

•Serving the Twin Cities Atari Community for Four Decades•

• March 2026 Edition •



The President's Corner By Michael Current

I don't know if it's particularly interesting, but something brand new about today's Atari is their recent announcement that they will be moving their country of incorporation from France to Luxembourg.

Why would they do that? It sounds to me very similar to reasons that US companies very often incorporate in Delaware instead of wherever they are actually headquartered. So, it's probably just for business-friendly laws and tax purposes.

But still, it will be a little weirder that instead of trying to explain that Atari is technically a French company, we'll have to explain that Atari is technically a Luxembourgian company (with offices in Paris and New York).

Thanks, keep using that Atari, and come to your next SPACE meeting: Friday, March 13, 2026.



Treasurer's Report By Gregory Leiner

NOTE: There will be no Treasurer's Report for the month of February 2026, but it will return for the month of March. Sorry for the inconvenience and thanks.

TRIVIA TIME!

NUMBER CRUNCHING TIME:

If you set any regular numerals in numerical order, from smallest to the left to largest right, they will form the smallest number possible you can make with them.

Of course, if you do the reverse, from largest numerals left to smallest numerals right, it will form the largest number possible.

For instance:

LARGEST: 4,321

SMALLEST: 1,234

If the numbers were negative, the opposite would be true, for example:

LARGEST: -1,234

SMALLEST: -4,321

ASTRO TRIVIA:

The International Space Station (ISS) completely orbits Earth at its current speed approximately every ninety minutes.

Earth orbits the Sun at a speed of about 67,000 MPH, taking approximately 365.25 days to complete the orbit. It's also tilted 23 degrees off its axis.

Our planet Earth is the fifth-largest planet and the densest planet in the Sol System.

The extinct volcano Olympus Mons on Mars is the highest mountain peak in the entire Sol System.

An orbit around a planetary object is actually a free-fall so fast that the orbiting object it falls around the planet instead of falling to it.

Escape velocity is clocked at 17,500 MPH. This is the speed a spacecraft must achieve to get into space and into Earth orbit.

INTERESTING SCIENCE TRIVIA

When the first atomic bomb was detonated in Alamogordo, NM, Dr. J. Robert Oppenheimer quoted something from the Bhagavad Gita, saying, "I am become death, the destroyer of worlds."

Scientists were afraid that, if the first atomic bomb was detonated, the atmosphere would catch fire. The test was made anyway, and the Manhattan Project became history.



Secretary's Report By Steven Peck

HELLO WORLD!

We had a great SPACE Meeting in February. Unfortunately, Glen was unable to make it because of an emergency and could not deliver the DOMs. We hope that things are going OK with him and that he can make it to the next Meeting. Thanks for everything, Glen, and we hope all is well with you.

MEETING BEGINS: The February SPACE Meeting commenced on Friday, February 13, 2026. It was mostly an open meeting, but a lot of good things were discussed. Four members were present at the Meeting, with two Officers present: namely Greg and myself. I was present through Discord for the meeting.

MEMBERSHIP COUNT: At last count, nine members were paid up in the SPACE SIG.

WEBSITE REPORT: No report was given on the status of the SPACE Website, but it is assumed it is functioning properly.

DOM REPORT: No DOM was delivered for the month of February, but we will have DOMs in March.

OLD BUSINESS: No old business was mentioned during the Meeting.

NEW BUSINESS: Roger showed off his FujiNet device at the last Meeting. He showed us a demo of five-card stud that can be played using FujiNet. Also, Roger showed us a port of Street Fighter II for the Atari 8-bit computer. You can see this game demonstrated on YouTube. But, from what we saw online looked very impressive.

Also, thanks to Tom and Roger for streaming the February 2026 SPACE Meeting on Discord so others who cannot make it to the Meeting physically could get into the Meeting online. It's duly appreciated, as always.

MEETING CLOSING: The February SPACE Meeting adjourned around 7:30 PM, lasting approximately one hour and thirty minutes.

With that, I will close the Secretary's Report. Since I am still intertwined with personal stuff in my life, I will continue to be on Discord for meetings in the immediate future. I hope to resolve things soon.

I hope you folks have a great day and I will see you at the next SPACE Meeting in March. In the words of the late, great Stan Lee...

EXCELSIOR!

TABLE OF CONTENTS

Page One:

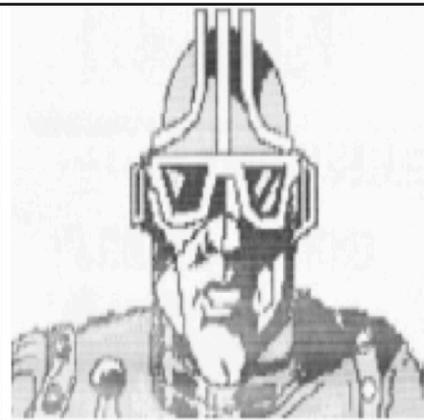
The President's Corner
SPACE Officers' Reports

Page Two:

Atari Multi-Platform Game Review

Page Four:

SPACE Comics Section



Message from Captain Irata:

"You mean I got the highest score on Pac-Man?!"

HOO-RAH!

Atari Multi-Platform Game Review

By Steve Peck

Hey, folks! Today we will review the ports of the arcade classic "Rampage" for the Atari 2600, 7800 and Lynx! It's building-bashing fun for the home consoles, with your choice of up to three monsters you can play (four on the Lynx). Let's get started!

STORY & GAMEPLAY: In the game, George the gorilla, Lizzie the lizard, Ralph the werewolf and Larry the Lab Rat (Larry is only in the Lynx version) are mutated by an experimental multi-vitamin and escape from the lab, running amok all throughout American cities.

You play these characters and try to destroy the cities and the people therein. But, of course, the people can fight back, as there are military troops and police that try to stop you. Destroy every building in the city to advance to the next level, or face the consequences.

Those consequences are if you get too badly injured, your damage bar going to zero, you will return to human form and shrink. You can get injured by drowning in rivers by staying underwater too long after you destroy a bridge, getting shot, bombed or attacked by tanks and police cars. Shooters are everywhere inside buildings and out.

Tanks, police cars and helicopters inflict the most damage. You can also be electrocuted by lightning storms, TVs in buildings that are still on, toasters with no toast and signs on buildings that are lit up with light, poisoned by cactuses and toxins (shown as a skull and crossbones).

You can heal by eating food, like cakes and fruit, toast in the toasters (but not the toasters themselves), and people of all kinds. You can have up to three continues in the Atari 7800 version and I believe you have the same amount of continues in the 2600 and Lynx versions.

VISUAL QUALITY: Although the 2600 version does have issues with the graphics because of the system it's created for, it's still pretty cool that the programmers got it on there at all. The original 7800 version has graphics that look more cartoony and funny-looking.

But, in my honest opinion, the 7800 version is most closely resembling the arcade version in layout. The Lynx version is the best-looking version, but has Larry the Lab Rat as a fourth character to play, which the arcade doesn't have as an option to play.

NOTE: There is a hacked version of the 7800 port of Rampage that has better graphics. The buildings and characters look much better and have been redesigned. It looks pretty good.

OVERALL: The Lynx version really shines in looks and gameplay. The 7800 version resembles the closest layout to the arcade despite the limitations in graphics. Although the 2600 version is primitive-looking, it is very playable.

Personally, I like the 7800 version best because it is laid out almost exactly like the arcade version. But, all these versions, especially the Lynx version, are worth playing. The Lynx version has more depth and the buildings are larger, so big you have to scroll up and down to see them.

Let me score these games now.

2600 VERSION SCORE:

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

TOTAL SCORE: 33/40 (83%)

7800 VERSION SCORE:

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

TOTAL SCORE: 37/40 (93%)

LYNX VERSION:

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

TOTAL SCORE: 38/40 (95%)

So, this concludes the Atari Multi-Platform Game Review for now. But, if you want a good gaming experience, try the Lynx version, as it's more action-packed due to the way it is set up with more to destroy and the added character in Larry the Lab Rat.

Thanks for viewing the Review! I will be back with another next month. Carpe Diem, fellow Atarians!

2600 VERSION



7800 VERSION



LYNX VERSION



WINTER HAS COME...

FALL HAS FELL...

**SPRING HAS SPRUNG
AND ALL IS WELL
(WITH SUMMER
SOON TO BE HERE, TOO)!**

**HAVE A HAPPY
AND SAFE
SPRING SEASON
FROM SPACE,
AND THANKS FOR
YOUR SUPPORT!**

SPACE COMICS SECTION!

A Misadventures/Ferret Fracas Special St.Pat's Crossover!

WELL, IT'S THAT
TIME AGAIN!
LOOK, C.D.
I'M A LEPRECHAUN!

HAPPY ST PATRICK'S DAY FROM A-MAN, C.D.
& YOUR FERRETY FRIENDS!

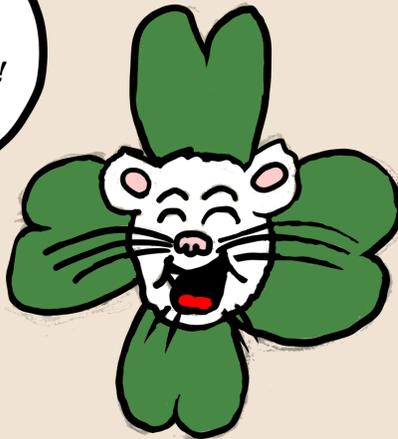
MORE LIKE A LEPRECORN,
A-MAN!
THIS IS EMBARRASING!



"PECK!"

03/12/2026

HEY, BANDIT!
WE LOOK LUCKY!



IT'S THE LUCK
OF THE IRISH,
ANGEL!



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:

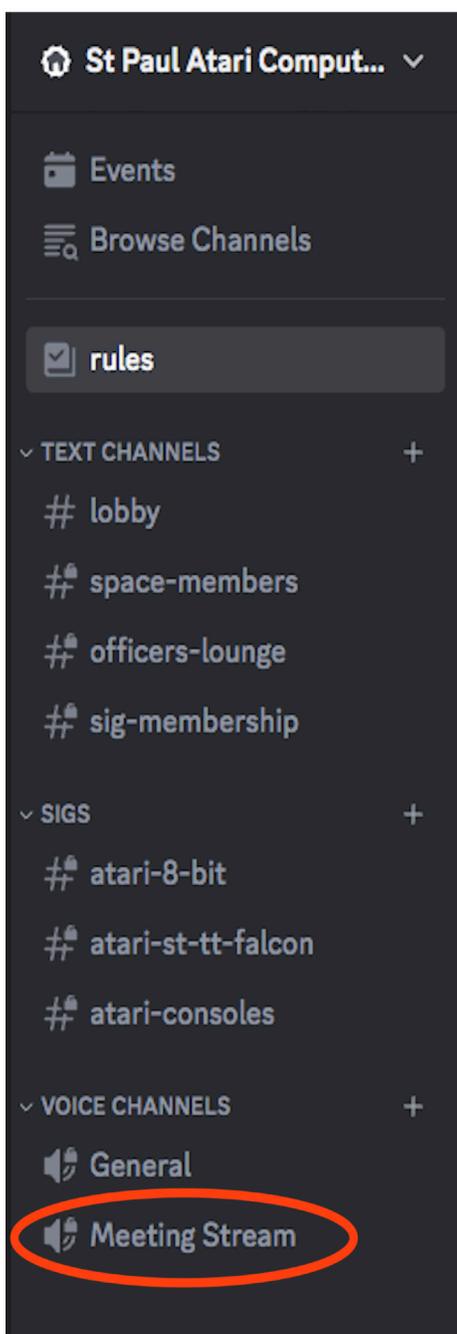
<https://discord.gg/r9Q4AxuNmQ>

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!

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DISCLAIMER:

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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.

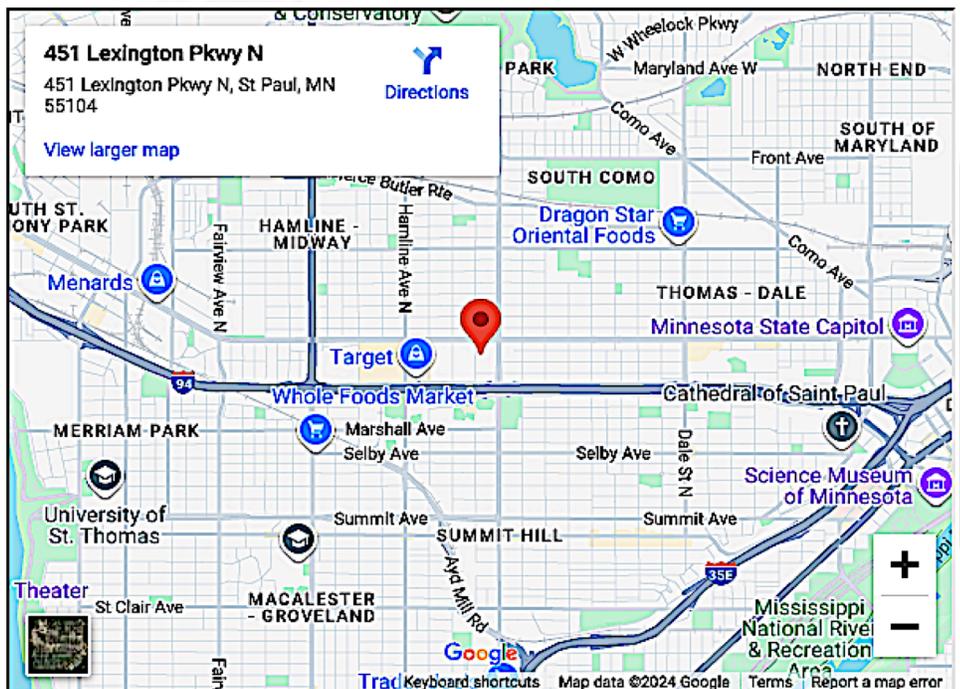
OUR MEETING LOCATION

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

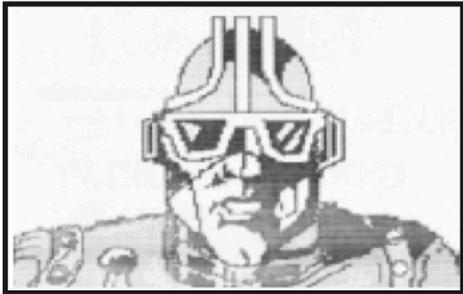
You will need to check in with security if you come to the building after 5:30 PM. We will meet in the Midway Room (Room 2310). The Meeting time is allocated from 6:00-8:30 PM, every second Friday of every month.

The map below shows the location of the Wilder Center.

(Map courtesy of Google)



*SPACE Meeting
Friday, March 13, 2026,
From 6:00 - 8:30 PM.
DOM Demonstration
Meeting
Thanks for coming!*



Another Message from Captain Irata:

“That’s all she wrote, SPACE Cadets!”

HOO-RAH!