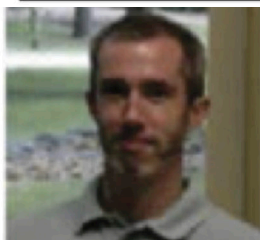


•Serving the Twin Cities Atari Community for Four Decades•

• April 2025 Edition •



The President's Corner *By Michael Current*

Today's Atari has been very active, but one thing they're doing less of is putting out traditional press releases that we could include here in our newsletter. But, I'm on their mailing list so I still receive and collect their email announcements.

On April 3, they announced 5 cartridges for the 2600 and/or 7800: Tiger-Heli 7800, Avalanche 2600, Dark Chambers 7800, Countermeasure 2 7800 and Super Circus Atari 7800.

I have neither a 2600 nor a 7800, nor do I have the modern+ series versions, the 2600+ and 7800+. But, I think it's pretty cool that they seem to be making some money putting out new cartridges for the 2600 and 7800! If you have these consoles, are you collecting the new releases?

Regarding my ongoing attempts to get Google to fully index our website and all the old newsletters, last month I reported we had 288 indexed pages, and 190 not-indexed. Today, those numbers stand at 199 indexed and 279 not indexed.

A big step backward, assuming the goal is 100% indexing. What is going on?? Any Google Search Console experts out there??

Thanks, keep using that Atari, and come to your next SPACE meeting: Friday, April 11, 2025.

And don't forget, we are meeting at the Wilder Center!!



Message from Captain Irata:

"Video games are like life.
You win some and you lose some!"

HOO-RAH!



Treasurer's Report *By Gregory Leitner*

The March SPACE meeting went fairly well once we got things up and running. Trying to hook everything was made more difficult than it needed to be due to the fact that the electrical box for plugging all our equipment in was first located under the table and secondly it was hard to get to.

We had to climb under the table and use the light from an iPhone to see where the inputs were located and the whole process was not ideal. But, once we got it all hooked up things went pretty smoothly. We got to review the monthly DOM and got a nice video and the audio was okay.

We will still have to figure things out next month as the Wilder manager absolutely will not allow us to store our computer and monitor in the room. I have another option to suggest and the next meeting that I hope will work out.

Since we didn't have a February meeting our deposit included both receipts from the January and March meetings. We had revenue of \$21.00 in January and \$30.00 in March for a total deposit of \$51.00.

We had a beginning balance of \$563.03 to start the new year and with the \$51.00 deposit in March we now have a balance of \$614.03.

This is tournament time so it is very busy for me this month. So I am keeping this short as the first full day of sixteen games are about to start. The four play-in games are done and two of the games came down to the wire! A great way to start this tournament.

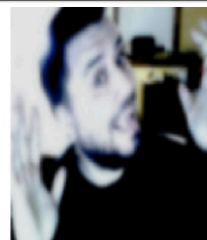
The high school hockey games were also awesome and because they finished before our scheduled March SPACE meeting I was able to watch every single second of the televised games, even the ones I would have missed on Friday evening had we met on the second Friday as usual. I wish they could always finish the hockey games every year by the first Friday in March, but that will never happen.

Anyway, I am going to really enjoy this March Madness, so I will see you all next month.

TRIVIA TIME!

In 1982, *Star Trek II: The Wrath of Khan* was the one of the first motion pictures to utilize CG (computer generated) imagery in special effects.

During production of the same film, to prevent monitor screens depicted in the movie from flickering during filming, 24-frame video was used in each screen, a precursor to high-definition video. This was a technical feat for the time.



Secretary's Report *By Steven Peck*

HELLO WORLD!

Welcome back to the Secretary's Report. We had a nice SPACE Meeting on Friday, March 14, 2025. It was mostly show-and-tell, and the fact that we had issues displaying the screen on the overhead projector at first, but it was still a good Meeting.

Tom brought in his 1040STE computer and demoed a Tetris game for it, which was actually pretty good. We had seven members present at the Meeting in March.

We saw a nice DOM for the A8 computer, which will be reviewed in the Atari 8-bit DOM Review later in this Newsletter. In fact, we will have a double-DOM Review in April because of the Valentine's Day snowstorm, which forced the cancellation of the February Meeting, as you are all aware.

I haven't heard much about the Website for SPACE, so I assume all is well with it for the time being. We have not had a Membership Count recorded from the Meeting since we started meeting at the Wilder Center.

We seem to have had more open meetings since we moved to our new location. Personally, I think we need more structure in future meetings, but I know we are still in transition. So, I hope that after we get used to meeting at the Wilder Center, the future Meetings get more structured.

Anyway, I hope March Madness didn't disappoint anybody this year. I am sure a lot of high school and college athletes played their hearts out. More power to them, and I hope people enjoyed it. In the meantime, I look forward to seeing everybody again at the next Meeting on April 11, 2025. I will try to be there.

So, with that, I close. I will be back with another Secretary's Report in May. In the words of the late, great artist Stan Lee.

EXCELSIOR!

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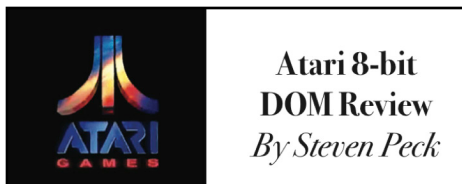
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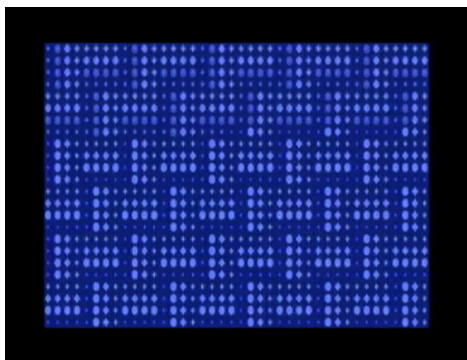


Welcome to the April 2025 Atari 8-bit DOM Review! This time, we are going to review the February and March 2025 DOMs, since we were all snowed in because of the Valentine's Day snowstorm. So, let's get started!

February 2025 DOM, Side One

The first file on this DOM is a 238-byte file called "Half Tone," by Dmitry Krapivin. It shows half-tone dots, pulsating in a certain pattern on the screen. Half-tone dots are shown when magnified up close in a newspaper print, and this file simulates that effect with some animation.

Anyway, it looks really interesting. I like the execution of this file and it looks vibrant and active. Needless to say, I am pleased with the look of it. For tight-code, it's very detailed and well-animated. It's pleasing to the eyes and fun to look at. I like it.



The white dots blend in well with the blue screen. The illusion of movement makes it look calm and pleasant with the way the dots pulsate. It may not be much code-wise, but it works for me. I will score this file now.

SCORE:

Graphics: 10
Animation: 10

TOTAL SCORE: 20/20 (100% perfect score)

The next file is a demo called "Open Letter," by Michal Brzezicki. It's a really cool-looking demo, too. The only thing it has some mature language in it, so I won't post that part of it, but it looks really good otherwise. I like the animation and the execution of this demo.



The graphics are eye-popping and look great. It is a nice achievement, and the execution of this demo is superb. Although pixillated in appearance, it actually helps with the tonal gradations. It works splendidly. I will score it.

SCORE:

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

TOTAL: 30/30 (100% perfect score)

The next file on this DOM is a game from 1983 called "Train Dispatcher," by Robert Brey and T. B. Levine of Signal Computer Consultants, Ltd. I think you are supposed to signal how the train tracks work so the trains can operate correctly. I was unsure exactly how to play it.

There are five game options to play: Visitor, Cub Dispatcher, Dispatcher, Chief Dispatcher and Trainmaster. The game is keyboard-driven, but doesn't seem to have instructions on how to play it. So, I was stumped on how to play it, unfortunately.



Anyway, it looks like a great strategy game, if you understand how to play it. I wish I actually had instructions on this game. It looks fun I will score it now.

SCORE:

Graphics: 6
Gameplay: 6

TOTAL SCORE: 12/20 (60%)

The next file is called "Eat Me!" It's a game by Peter Hinz for the ABBUC Software Contest. Basically, eat and collect everything you can without getting shot by your enemies on the sides of the screen. That's the premise.

You have walls that can block the enemy shots, but sometimes they can be destroyed by those shots. So, be careful of getting shot. Clear the level, and you get to another level after that, and it gets progressively more difficult.

It's a neat little action puzzler. The graphics are OK and the gameplay is simple to understand. I like the fact that it doesn't have a learning curve, and you could learn it right away by rote. It's a cool game to play.



It's simple yet effective. I like the way the game congratulates you with the accomplishment of clearing the level. The game is well done for sure! I will score now.

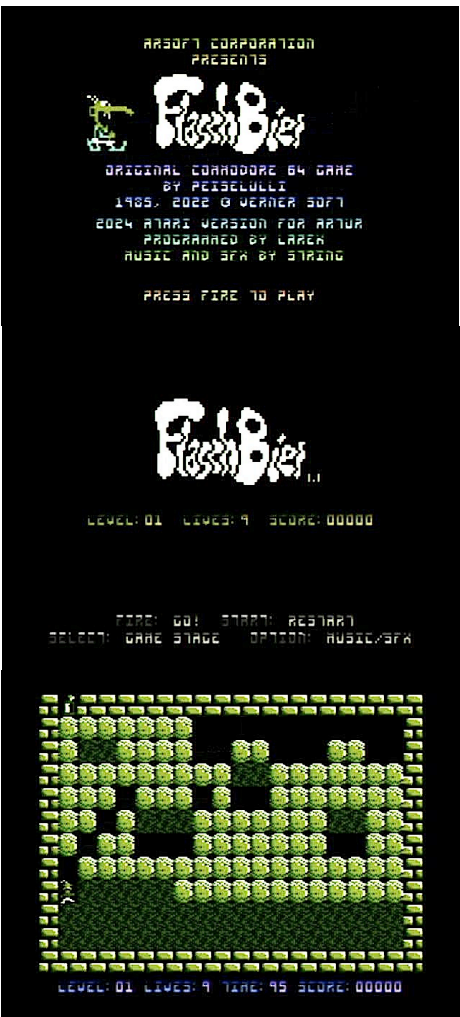
SCORE:

Graphics: 8
Gameplay: 10
Music/Sound FX: 8

TOTAL SCORE: 26/30 (87%)

The next file is another game called "FlaschBier," by Arkadiusz Lubaszka. It's a puzzle game where you have to clear a way to a glass of beer by moving boulders the correct way to get to it. It's an interesting twist on Boulder Dash, in a way. But, much more difficult.

The graphics need some work, however the gameplay is solid. It really shows and is self-explanatory. I like self-explanatory games. Simple to understand, yet difficult to play. That's a good recipe for any game.



It takes timing and planning. I would have to really think this game out for a while because I couldn't do it the first time. Or, watch others play it to get a grasp. It really is a true brain-teaser. I will score it now.

SCORE:

Graphics: 8
Animation: 8
Gameplay: 10
Music/ Sound FX: 8

TOTAL SCORE: 34/40 (85%)

The next file, "CompoPhiller," is a demo honoring musician Phil Collins. It has one of his songs reinterpreted as the music on the file: "Against All Odds." It shows an outdoor scene with tents and flashing lights in the horizon. It's simple, but cool to look at.

It also has an animated text ticker greeting the user playing the file and describing the content. Delightful take on Phil Collins' music. It works for me.



It's really fun to look at. It could be better, but it isn't worse. I think it's delightful to look at. I will score now.

SCORE:

Graphics: 8
Animation: 10
Music/Sound FX: 8

TOTAL SCORE: 26/30 (87%)

The next file is a music track called "The Dark Moon is Rising," by Marek Pesout. It has a pulse-pounding beat and sounds like it has a lot of gritty action. It's really well-made and sounds great. Nice beat!

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

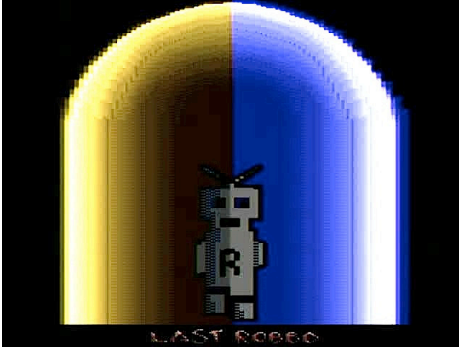
Mr. Pesout has created another music track for the next file, called "Urtimatical Dormaknul." Pretty fast with nice effects in the music. It's a pretty good tune as well. Nice job on this tune and I like the drum beat.

TOTAL SCORE: 9/10 (90%)

The next music track is by Mario Krix, called "dx RMT Track 1." It sounds sinister and foreboding, like something evil sneaking around. Pretty good stuff, and it's a POKEY tune. It's got a slower tempo, too. I will score this, too.

TOTAL SCORE: 8/10 (80%)

The final file for Side One is a picture called "Last Robbo," created by Maciej Hauke. It shows a robot (Robbo, from the games we get from overseas). It shows Robbo inside a blue and orange force field dome. It says "Last Robbo" on the bottom of the picture.



I like the gradations in the color and the colors complement each other in the picture. It's a good balance. I think it still could be better, but it's still cool to look at.

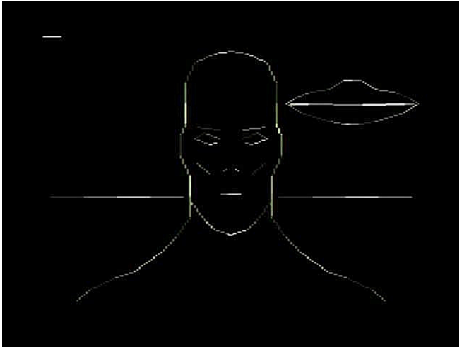
I will score now.

TOTAL SCORE: 8/10 (80%)

Now, on to Side Two of this DOM, with more fascinating files.

Side Two

The first file on this side is called "Inspection." It was programmed by an anonymous person and is a 239-byte file. It shows a person being observed by a flying saucer. It reminds me of the old vector-based displays, like you would see in Tempest or Black Widow in the arcades.

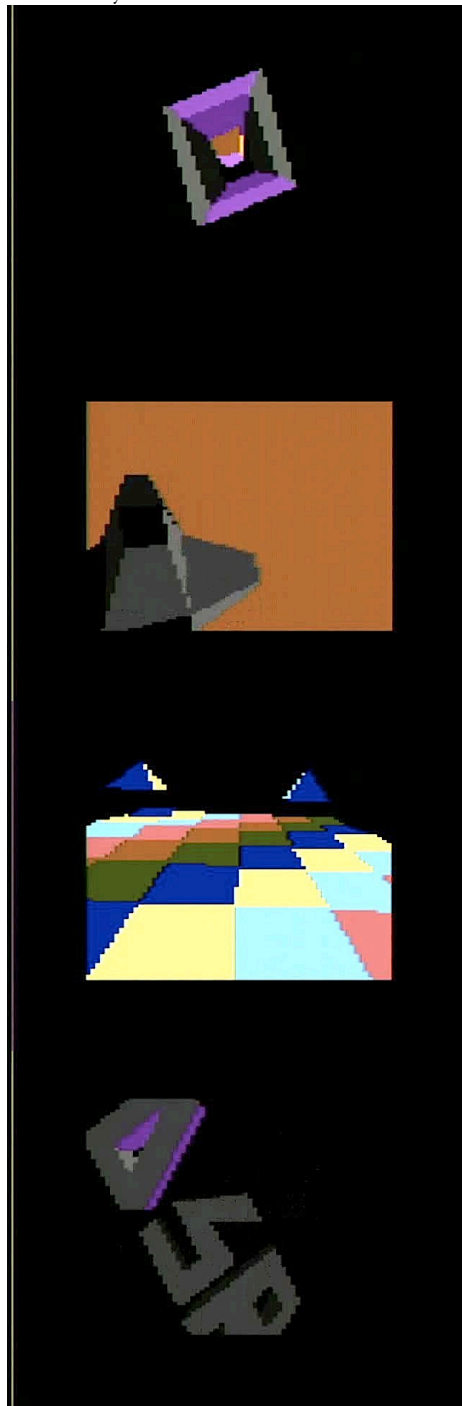


It looks simplistic, but has a lot of detail for 239 bytes. It has character and it is really well-done for its limited size. It looks very pleasing and impressive. I like the attempt that was made to incorporate as much detail as possible for a small file. It's cool. I will score.

TOTAL SCORE: 9/10 (90%)

The next file is a demo called "Silly Trip," by Stian Gulbrandsen. It has a lot of 3-D images in it, plenty of polygons. It really pushes the aesthetics of the A8 and it looks really impressive and spectacular. It's amazing what type of modeling in 3-D can be done on the A8.

Although the animation is choppy, it does look really cool. I am pleased by this demo, and it is pleasing to be sure. It is an outstanding accomplishment. Very well done and very detailed.



As you can see, it's extremely well-implemented. The fly-thoughts of each image are amazing! I will score now.

SCORE:

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

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

The next file is a game called "Run, Fox, Run!" It was created by Bocianu, LisU, and Adam. You control a fox with your fire button. Each press of the fire button either makes it go left or right on the screen.

The fox never stops running. The trick is to avoid on-coming bushes while running. This is very difficult. The fox runs very fast and collides into the bushes very easily. So, you must be on your toes and be precise in your reaction time. It's tricky.



The fox always runs at the bottom of the screen and has a life meter. If you make too many collisions, the game is over. It's very challenging and can be addictive. It's a really cool game not unlike "Flappy Bird." Only, this is an overhead game as opposed to side-scrolling.

Well designed. It's really cool and hard to play. I kind of like this game. It is really a fun game. Let me score it.

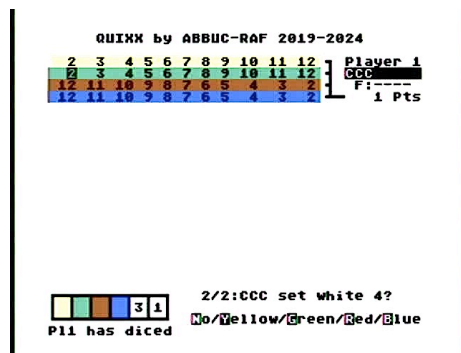
SCORE:

Graphics: 8
Animation: 10
Gameplay: 10
Music/ Sound FX: 9

TOTAL SCORE: 37/40 (93%)

The next file is called "Quixx," by Peter Dell. It is a virtual dice game, only I don't quite understand it yet. I have to play it more. You throw dice with certain numbers on them, trying to get the right combination of dice for points. It's a game of chance.

Not much for graphics, but it has some challenge for sure. It really is a cool game. It reminds me of "Yahtzee," but I don't know if that is the right way to describe it. However, It is a decent type of game for a gamble.



It isn't as graphically pleasing, but it will do in a pinch. I guess I need instruction on how to play it better. Here's my score for this game.

SCORE:

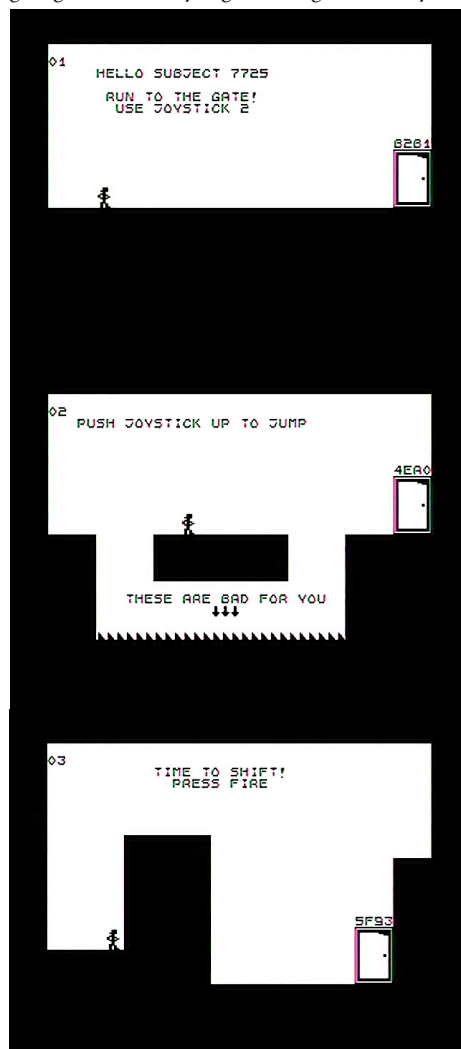
Graphics: 6
Gameplay: 10

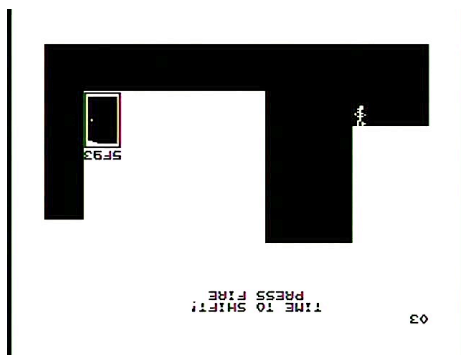
TOTAL SCORE: 16/20 (80%)

The next file is another game called "Shift," by Andy Johns. The trick is to get to the door to the next level. You can get stuck, but you can also shift the screen by making the screen upside-down to make it easier to get to the door..

You can press the fire button to shift the screen to your advantage. It can help you plan more accordingly to get to your goal. Pressing the fire button sort of reverses the screen to make it like a mirror image of the real screen.

I like this game. It's cool and it has a twist to it. I think it's a great game, and once you get the hang of it it's really fun.





I think you might like this game, too. It's different, that's for sure. I will score now.

SCORE:

Graphics: 7
Animation: 10
Gameplay: 10
Music/Sound FX: 9

TOTAL SCORE: 36/40 (90%)

The next file is called "Christmas Greetings," by Kubeczko. It is a Christmas-related file, as the title states, and it has images of Santa Claus on his skis going across the top of the screen with a text ticker. It says "CHRISTMAS GREETINGS" on the bottom of the screen.

It isn't much, but it's cute. I think it could be more myself, but it's still to the point. The animation is very smooth and fluid. The graphics could be more, but it isn't terrible. I think it's quite delightful, by the way.



It is an older file, from 1995. A little dated, but still great for the time. I will score it now.

SCORE:

Graphics: 8
Animation: 10
Music/Sound FX: 8

TOTAL SCORE: 26/30 (87%)

The next file is a music track called "Rylis," by Przunk. It has a nice beat with a lot of range in it. I like the techno sound to it. It sounds weird, but really cool.

I will score this music now.

TOTAL SCORE: 9/10 (90%)

The next file is another music track, called "Grupa Jelitowa." It was created by Piotr Lis. It goes all over the place, but has a cool beat to it and a fast tempo. It's energetic and enjoyable. I like it. Let me score it.

TOTAL SCORE: 9/10 (90%)

The next music track is called "Eine Nacht in Berlin," by K. Bryla. It is fast and all over the place like the last track. It sounds like night life in Berlin is hectic. But, it's a great little tune, and I enjoyed listening to it. Here's my score.

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

The final file on this DOM is called "Zu'Gur," a pic by Adam Powroznik. It is a picture of a god-like suspended

in the air as if defending his kingdom from flying beasts. At least, it looks like it to me. It's really well rendered and pleasing to look at. I was going to put a picture up, but I had technical difficulties with it. Sorry about that. But, it looks really good. Well done!

I will score now.

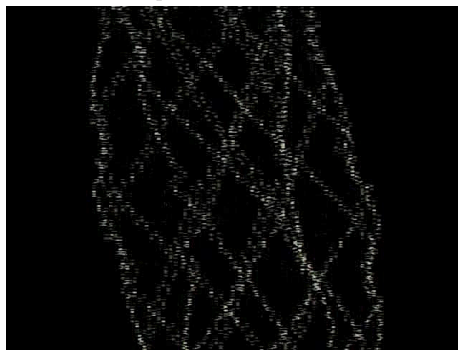
TOTAL SCORE: 10/10 (100% perfect score)

Now onto the next DOM!

March 2025 DOM, Side One

The first file on this DOM is called "Rolling Tyre," a 252-byte file by an anonymous creator. It shows a spinning image that resembles a rolling tire. It's transparent and has fluid animation, plus it moves very fast.

I like the animation and it's really smooth. It's very detailed and I am impressed by it.



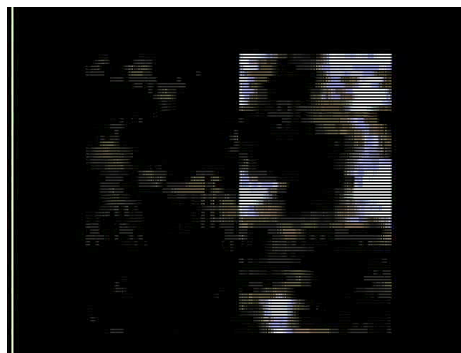
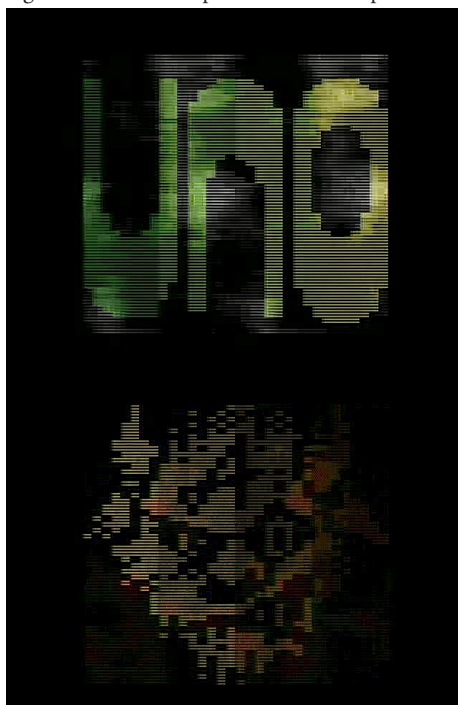
The programmer really knows how to tightly code, and I congratulate him. This is a very good job. I will score this file now.

SCORE:

Graphics: 10
Animation: 10

TOTAL SCORE: 20/20 (100% perfect score)

The next file is Marek Cora's demo "Uno." It's really well-rendered and has smooth graphics. The effects are amazing. The animation is superb. I like the attempt.



These pics are very well done. It is a great technical demo. I enjoyed the graphic display. I will score now.

SCORE:

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

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

The next file is a game called "Soko64+," by E. Feronato and Marco Spedaletti. In the game, you have to figure out how to take a container and move it to the spot it needs to go to on the screen. This is a puzzle game. It can be difficult to master. But, the rules are simple.

You must move the container without it getting blocked in any way so you couldn't move it. If you get stuck, you will have to start over in that level until you get it right. It's challenging and it's fun. Graphically, it could look better. But, it makes things up in gameplay.



There is a level select if you feel like you're up to a challenge. If you make a mistake, you can always restart the game at the level you were at. Great challenge means great fun, and this game doesn't disappoint there.

I will score the game now.

SCORE:

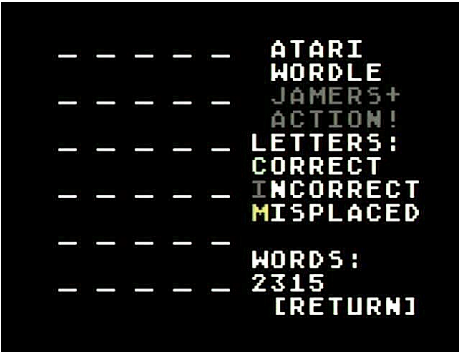
Graphics: 5
Gameplay: 10
Animation: 7

TOTAL SCORE: 22/30 (73%)

The next file is a word puzzle game called "Atari Wordle." Guess the letters in the word correctly, and you win the game. Green letters are in the correct position, and or-

ange letters aren't. Grey letters are incorrect.

You have to guess the word, and if you have the right letters, don't expect them to be in the right places. You have to guess that as well. It's like Jumble in the newspaper, where you have to unscramble the word sometimes. It's all guesswork, at best.



It isn't pretty to look at, but it's fun if you are into these games. I will score now.

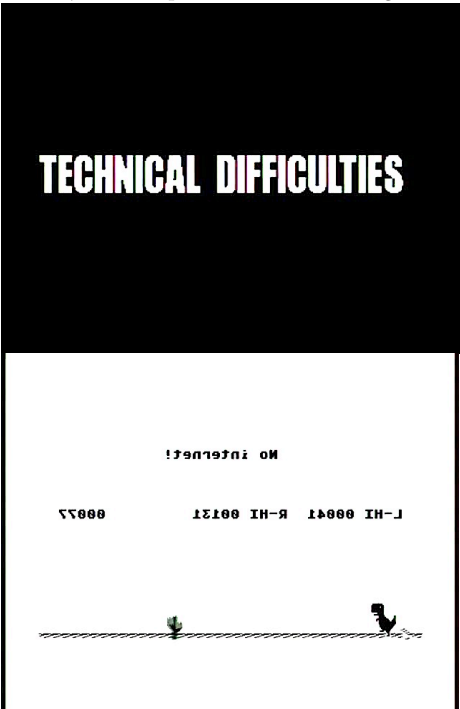
SCORE:

Graphics: 6
Gameplay: 10

TOTAL SCORE: 16/20 (80%)

The next file is another game called "Technical Difficulties," by Kalski. You play a dinosaur who has to jump over cactuses in a desert. You can't stop running. If you hit a cactus, it's game over, and you can start a new level. Only, it will be reversed. It will travel in the opposite direction.

It's interesting. It has cool black-and-white graphics. It also has fluid and smooth animation. It is a simple game to learn, just hard to play. It's a nice little challenge.



The screen gets mirrored every other level you start at in the game. When it is mirrored, you go to the left, normally it is to the right. It looks like a challenge to program, but I am sure it was fun to create and more fun to play.

I will score this game now.

SCORE:

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

TOTAL SCORE: 39/40 (98%)

The next file is an intro called "Enjoy the Colors," by Christian Dueterhoeft. It is a SillyVenture 24 intro with vibrant colors and fun-looking graphics. Plus, the graphics are superb. It looks fantastic and has text messages on the bottom of the screen. It looks really cool.

Again, I don't have any pics this time for the file, but I will show the pics for the files I don't have pics for now in the next Newsletter. Sorry for the inconvenience. So, with that, I will score this file.

SCORE:

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

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

The next file is a music track called "Root," by Krzysztof Bryla. It starts off with a beat like someone sneaking down a corridor with sinister intent. Then, the tempo picks up and so does the beat. It's pretty good. I like the sound of it. Fantastic work. I will score now.

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

The last file on Side One of this DOM is called "Mumia," by Maciej Hauke. It shows a sarcophagus that would have a mummy in it, hence the name. It looks really good. Very nice detail. I quite enjoyed looking at it.



I am pleased with the results. Nicely done. I will score this file now.

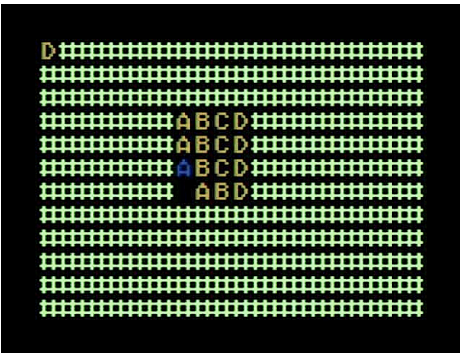
TOTAL SCORE: 10/10 (100% perfect score)

Now onto Side Two and more files.

Side Two

The first file on Side Two is called "A-K 256B," a 255-byte file by Krzysztof Rogowski. It is interactive and you have to figure out how to get the letters organized as much as you can before it fills up totally with letters. It's like a game, but not really. There's no scoring system.

It just something that is shown how one can utilize mak-



ing a file limited by 255 bytes.

There really isn't much to it, but it still looks interesting. I will score this file now.

SCORE:

Graphics: 5
Animation: 7

TOTAL SCORE: 12/20 (60%)

The next file is a demo called "New Year 2025," again by Christian Dueterhoeft. It shows a rotating Fuji logo, an animated text ticker, the date showing years 1972-2025, and a message showing music by Buddy. It's simple but



cool to look at. I enjoyed it myself. Pretty cool. The rotating effect of the Fuji logo is impressive and gives it depth. I love the effect. I will score this now.

SCORE:

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

TOTAL SCORE: 19/20 (95%)

The next file is a game called "Auf Wiedersehen Monty," by Gremlin Graphics. It is a game where you play a little creature that has to collect things in each level, avoiding baddies and falling into the water. You can also climb





vines to get to your objective.

The graphics are great and so is the gameplay. It's difficult, but fun. It is a logistical challenge, but it can be addicting. This is a really professional job. I will score now.

SCORE:

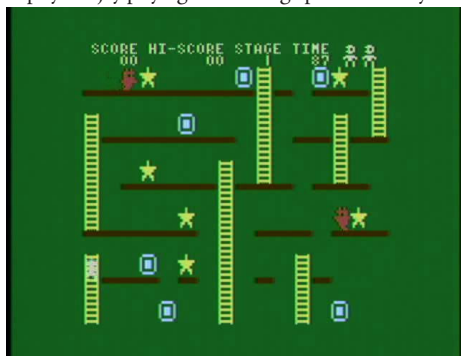
Graphics:	9
Gameplay:	10
Animation:	10
Music/Sound FX:	9

TOTAL SCORE: 38/40 (95%)

The next file is called "Osotos," a game by Inufuto. You have to avoid your enemies and get the stars in this game. You can also use blocks to get to the stars and smash your enemies with them.

It's challenging. Simple in appearance, but difficult to play. You have a time limit to finish each level. If you get caught by an enemy of yours or time runs out, you lose a life. If you run out of lives, of course the game is over.

Inufuto has created a lot of games lately. He has been very busy. They are a lot of fun. Graphically speaking, they could look better. But, they are still challenging and fun to play. I enjoy playing them. The graphics are cutesy and



they entertain well.

Hopefully, more games from Inufuto come out soon. I will score this file now.

SCORE:

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

SCORE: 34/40 (85%)

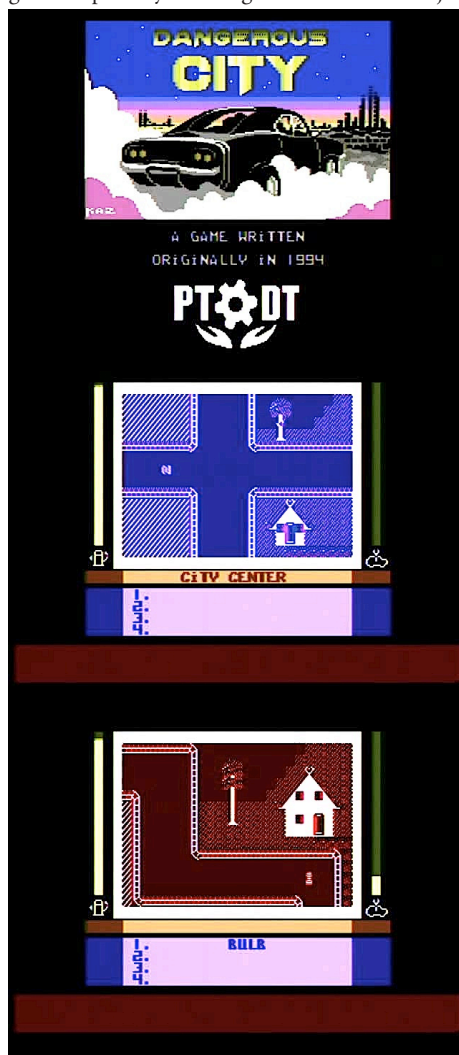
The next file is the game "Dangerous City," by Konrad Gmurek. You drive a car throughout the city and collect things, trying to avoid getting your car damaged by obstacles on the road, and keeping it fueled up to avoid running out of gas.

Apparently, from what I have heard from others at the SPACE Club, there are rioters you have to face on the streets. I really don't know what to do here with this game because I have no instructions on how to play it. So, I really am at a loss on how to work on playing it.

Overall, it's a vast game with a lot of screens. I have tried playing the game myself. I have not seen any activity from the rioters yet. So, I would need the instructions on

how to play, and they weren't included with the DOM. Anyway, the graphics and music really stand out and are top-notch. I know you have to stop criminal activity in this game, but I need to know where in the game to find it. Instructions would help.

I guess I need to play it more to find out how it really ticks. Bear in mind, I test these games for just a few minutes to see how they are. Don't get me wrong. I like the game. It's probably the best game on this DOM. I just



need practice. This game does have great potential.

You know, I could online on how to play this game, because it now has piqued my curiosity. I will get back to you on how to play this game in a future article. Until then, here is my score for "Dangerous City."

SCORE:

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

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

The next file is a music track called "We Are the POK-EY." It was created by K. Bryla. It sounds menacing and slow in the beginning, sounding like organ music. It kind of reminds me of "Toccata and Fugue in D Minor," by Bach. I know it isn't, but it's that foreboding.

It is a great track and really shows what the POKEY can do. I like it. Great work, Mr. Bryla. I enjoyed it.

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

Mario Krix created another RMT track, called "dx RMT Track 3," which is the next file here. It's fast and peppy, full of energy. Delightful. It would make great dance music, but it's short. It looks like it was made with Raster Music

Tracker. It stands out, that for sure. It's a pulse-pounding track that really sounds nice. Let me score it now.

TOTAL SCORE: 9/10 (90%)

The last file in this Review is "Flower Head," a picture created by Aleksander Drab. It is a picture of a creature with a flower on his head, hence the name Flower Head. It looks OK, but I think it could be better. But, I am not fretting about it. It's colorful and nice to look at. Cute.



It does look intricate with all the flower patterns in the picture. I assume this was made with either a Atari Touch Tablet or a KoalaPad. I could imagine it was one of those things used to create it. It could've been done with a light pen in AtariGraphics as well. Nevertheless, it's fun.

Let me score this now.

TOTAL SCORE: 8/10 (80%)

Well, this concludes the Atari 8-bit DOM Review. Now that I am caught up with things, I will be back with another Review in May. Carpe Diem, fellow Atarians and SPACE Cadets, and thanks for reading!



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:

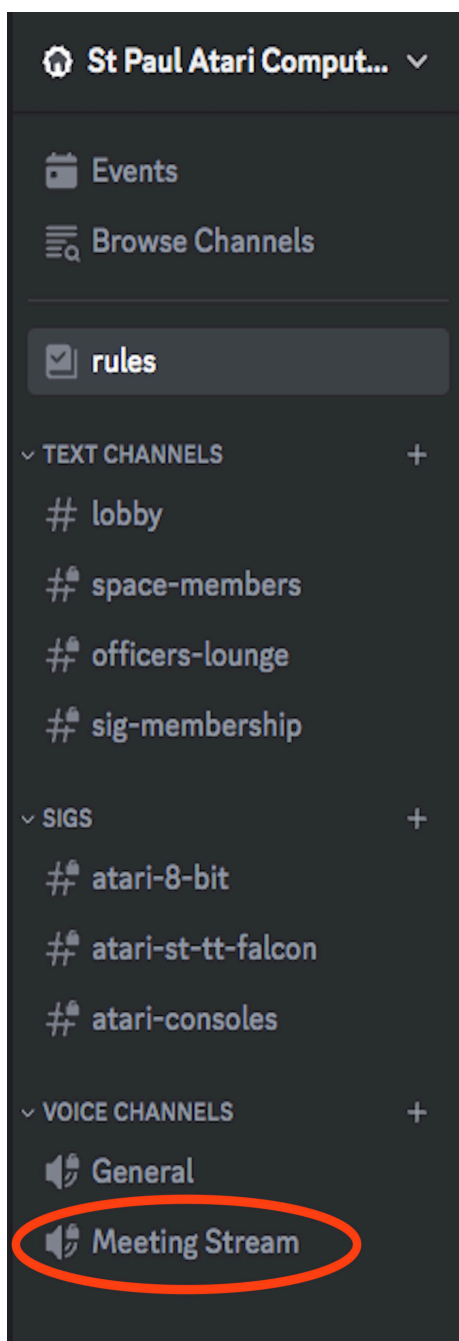
<https://discord.gg/r9Q4AxuNmQ>

You can copy and paste this URL link from
this PDF onto 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!



GET INVOLVED!



WE WANT
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!

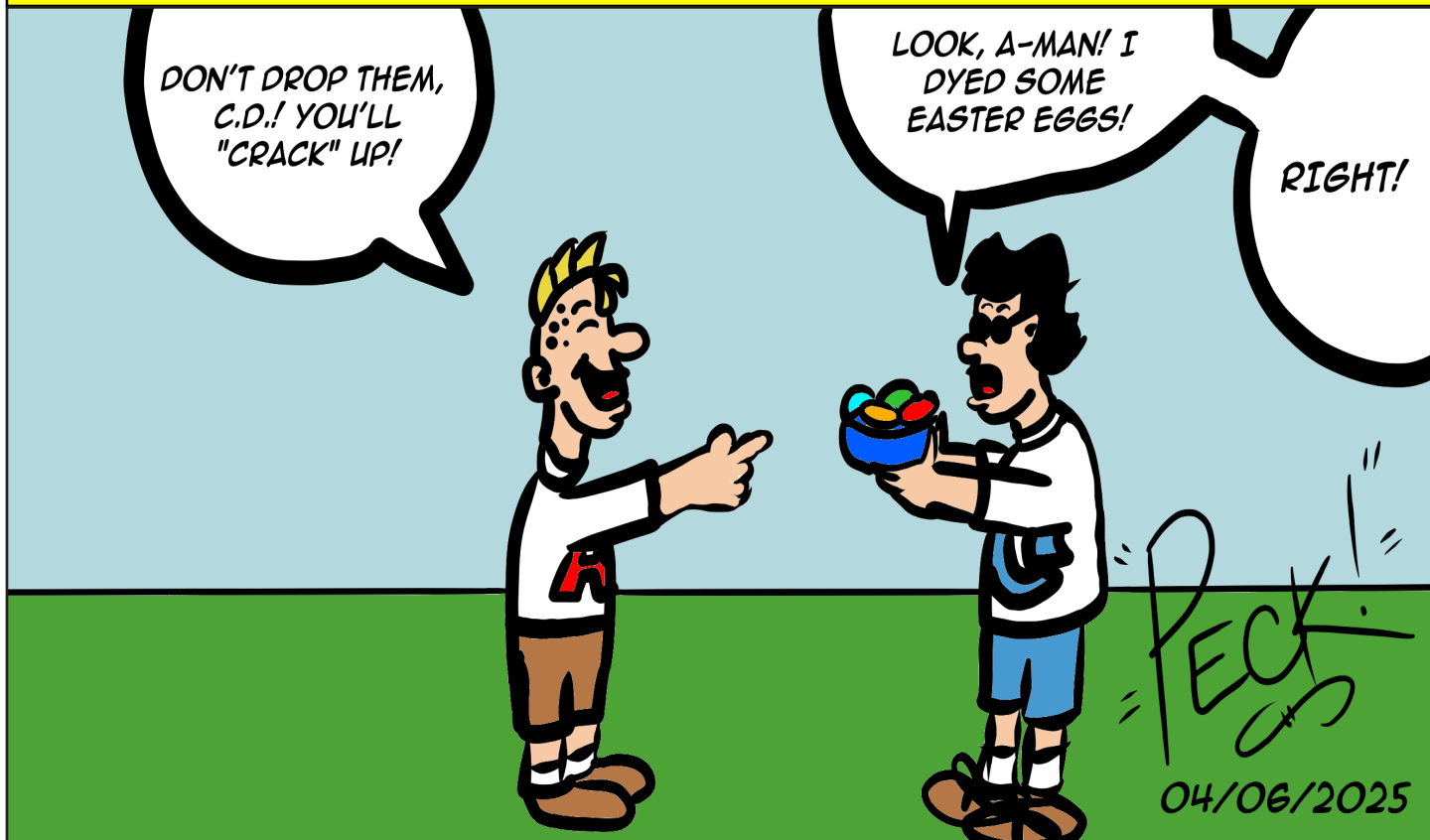
Please try to send your articles within
two weeks of the Club's occurrence every
month. They then will be posted.

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

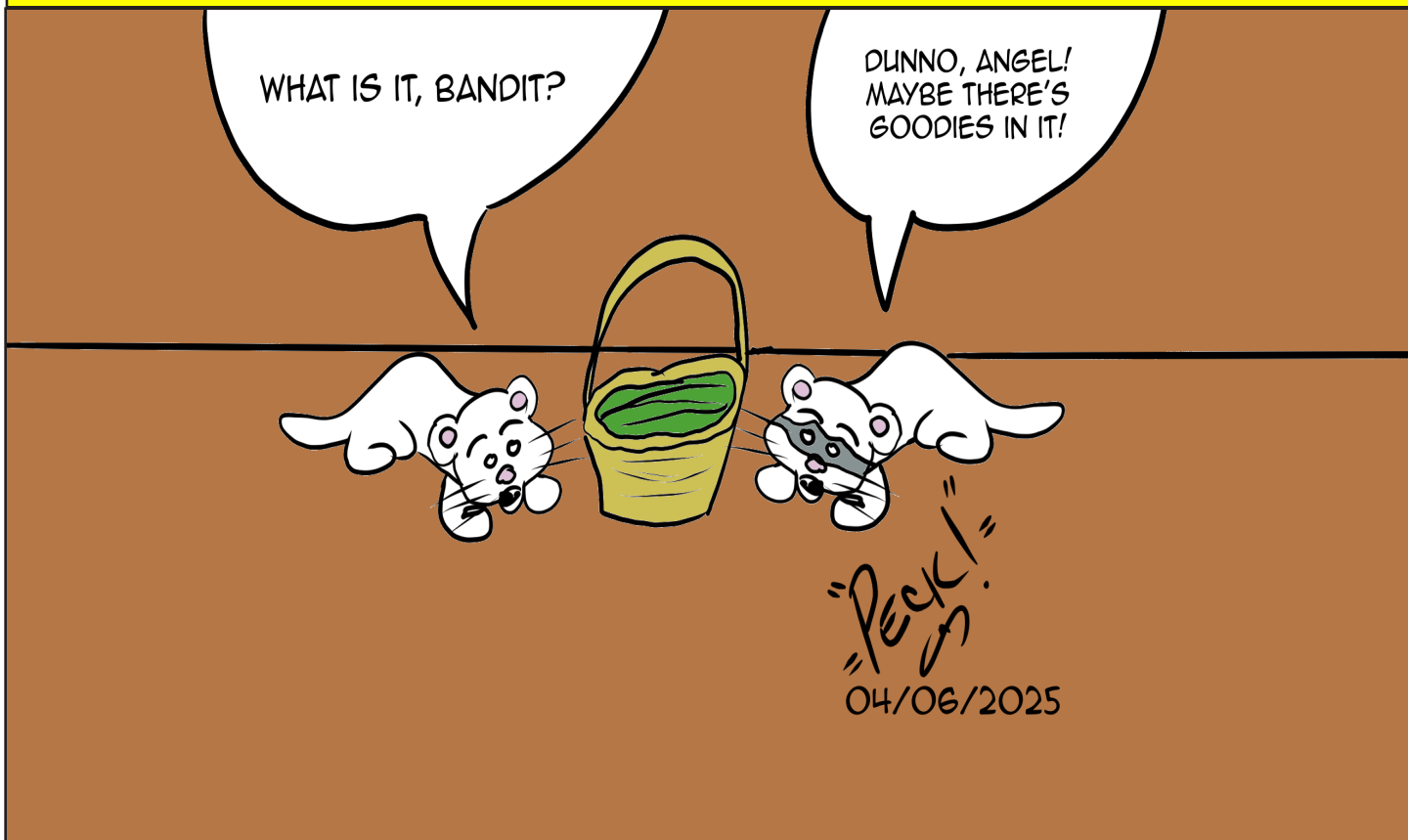
Thanks for posting and for supporting your
SPACE Club!

We hope to see more articles soon!

SPACE COMICS SECTION
The Misadventures of A-Man and C.D.



Ferret Fracas!



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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.

OUR MEETING LOCATION

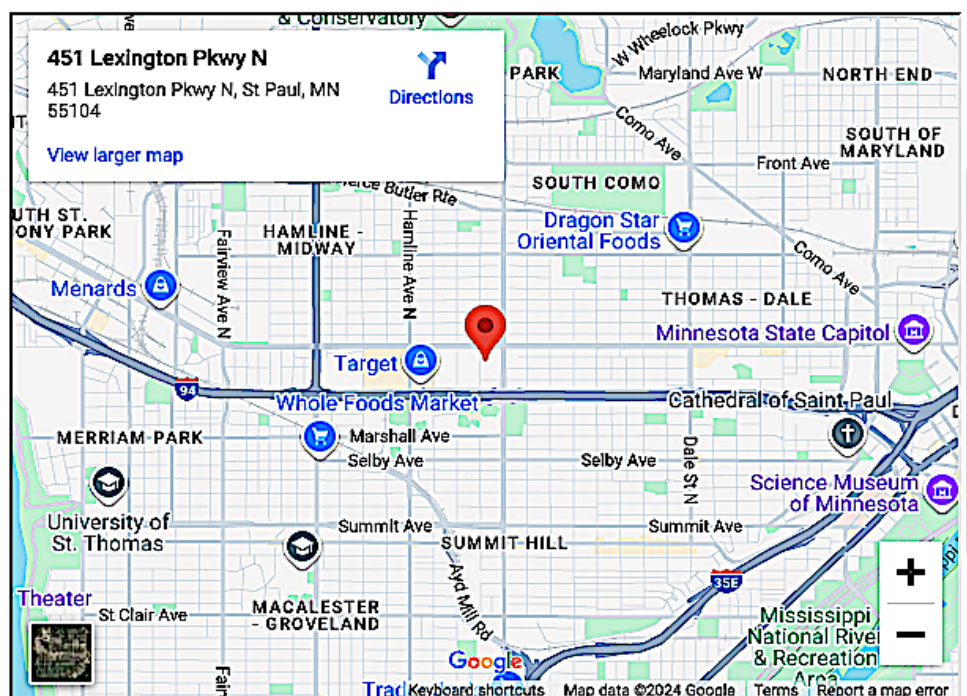
We meet at the Wilder Center at 451 Lexington Pkwy. N., in Saint Paul's Midway area.

You will need to check in with security if you come to the building after 5:30 PM. We will meet on the second floor in the Merriam Park Room (room 2410). The meeting time is allocated from 6-8:30 PM, every second Friday of every month.

Thanks for coming to SPACE!

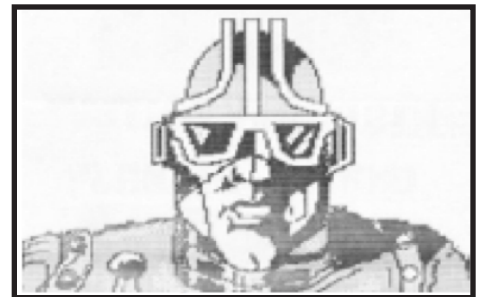
The map below shows
the location of the Wilder Center.

(Map courtesy of Google)



*The next SPACE meeting
will commence on
Friday, April 11, 2025,
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!