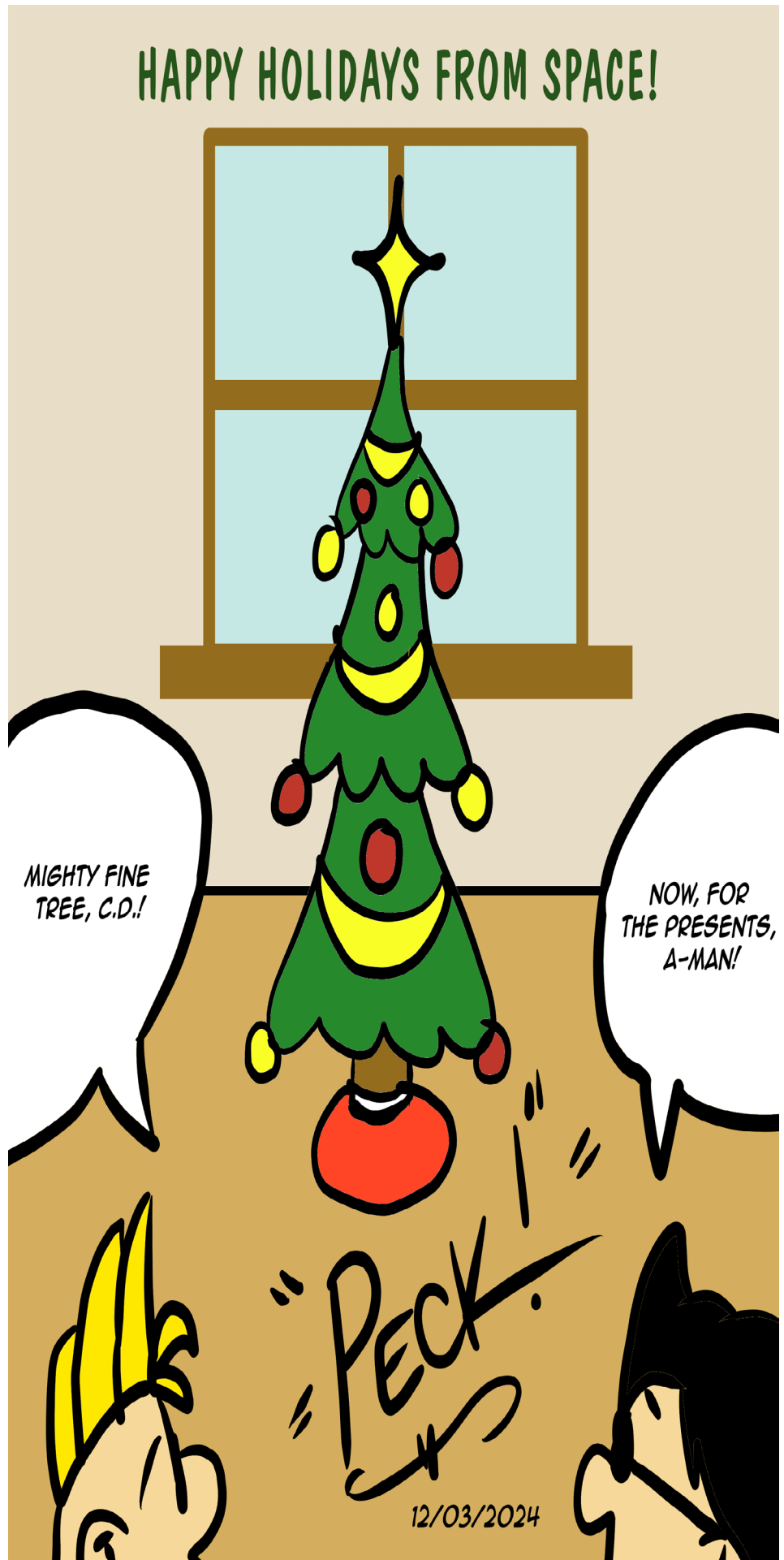
“Muskie Attack” is not listed on our website yet. We are constantly busy and will get it listed A. S. A. P. Muskie Attack! can be played with the Atari 7800 ProLine Joystick, the Atari 7800 Control Pad, or the classic Atari 2600 Joystick.

To inquire or purchase please include where you live, and email us with your order at video61@atarisales.com, or video61atarisales@gmail.com. Thanks again, everyone! Without you, we would never be able to bring new stuff to the Atari community.

Thanks!

Lance (www.atarisales.com)

(Atari 7800 Screenshots of “Muskie Attack”)



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>

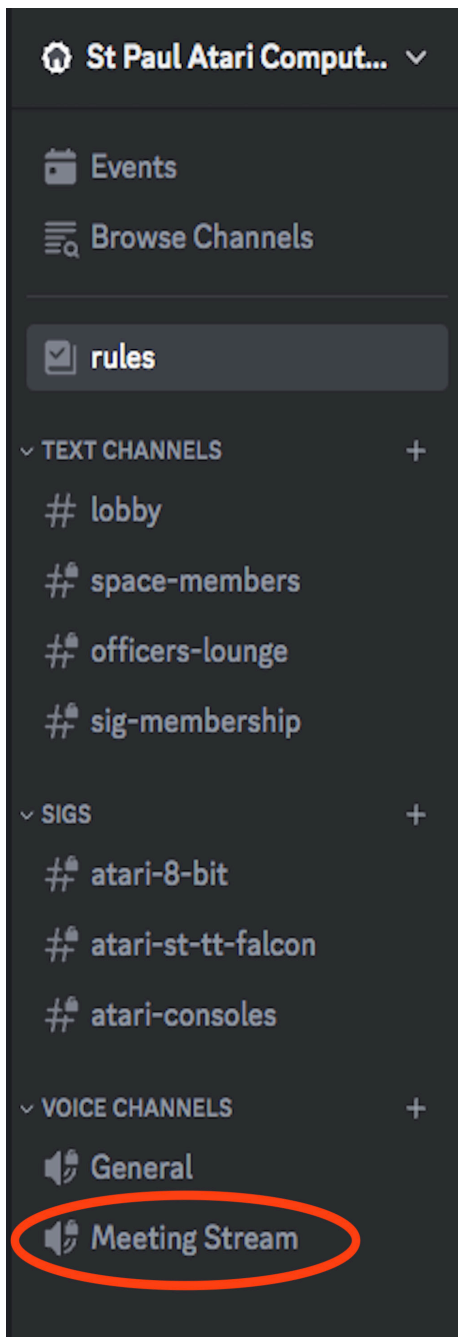
NOTE: This link has been corrected. Sorry for
the inconvenience as it was misspelled in the
September 2024 SPACE Newsletter.

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!



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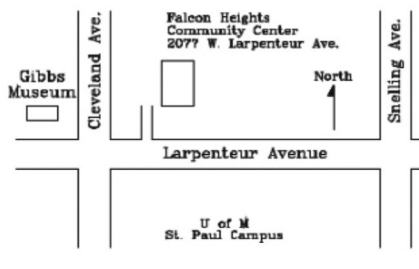
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The Saint Paul Atari Computer Enthusiasts (SPACE) special interest group meets on the second Friday of every month at 7:30 PM in the Falcon Heights Community Center at 2077 West Larpentour Avenue. Doors open at 7:00 PM.



S.P.A.C.E.

c/o Gregory Leitner
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Inver Grove Heights, MN 55076-3037

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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.

WE ARE MOVING!

Starting January 10, 2025, we will be meeting at a new location! We are going to meet at the Wilder Center on 454 Lexington Pkwy. N., in Saint Paul's Midway area.

You will need to check in with security if you come to the building after 5:30 PM. We will meet in the Merriam room (room 2410). We will meet at the normal time of 7:30 PM every second Friday of the month.

Thanks for coming to SPACE!

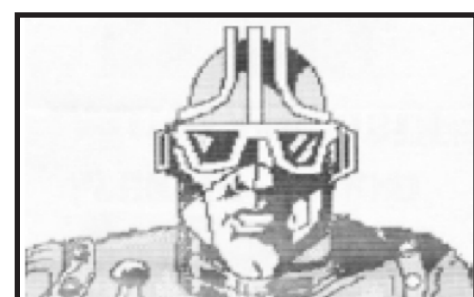
The map below shows the location of the Wilder Center, our new meeting place.

(Map courtesy of Google)



*The next SPACE meeting
And Election will commence on
Friday, December 13, 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!