• SPECIAL 2025 ELECTION EDITION •
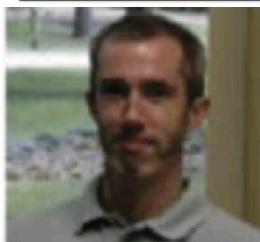
The President's Corner
By Michael Current

Please attend the SPACE Annual Meeting this month! Time to elect officers and make sure people can commit to the other volunteer positions of your favorite Atari club for another year. Is it your turn to put your hat in the ring? Please consider! This is your club!!

My Big flatscreen TV died a couple weeks ago. It lasted all of 11 years. From what I hear, that's a rather long time for modern TVs. Sheesh! So I went out and picked up only my third TV purchase ever. The first of those, by the way, was a Panasonic tube TV I bought at Circuit City in Burnsville while I lived in Minnesota. And before that, I was using the much smaller TV that was the desktop screen for our Atari 800 system growing up!

Anyway, this time around I downgraded by two inches to 48", and went for a "low-end" OLED model, from one of the top selling brands, at what appeared to be a big discount (but maybe everything is discounted this time of year). It's really gone quite smoothly overall.

First amusing annoyance was I couldn't figure out how to watch (broadcast) TV with it! It defaulted to streaming TV channels, hundreds of them, and it was just at the far end of the channel directory when the actual broadcast channels where clear at the other end. So that was no problem once I figured it out. In mounting it on the swivel stand I already had, I realized the top of it was too thin to mount my central channel speaker on top of it.

So I had to change plans and stick the speaker under it, after re-mounting the TV a little higher. This further complicated getting everything plugged in because of the frame mount covering up some of the ports on the back. But now I've addressed all those issues, and it's fine. More than fine, it's a much nicer display than what I had before. Blacks are really black for one thing! Finally, 11 years ago I was concerned about an effective gaming mode for use with my Atari, would this have a similar mode?

Luckily, it seems to be pretty standard these days. I just tried it tonight, yes indeed, it has a gaming mode, which indeed eliminates the rather obvious display lag present in the rest of the video modes. So this TV should work fine for 8-bit Atari gaming, the most important feature of all!!

Thanks, keep using that Atari, and come to your next SPACE Annual Meeting: Friday, November 14, 2025.
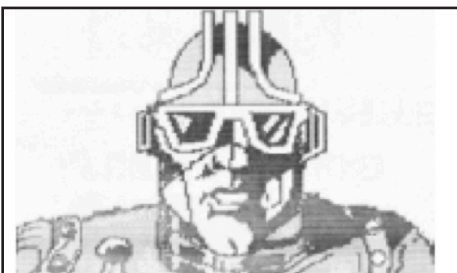
Message from Captain Irata:

"Live well and play Atari hard!"

HOO-RAH!

Treasurer's Report
By Gregory Leitner

For the Treasurer's Report we started the month of October with a bank balance of $670.26 and we added $49.00 in the month due to a membership renewal from Roger for two years $30.00 and three DOMs sold $9.00.

Along with that $39.00 we started a Wilder donation, which added another $10.00. We haven't decided what the final decision is going to be until we all vote on it. The final balance on our account is now $719.26.

Don't forget we have to vote this next meeting, and also set the meal plans for our Xmas Party in December. Please make it to the November meeting on the 14th of the month. It's the latest day possible so mark it on your calendar so you don't forget.

This is the time of the year when it can get very hectic and is easy to lose track of time.

So, I hope to see you all on November 14th!
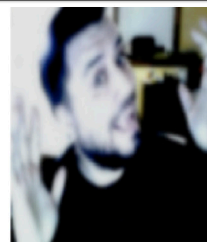
Secretary's Report
By Steven Peck

HELLO WORLD!

Well, here I am back with another SPACE Secretary's Report. I will go over the recorded minutes for the October 2025 SPACE Meeting. So, with that said, let's get started.

MEETING BEGINS: The October 2025 SPACE Meeting officially commenced on Friday, October 10, 2024, at 7:15 PM. There were four members at the Meeting that evening.

MEMBERSHIP COUNT: We have ten paid-up members in the SPACE Club as of October.

DOM REPORT: We had another outstanding DOM coming from Glen in October, full of games, intros, music and pictures. More will be reviewed about the October DOM in the Atari 8-bit DOM Review.

WEBSITE REPORT: There was no Website Report, but the SPACE website seems to be working within normal parameters.

OLD BUSINESS: We had discussed the upcoming SPACE Election in November and the upcoming Christmas Party in December.

Our Treasurer, Greg Leitner, discussed getting Jersey Mike's submarine sandwiches and there was talk of people possibly bringing their own food as like a potluck, like snacks. I will have more information about these events as we get closer to those dates when we will have them. It will be in the Secretary's Report.

MEETING ADJOURNS: The October SPACE Meeting adjourned officially at 7: 32 PM, lasting a total of seventeen minutes. This does not count, however, the time we had before the official meeting commenced, since we have a block from 6:00-8:30 PM on the Fridays we come to the Meeting.

Well, this concludes the Secretary's Report for October. I will be back next month with yet another Report. I will see everybody then. In the words of the late, great artist Stan Lee…

EXCELSIOR!

TRIVIA TIME!

Scientist and mathematician Sir Isaac Newton (1642-1727) was born premature and could fit in a quart mug as a newborn. He lived over eighty-four years despite that, a ripe old age for his time.

Atari 8-bit DOM Review
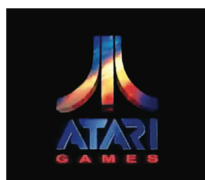## By Steven Peck

Welcome again to the Atari 8-bit DOM Review. I am going to review the October 2025 DOM, and it has a lot of good stuff in it. Side Two has a really cool puzzle game to play that I am sure you will love. With that said, let's get started with the Review.

Side One:

The first file is a 256-byte file called "Anty T-Rex," by Marcin Dubicki. It shows a Tyrannosaurus Rex running across the desert while dodging cactuses. It just keeps going like that. It isn't much more than a demonstration of what 256 bytes of code can do.

I think it could have been better, but it does have fluid animation and it is in real-time. Also, it is in black and white. However, it is good for a 256-byte file.
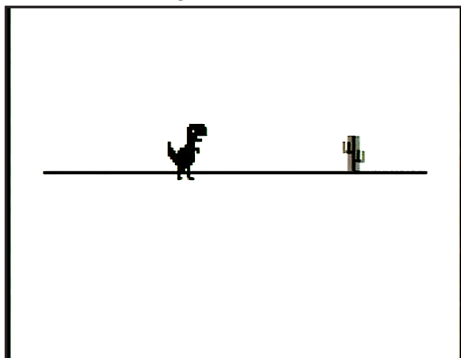
It's a simple file, but it works for the size it is. I will score this file now.

SCORE:

Graphics:	6
Animation:	10

TOTAL SCORE: 16/20 (80%)

The next file is another tightly coded file called "Chicken MiCrossing," by K. Kluczek. This is an interactive 258-byte file, but it isn't exactly a game. The rule is simple: guide the chicken to the top of the screen without getting hit by cars. That's all it is.

This is yet another demonstration of the capabilities of the A8. It's difficult to get the chickens up to the top of the screen without getting hit, but it is possible because I have done it. Well, at least once anyway. It's all in the timing, and it never wavers in difficulty.
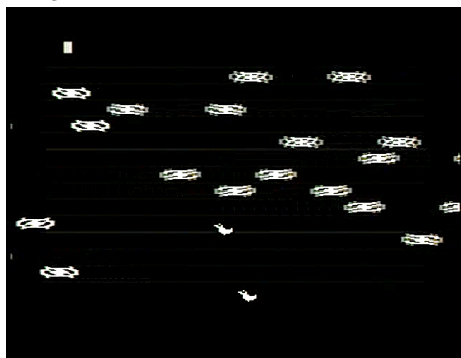
If this were a real game instead of a demo, I wouldn't mind it getting progressively harder to play. However, it is difficult as it is. I will give it high marks for that, so I will score this file now.

SCORE:

Graphics: 7
Animation: 10
Gameplay: 10

TOTAL SCORE: 27/30 (90%)

The next file is "Airwolf Theme," by Jakub Husak. This is pretty good, and it is only 262 bytes. It plays the theme from the classic TV show very well. I like the music. It's actually pretty good, and doesn't miss a beat. It is as close as it can get for a computer to get the music correct.

I will score this file now.

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

The next file is a game by Supurloop called 'Quadbination." In this game, you have to match the letters and numbers to the symbols on the bottom of the screen. At least, that is what I am getting from it. I wonder if it needs a paddle controller to play the game.

Needless to say, it is challenging. You also must avoid the
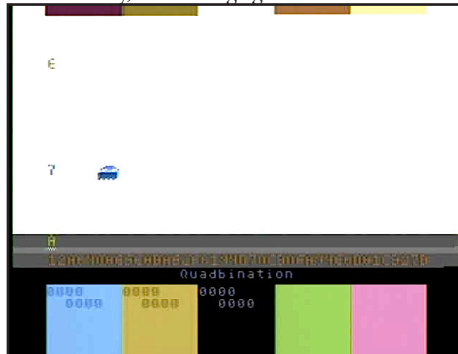
ghosts that appear at random in the game. I will have to play this game more and test the paddles to try to understand it. I will score this game now.

SCORE:

Graphics: 6
Gameplay: 10
Animation: 10
Music/Sound FX: 9

TOTAL SCORE: 35/40 (88%)

The next file is another game by Supurloop called "Vector Doubles." It is another game where you must match symbols to symbols on the bottom of the screen. I need instructions to figure this game out. The graphics are simple and the gameplay is challenging.
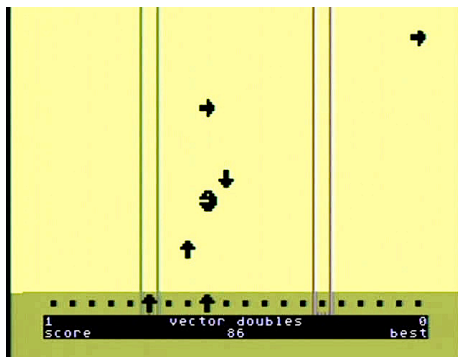
I think that you need to change the symbols on the bottom of the screen to match the falling symbols coming down that you need to catch with the lines. That's what I am getting anyway. I will score this game now.

SCORE:

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

TOTAL SCORE: 30/40 (75%)

The next file is a music track called "3rd Gear of War," by

Poison. It is a gritty, pulse-pounding track and it sounds epic and violent. It has a great beat and tempo to match.

I will score this track now.

TOTAL SCORE :   9/10 (90%)

The next file is another track called "Draconus 2024," by Adam Gilmore. This is a great track. It captures the essence of a medieval time of action and hardship. If I recall correctly, it is a track for a medieval RPG. But, it is an excellent piece of music. Let me score it now.

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

The next file is another music track called "PokeyToaster," by Nils Feske. It has a great and peppy beat and sounds like a lot of fun, like a dance track. It is really nice to hear. Here is my score for that.

TOTAL SCORE: 9/10 (90%)

The next file is a pic called "It's Full of Stars," by an anonymous artist. It shows the skeletal remains of an astronaut floating in space. It looks quite detailed and cartoony. It's actually pretty good. It reminds me of Frank Poole from the novel "2001: A Space Odyssey," who dies after being lost in space from the Discovery spacecraft.
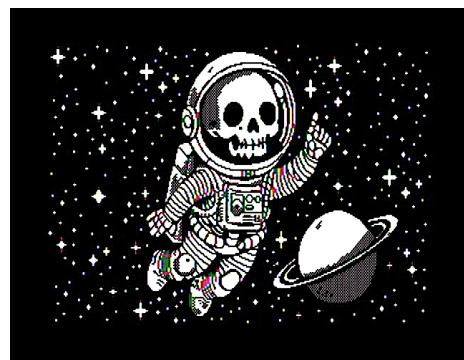
The name of the pic comes from a quote by David Bowman, who was another character in the novel. This is a great rendering and it shows. I will score it now.

TOTAL SCORE: 8/10 (80%)

The next file is another pic called "Shush!!!" It was rendered by Florent Coste. It is spectacular. It shows a woman and a small person fighting a giant. It looks very detailed and the colors are great. The colors also compliment each other very well. Very nice work!
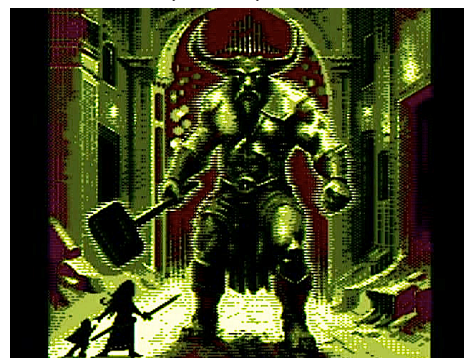
As you can see, it has a lot going on and it really shows the aesthetics of the A8 and pushes them to the limits. Again, it is a well-rendered pic. I will score this file now.

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

The final file is yet another pic. This is called "Ride to Lynx," by Maciej Hauke. It shows cars on a road heading into the screen of an Atari Lynx II console. This is also very well done. I like the colors and the borrowing from the game "RoadBlasters." The pic looks like a scene from the classic arcade game.

It is an interesting and imaginative pic. Nicely done. I will score this pic now

TOTAL SCORE: 9/10 (90%)

Now, onto Side Two, which is going to be interesting!

Side Two:

The file on Side Two of this DOM is a game called "Rescue the Ooleans!" It's a puzzle game by Thomas Schultz and you have figure out how to rescue all the Ooleans from a planet who's sun is about to nova. The planets get increasingly difficult to master, and they have a pattern.

You must avoid monsters and traps and figure out exactly which pattern to use to finish each planet. You only have one life. Once you die, you have to start over. However, you can select the planet you want to explore.

This is a cool game that could keep me going for a long time, hours even. It's addictive. It's fun. It's also very difficult. Once you get the hang of it, though, it's really fun to play and try to solve.
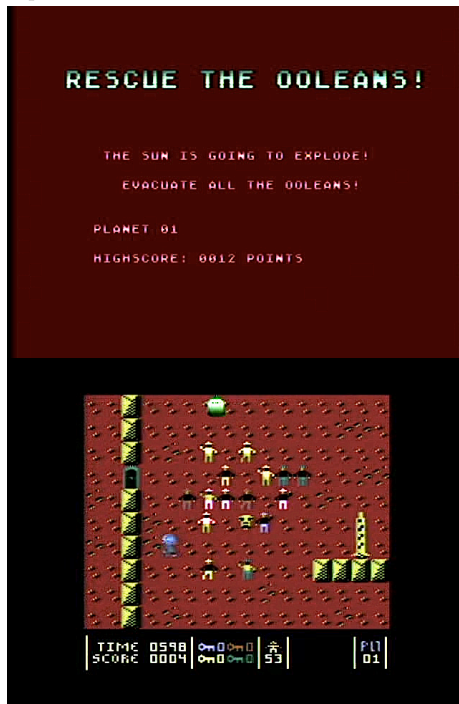
It's really a cool game, and I would recommend it to anybody who has this DOM. Really nice work! I will score this file now.

SCORE:

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

TOTAL SCORE: 38/40 (95%)

This concludes the A8 DOM Review. I will see you later! Carpe Diem, fellow Atarians, and thanks for reading! See you at the Election!

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

As amended by the membership, September 13, 2002

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 decries. 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 en-

tire 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.

HAPPY VETERAN'S DAY AND HAPPY THANKSGIVING IN 2025

I WANT **YOU**
TO JOIN US FOR
THE SPACE ELECTION!

FRIDAY, NOV. 14, 2025

**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
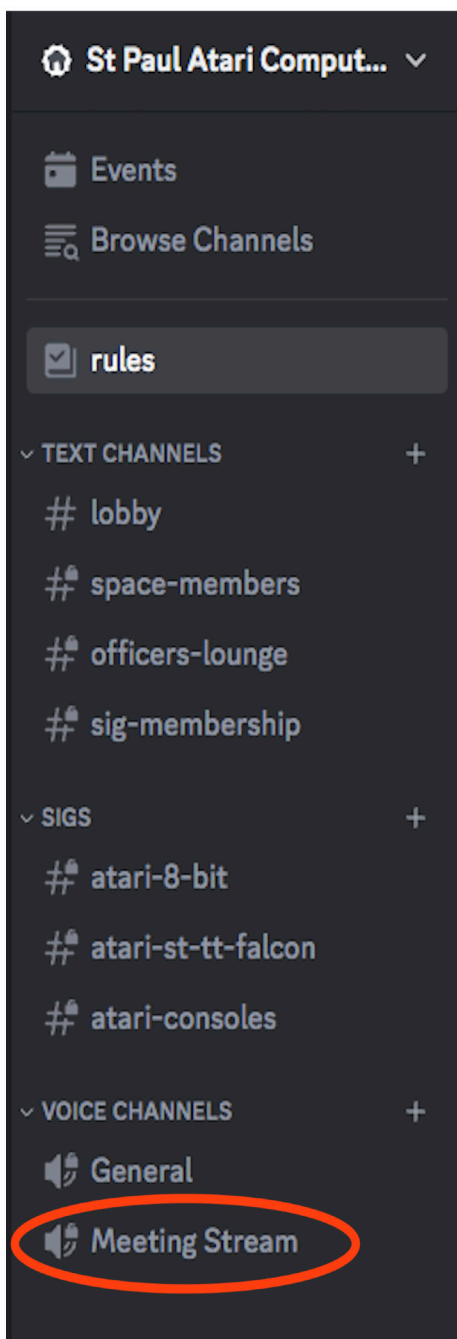SPACE Discord server:

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!**

🏠 St Paul Atari Comput... ∨

📅 Events
🔍 Browse Channels

☑ rules

∨ TEXT CHANNELS   +
lobby
#° space-members
#° officers-lounge
#° sig-membership

∨ SIGS   +
#° atari-8-bit
#° atari-st-tt-falcon
#° atari-consoles

∨ VOICE CHANNELS   +
🔊 General
🔊 Meeting Stream

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!

CLUB OFFICIALS:

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
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E-mail: kirschg@netzero.net

Treasurer:

Gregory Leitner
Ph: (651) 895-2223
E-Mail greglites1@outlook.com

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S.P.A.C.E.
(Saint Paul
Atari Computer
Enthusiasts)

C/O: Gregory Leitner

3407 78th St. E
Inver Grove
Heights, MN
55076-3037
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NOTICE FOR AUTHORS OF SPACE NEWSLETTER ARTICLES:

Articles meant for newsletter publication must be receive 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.
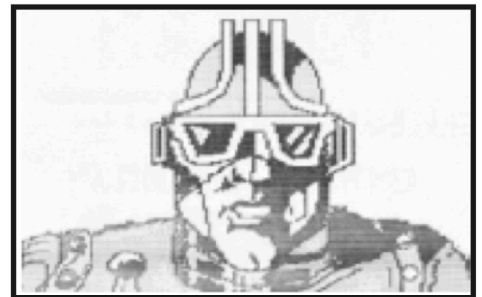
Thanks for coming to SPACE!

The map below shows the location of the Wilder Center.

(Map courtesy of Google)

REMINDER!
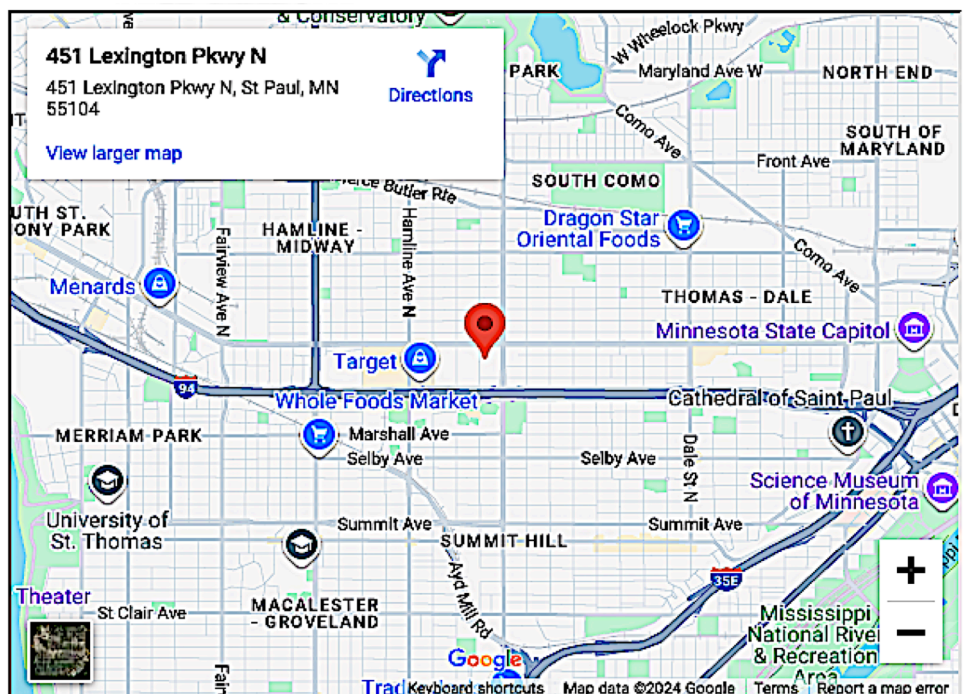
The next SPACE Meeting and Election Will commence on Friday, November 14, 2025, From 6:00 - 8:30 PM.

There will be a DOM demo and general discussion time before the actual Meeting. We hope to see you there! Thanks for coming!

Another Message from Captain Irata:

"That's all she wrote, SPACE Cadets!"

HOO-RAH!