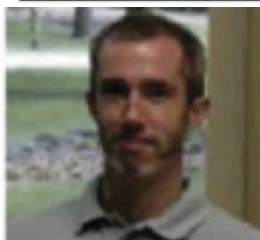


•Serving the Twin Cities Atari Community for Four Decades•

•September 2026 Edition•



The President's Corner *By Michael Current*

I think I have not mentioned it here yet, there's a new glossy Atari magazine on the scene called Atari Legacy. The first issue came out this summer.

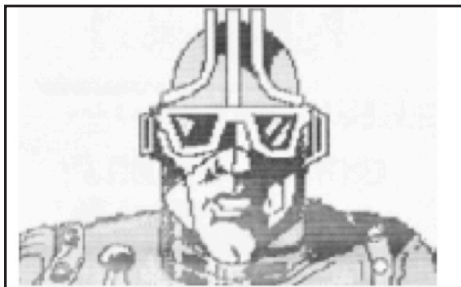
It covers history and culture of both Atari 8-bit and Atari ST families of computers. And while it comes from Poland, it is entirely in English. Based on the first issue I would recommend! <https://atarilegacy.com/>.

I am hoping to make some Atari-related trips this fall, such as attending the Vintage Computer Festival Midwest outside of Chicago and the Portland Retro Gaming Expo. If these trips pan out I will be excited to share how they went!

Meanwhile I have been hard at work on Atari research as usual. At the moment I remain deep in a revisiting of the various mouse controllers for the Atari, and what software exists for each type of mouse. Along with basic details like who wrote them and when they came out.

A monster project! But necessary, as my previous work in these areas left much room for improvement. One interesting thing, while I'm not sure the awesome Altirra emulator can emulate the Amiga Mouse, the old Atari-800WinPlus emulator does! I had forgotten that, a good reason to keep that emulator around and set up for testing purposes.

Thanks, keep using that Atari, and come to your next SPACE meeting: Friday, September 11, 2026.



Message from Captain Irata:

"Life's a real blast, and so is the game 'Asteroids'!"

HOO-RAH!



Treasurer's Report *By Gregory Leitner*

Well, I knew this would happen eventually, so I wasn't surprised when I entered the room and was met with "you wouldn't by chance have a monitor with you?" There were many years when I could have said "you know there is one in the closet".

But, now that we have a large screen to use in the Midway Room, we don't need to worry about the monitor. Or so we thought. Here we are with the computer, disk drive, power supplies and cables, but no access to the large screen.

We contemplated that one of us could drive back home and bring a monitor that we all have at home, but none of us jumped on that scenario! So, we got lucky when Roger came. He had the hardware needed to get everything hooked up and the day was saved.

It's nice not to have to lug a monitor every month. Now if we can figure a way not to have to lug the computer, disk drive, power supplies and cables in the heavy case I wouldn't object in the least! Both of my rotator cuffs are shot, and there is no way I am having surgery. So, if there is a way to avoid having to bring the computer case it would be greatly appreciated.

Anyway, there were five members present and one on discord. So we got our meeting in and found out that we still have ten members even though we gained one new member, but we lost one of our out of state members. That's how close we came to having eleven members.

As for our treasury, we sold four DOMs for \$12.00 and added to our previous balance of \$698.74 we now have a bank balance of \$710.74. We should be building on that balance as the last quarter of the year is when most of our members' memberships are coming due.

I get lost at the meetings with all the new stuff, and I need to start making notes of things as my short term memory is failing me. But Bob gave me the idea of writing things down as by the time I get to writing this report I have lost the message.

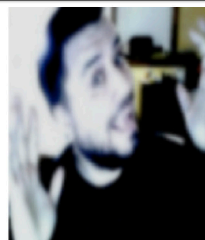
I hope to see you all at the next meeting on September 11th. I need to let John know the dates for the last quarter of this year. Hard to believe that 2026 is coming to a rapid end. Been so hot this summer it's as if we missed most of it. I hope 2027 is a lot cooler.

See you all next month!

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Secretary's Report *By Steven Peck*

HELLO WORLD!

MEETING COMMENCES: The August SPACE Meeting commenced on Friday, August 14, 2026, at 6:00 PM, with five members present at the initial Meeting, and I was virtual for six people present.

DOM REPORT: Glen dazzles us again with yet another great DOM! Side A has a slew of files, while Side B has one game called Chased, a treasure hunt game in a dungeon. I will go over the complete DOM, as well as the March 2026 DOM, in the August A8 DOM Review.

MEMBERSHIP COUNT: Ten paid-up members in the club, with a couple of membership renewals that need attention soon in the later months of 2026.

WEBSITE REPORT: SPACE Member Roger has been working on Newsletters and indexing them on the Website. The Website has been updated for Newsletter Archive. PDF files are being converted to HTML for Google. About 300 Newsletters have been indexed so far.

OLD/NEW BUSINESS: There was talk of the Falcon030 computer revival projects in development at the moment. Two of them are the ReFalcon Project and the Falcon Reimagined from Wizztronics. I personally have not heard much of these projects as of late.

The new Commodore is remaking the TAC-2 joystick. I had heard talk about the new TAC-2 joystick, and the opinions have been positive about it. You can find more about this at <https://commodore.net/store/tac-2/>.

Also, there was talk of a new Newsletter article submission, containing links to favorite YouTube videos submitted by SPACE Members concerning Atari and retro video gaming. Video links could be posted by SPACE members showing their favorite channels.

SPACE Member Bob brought his 130XE computer in and he and Roger used it at the club with an Ultimate 1MB cartridge in it, showing SpartaDOS X on it, among things. Also the Side2 and Side 3 cartridges were used on it for show-and-tell. A series of things were tested on it.

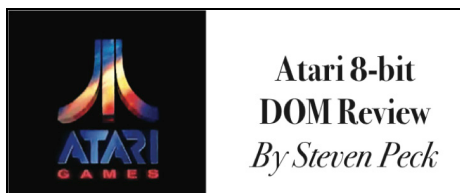
MEETING ADJOURNS: The Meeting ended at 7:25 PM. With the DOM presentation included, the Meeting lasted a total of one hour and twenty-five minutes. The initial meeting minutes with the pertinent issues started around 7:00 PM.

With that, I conclude the Secretary's Report. I will be back with yet another Report in October to cover the September 2026 SPACE Meeting minutes. So, I will see you later, fellow SPACE Atarians! In the words of the late, great comic book legend Stan Lee...

EXCELSIOR!

TRIVIA TIME!

The Atari 7800 ProSystem has a palette of 256 on-screen colors in the NTSC (US) version of the game console.

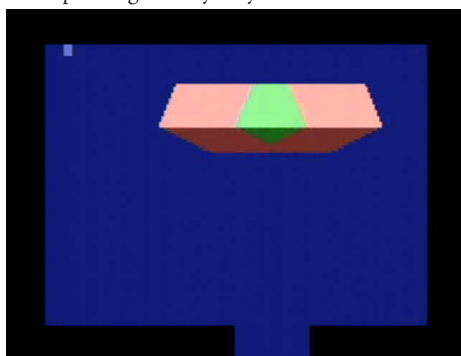


Welcome back to the Atari 8-bit DOM Review, this time for September of 2026. We have a couple of great DOMs to review here. We will review the August and March 2026 DOMs this month, and they have a bunch of great files in them. So, let's get started!

August 2026 DOM, Side A:

The first file on this DOM is called "Potato_P". It is a 262-byte file created by Kamil Trzaska. It shows 3D polygonal renderings on the screen, and they look very well-done. They rotate on the screen, so they are fluidly animated as well.

The colors used for the shading look great and the animation is spot-on as well. Mr. Trzaska did a splendid here for the amount of code used. It shows a lot of talent and programming skill. Although it is a small file, it demonstrates the shapes in a grand way. Very nice!



It's eye-popping (literally), pleasing to look at and it demonstrates great prowess. It reminds me of PIXAR co-founder Ed Catmull's computer-animated hand rendering from 1972, which I saw on YouTube one day. That rendering was more daring, but it also used polygons.

This rendering took less time and still looks amazing. Similar premise, though, because they both use polygons.

Let me score this file for you now.

SCORE:

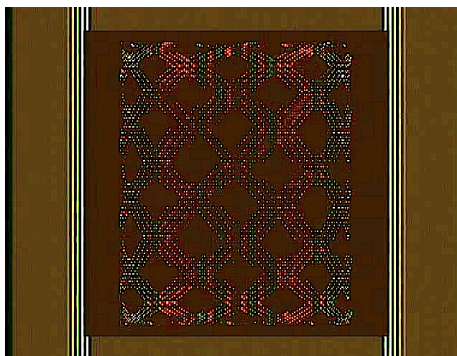
Graphics: 10
Animation: 10
Music/ Sound FX: 9

TOTAL SCORE: 29/30 (97%)

The second file on here is called "Acid Drop," a 1,024-byte file by Krystian Sergejew. It looks really cool. It shows numerous dots on the screen forming circular line patterns and intricate designs. It reminds me of the old Spirograph and Skedoodle toys of the 1970s and 80s.

Skedoodle was like Etch-a-Sketch, and it created circular designs on a rounded window. But the drawing mechanism was similar to Etch-a-Sketch, if I remember correctly. Spirograph did something similar, but on paper with special plastic patterns and pen tips using different colors.

Nevertheless, the computer does a good job of displaying these patterns in this file. It definitely looks nice and pleasing, and it must have taken some planning to get it so intricate. Personally, I enjoyed looking at it and I like it.



It definitely aims to please. I will score it now.

SCORE:

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

TOTAL SCORE: 29/30 (97%)

The next file is called "Mors Non Est Finalis", a demo created by an anonymous programmer. Its title is Latin, and I think it means "death is not the end." That is, if I am translating it correctly, anyway.

It shows an animation of the Grim Reaper along with other animations, like a skull with a baseball cap and dancing skeletons, along with some flashy graphics and cool music. In fact, it has some of the best music I have ever heard in a demo for the A8. It's quite impressive.

However, it might have a PAL issue on NTSC computers. It seems to garble a bit because of the conflict between the PAL and NTSC signals. Nevertheless, I enjoyed it and the graphics are very good anyway. This would be a great demo for Halloween, which is coming up quickly.



It really is a cool demo. I applaud the person who created it and it must have taken some time to do it. I enjoy it. Spectacular! I will score it now.

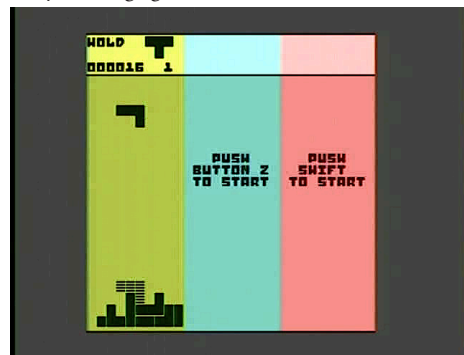
SCORE:

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

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

The next file is a game called "Quatris", a Tetris game by Antonin Holik. You can play with at least three players. It's Tetris with a twist: this time you can see the "shadow" of the falling piece on the bottom of the screen and it guides you to the position you want it to go.

It has an advantage because you can see where the piece is going to fall and plan for it more accordingly as you play. It is a little bit more of an advantage in game play. You can challenge your friends and, as Tetris always is, it's fun and always challenging.



I think the graphics could be better and that it should have in-game music. But, what it lacks in those things, it gains in gameplay. It does please with the option of having three players play at the same time. So, more than two people can play it at once.

I will score this game now.

SCORE:

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

TOTAL SCORE: 30/40 (75%)

The next file is a trivia game originally from Atari, called "European Countries and Capitals", by Robert Polaro. It was converted to floppy disk from cassette and put on the DOM. In the game, you have to guess the European nation and its capital city.

It is dated, as this is before the Maastricht Treaty was enacted, forming the European Union, which was in 1993. Actually, this game is from 1980, so there are inaccuracies that would have been correct at that time. For instance, it would have Yugoslavia in there and Czechoslovakia before it was split, as well as the two Germanys.

However, if you want a blast from the past, this is a gem. Just be prepared. It was during the Cold War, so younger players may find it more difficult because of the different geography in the game being opposed to what it is now.



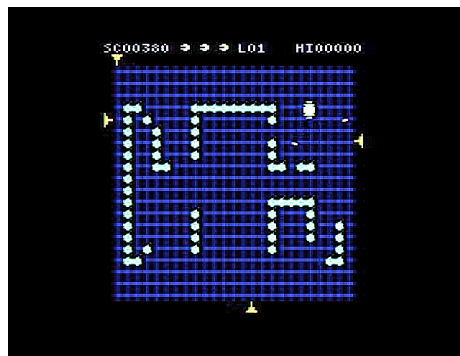
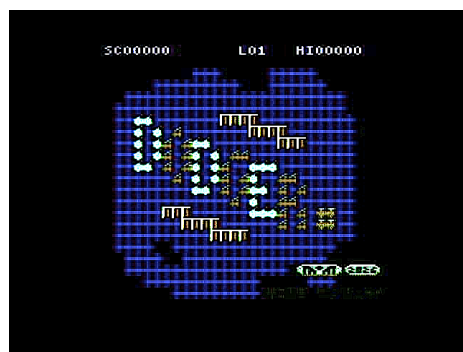
Although not the most graphically detailed game in the Atari library, it is educational. You can at least understand how everything looked in Europe in the early 1980s. Still, it is an impressive game and a historical footnote. With that, I will score this game.

SCORE:

Graphics: 7
Gameplay: 10

TOTAL SCORE: 17/20 (85%)

The next game is called "Dodger". It was created by Ivan Mackintosh. It's like the arcade classic "Solar Fox". You collect green dots on the screen while avoiding enemy fire from the sides of the screen. It's like a Pac-Man shmup, basically. It isn't original, but it is interesting.



It's not a very remarkable game, but it does have a bit of challenge. The graphics are simple, and it seems easy at first. Once you get all the dots, you advance to the next level. You start out with three lives, and it's game over when your lives are exhausted.

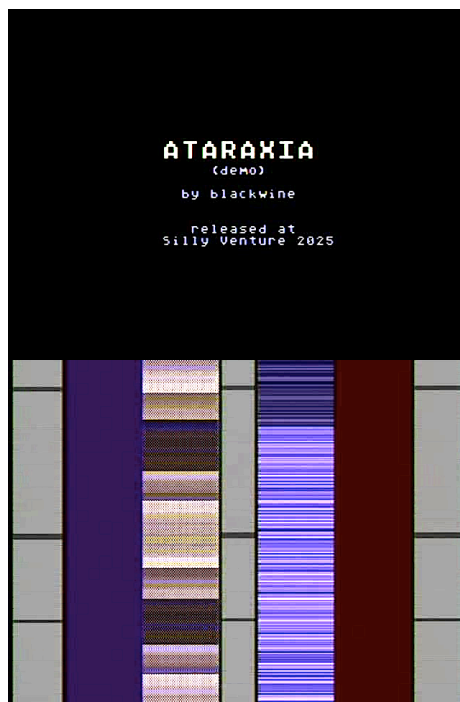
If you like Solar Fox, you will like this game. I will score this game now.

SCORE:

Graphics: 6
Gameplay: 8
Animation: 10
Music/Sound FX: 7

TOTAL SCORE: 31/40 (78%)

The next file is a music file with graphics called "Ataraxia". It was created by Jakub Winnicki. The music is great and it has impressive graphics. It is for show and is not interactive, but it is cool. It certainly has a lot going on. It's active and fast. It's also colorful. So, it stands out.



It looks similar to a Mondrian pattern, like the famous artist would paint, but its colors are more muted. That isn't a criticism, though. It looks impressive to me, actually. I will score this file now for you.

SCORE:

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

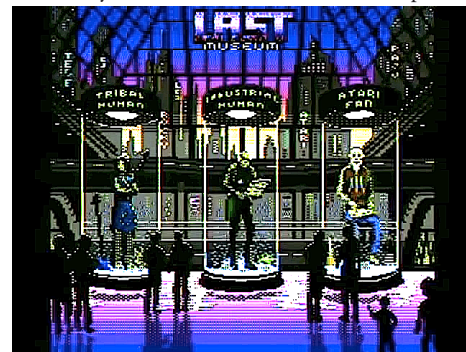
TOTAL SCORE: 30/30 (100% perfect score)

The next file is another music file, made by Mario Krix and called "Ievan Polkka". It's a delightful little tune and

it is somewhat peppy and the tempo is up a bit. It sounds upbeat and interesting. Just a happy little dance tune.

TOTAL SCORE: 9/10

The last file on Side A of this DOM is a picture called "Last Museum," rendered by Maciej Hauke. It shows a museum of the future with humans on display as museum artifacts, with one them an Atari fan. It's funny and it looks very well rendered. I like the detail in this pic.



It looks impressive in the way this was rendered. I like the displays showing the Tribal Human, the Industrial Human and the Atari Fan. Hilarious! Let me score this file now for you.

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

Now, onto Side B, where there is only one file, a cool dungeon game I am sure you'd enjoy!

Side B:

The last file on this DOM is called "Chased", by Alex Virol. You play a creature being stubbornly followed by another creature in the game in a dungeon scenario.

You have to collect things that look like RADAR dishes without getting caught by your nemesis, touching the walls or touching the electric barriers.

That's easier said than done. However, you do have a way to slow your pursuer down. You can make appear that your enemy cannot go through. This can be helpful if you are desperate to run, and you will be frequently. This game is extremely difficult to play.

However, it's kind of fun to play as well. It gives you the determination to try to figure it out. You only have three lives, and once they are gone it is GAME OVER.



It will take practice to finish the first level of this game alone. Very tough, but a great challenge and very fun. I will score this game now.

SCORE:

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

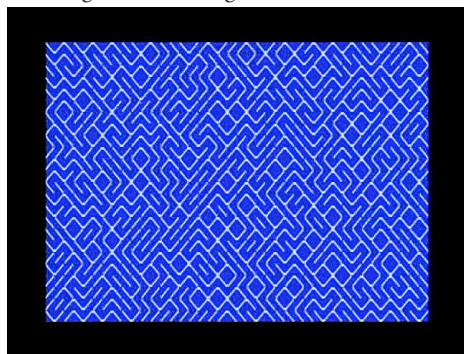
TOTAL SCORE: 36/40 (90%)

That's all for the September DOM. Now, we review the March 2026 DOM. Here we go!

March 2026 DOM, Side A:

The first file on this DOM is called "Maze Trainer", by Dmitry Krapivin. It has only 244 bytes of code. All this program generates is a never-ending maze. It's intricate in design and it moves across the screen very fast while scrolling. I think it's kind of neat myself.

The computer renders the maze at random and never stops rendering until you restart the computer or turn it off. It just keep rendering link in an infinite progression. But, it looks cool and although it's not interactive, it is an interesting and cool-looking file.



It would be nice if there was a way to make it interactive because the maze is so big. It would boggle a person for hours if that were the case, I am sure. Still, it looks great. I will score this file now.

SCORE:

Graphics: 9
Animation: 10

TOTAL SCORE: 19/20 (95%)

The next file is called "Xebyz", by Grzegorz Zyla. It's a play on the name "Zybex", a science fiction shmup game for the A8. The file's name is "Zybex" spelled in reverse, as you can see. It isn't much to look at, as there are only ASCII characters scrolling across the screen.

It's supposed to be interactive, but it falls short. You can only move in a couple of directions, and you can shoot, but once the character leave the screen you can't shoot at targets because they don't appear. This may be a PAL issue, I assume. But, I think it could have been more.

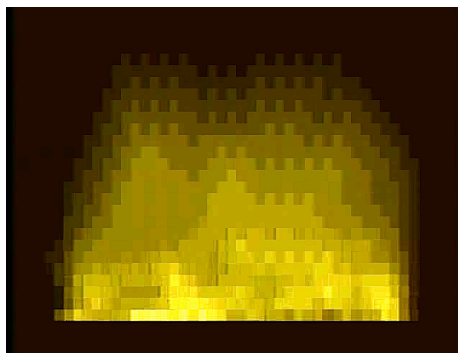
I was sort of disappointed in this file because it doesn't look like very much to me, I didn't get a screenshot of it on here because it is so mediocre. So, I will just score it.

SCORE:

Graphics: 3
Animation: 6
Interactivity: 3
Music/Sound FX: 3

TOTAL SCORE: 15/40 (38%)

The next file is called "Grill," by Marek Ogłodek. It is 262 bytes in size. It shows a flame and billowing smoke, and it looks quite good. The animation looks nice and it looks quite realistic for an A8 file of its size. It has a lot of detail and is quite impressive.



It reminds me of the Yule Log TV programs that are shown around Christmas, when they show a fireplace on the screen with burning logs. Despite the pixels on the screen, it looks really nice. Very well done!

I will score this file now.

SCORE:

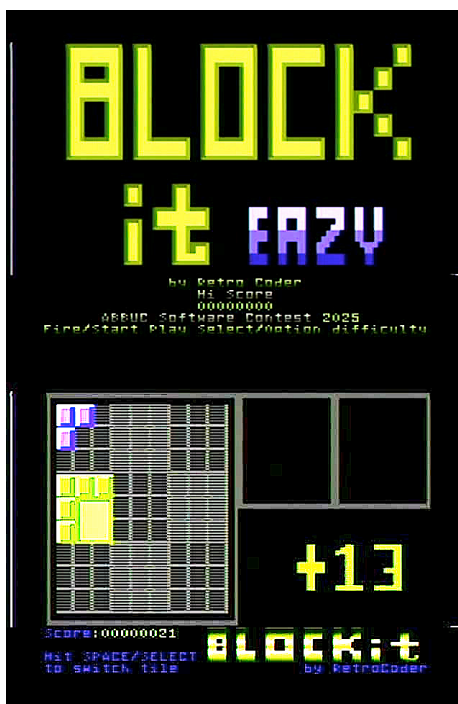
Graphics: 10
Animation: 10
Music/Sound FX: 10

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

The next file is a game by Peter Hinz, called "Blockit". It feels like Sudoku with shapes. You have to fill nine-segment squares exactly as they look with the correct shapes to clear the shapes from the screen. It isn't easy at times. It can be challenging.

As stated, each square is filled with nine squares in them. You have to find the correct way to build these squares, and the blocks can have angles on them that can or may not work to your advantage. The object is to create as many squares as possible.

This is a really cool puzzle game, and can be a lot of fun. It can be a challenge, like I said. Some pieces may not cooperate with you and may fit wrong on the screen.



This looks like a promising puzzle game and it's plays well. I think it's pretty cool. Let me score this game now.

SCORE:

Graphics: 8
Gameplay: 10
Animation: 8

Music/ Sound FX: 9

TOTAL SCORE: 35/40 (88%)

The next file is another game called "PenGoCrazy," by Oliver Cyranka. It the classic arcade game "Pengo" with a twist. You can play up to four players.

The premise is the same: smash the Sno-Bees with ice blocks and try to match the three Diamond Blocks in a row before time runs out. It is a bigger play field and the sprites are smaller, making for more room on the screen to play. It's really fun.

At first, however, I couldn't tell which sprite was my character when I played. I did find out, but it was a challenge playing the game. I guess I need practice at this game. But, nevertheless, it was fun to play and difficult at the same time, on the same token.



You know, it does have a nice digitized splash-screen of a penguin swimming. Marvelous work and excellent game play! I will score this game now.

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

TOTAL SCORE: 35/40 (88%)

The next four files are music files. The first one is "Zybex (space fighter remix)", by Marek Pesout. It's fast and has a lot of action in it and it sounds cool. The tempo is good and it's pulse-pounding as well. Let me score this tune.

TOTAL SCORE: 9/10 (90%)

The second music file is called "Ct+Alt+Furore", by Michal Szpilowski. It's fast and has a quick tempo and a lot

of weird tones to it. Overall, it's like a dance tune, at least it sounds like one to me. Pretty interesting.

I will score it now.

TOTAL SCORE: 8/10 (80%)

The third music file is called "The Leaky Devil's Ark is Sinking," by Marek Pesout. It has a sense of dread and terror with suspense to it, as it symbolizes a ship sinking in the water. It has a sense of urgency to it as well. It's a cool tune. I will score it now.

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

The last music file on Side A is "Stranded on Planet Circonia", by Zdenek Eisenhammer. It is a cool tune that signifies action and suspense. It denotes a sense of urgency, as it is about being stranded on a distant planet. It sounds great and I like the tempo. I will score it now.

TOTAL SCORE: 9/10 (90%)

The next file is a picture, rendered by N. Arachovitis and called "Amica the Tiger". It shows a female tiger looking at a sunset. I assume it's female because the word "amica" means female friend in Italian. So, it must be a tigress. Anyway, it's a great rendering that shows skill.



It's illustrated very well and has a lot of warm and cool colors that really compliment each other. This could have been done using a KoalaPad, an Atari light pen or an Atari Touch Tablet. But, aside from that, the effect is astounding. It's extremely good work!

Let me score it now.

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

The last file on Side A is another picture called "Lost 2050". It was rendered by Maciej Hauke. It shows two older men, one with an Atari 800 XL and one with what looks like a 65 or 130XE computer. There is a disco ball on top of the pic and it says "LOST 2050" on top.



The person on the left looks like George Lucas and the other person kind of like the late Muppet producer Jim Henson. You could even argue that the guy on the left looks like famous classical flute player Sir James Galway. That's my observation, anyway, with no offense intended.

Overall, it looks like a cool rendering. It's detailed and you can make everything out. I don't know what the renderings are on the computer screens in the pic, but it looks like something interesting. Great work!

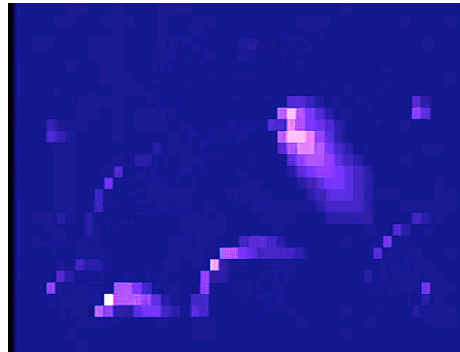
Let me score this picture now.

TOTAL SCORE: 9/10 (90%)

Now onto Side B, where there's more pics, games, demos and music. Here we go!

Side B:

The first file on Side B of this DOM is called "La(L)oo", by Marek Oglodek. It's a 134-byte file with what looks like raindrops splashing on the screen. It looks really fantastic with great looking graphics. I like the look of the file. I like the colors and the animation. Very nice!



It's a really cool rendering. It looks relaxing and fun. I will score this now.

SCORE:

Graphics: 10
Animation: 10

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

The next file is called "Hexfall Jumper", by Krzysztof Kluczek. It shows a little sprite and it looks like he's supposed to be jumping and falling to the ground. There might be a PAL issue with this file. It's only 255 bytes, so it's small with not much to it.

Frankly, I don't know what is going on here. You can move the sprite as it is "jumping", but it keeps doing that and isn't very interactive. I get he's supposed to be jumping and falling. I just don't click with this file, I guess. There isn't much there.



I will score this file now:

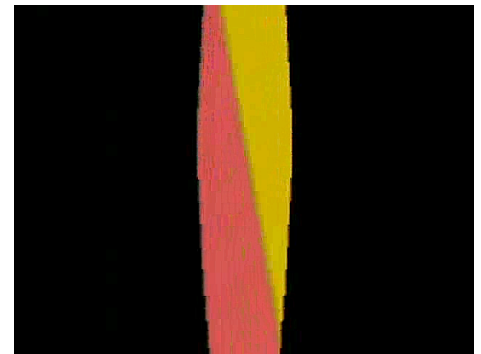
SCORE:

Graphics: 2
Animation: 10
Interactivity: 2
Music/Sound FX: 8

TOTAL SCORE: 22/30 (73%)

The next file is called "Twister", by Pawel Rosowski. It's a 256-byte file showing a twisting pillar, each side of it a different color. It reminds me of a piece of multi-colored Twizzlers candy. It looks like that to me. I love the real-time animation in the file and the colors.

Actually, it is quite impressive. I like the way it twists and twirls. The colors look like they compliment well.



You would have to see this file in action on the screen to get the full gist of it. But, I can assure you, it's impressive.

I will score this file now.

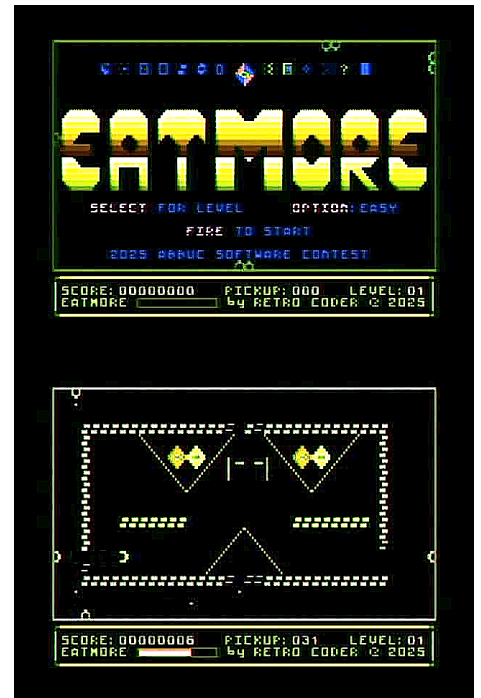
SCORE:

Graphics: 10
Animation: 10

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

The next file is a game called "EatMore", by Peter Hinze. It is another game like "Solar Fox", but with a twist. You have to eat everything that can be eaten, but the walls sometimes block your way. Your enemies can shoot the walls away, but you have to dodge their fire.

Some walls can be blasted away, while some can deflect enemy shots, so you have to be careful not to get hit. Eat everything else that does not need to be shot on the screen. You will clear a level once everything that needs to be eaten is eaten. That's basically the game's premise.



The brick walls can be blasted, while the thin solid walls with angles are indestructible and can deflect bullets. This is a cool game, and it takes a little brainstorming to finish a level. I will score this game now.

SCORE:

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

TOTAL SCORE: 31/40 (78%)

The next game is a puzzle game called "Gemini", by Peter Prodehl. In the game you have to clear like-colored

blocks on the screen by clicking on a cluster of colors that are the same. You only have a certain amount of moves in each level to clear the level.

There are three colors of the game's choosing you to clear in each level. There are certain quotas of blocks you have to clear out of the three colors. It really isn't very difficult to figure out, but it gets challenging after a certain amount of time. Plus, you are limited by your moves.

You advance to the next level by clearing all three color quotas. All the blocks indicated have to be eliminated. It is indeed pure fun and strategy to play this game.



I will score this game now:

SCORE:

Graphics: 8
Gameplay: 10
Animation: 7
Music/Sound FX: 9

TOTAL SCORE: 34/40 (85%)

The next four files are music files. The first file is called "Summoning Voices (Infernal Cathedral Cover)", by Marek Pesout. It's sinister and gritty with a whiff of disdain in the music. In other words, it's pretty good.

It would be great in a video game soundtrack and it sounds like it's professionally done. Very nice.

Let me score this file now.

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

The next music track is called "Lost Protocol," by Foster/Zelax. It's all over the place with the music and dis-coordinated. I think that's what it's supposed to sound like. I think it could have been better than what it was, but it is better than what I could do. I will score this now.

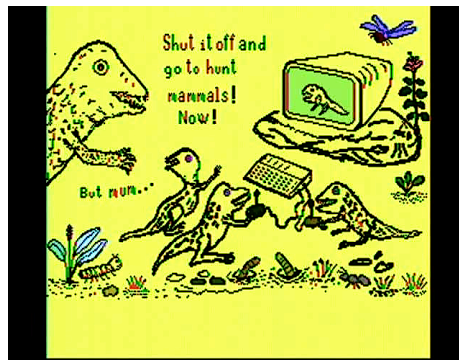
TOTAL SCORE: 8/10 (80%)

The next track is called "i produkty jego", by Piotr Lis. It sounds kind of peppy with a fast tempo and a nice beat. I like the speed of the music. It has a lot of action in it.

I will score this file.

TOTAL SCORE 9/10 (90%)

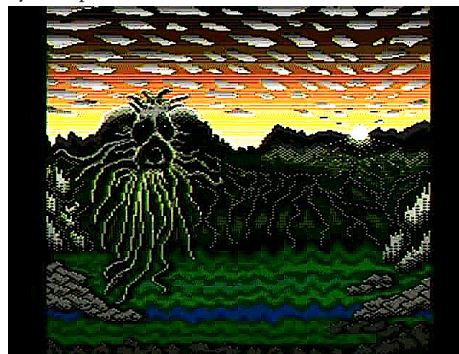
The next file is a picture called "Mammals Survived", by Zdenek Burian. It shows dinosaurs playing video games while their mother tells them to hunt mammals. Now, you can see why the mammals survived.



It's pretty cool. The drawing is somewhat abstract, but cute. I think it's pretty funny. It looks like something from Gary Larson's The Far Side, those comics that poked fun at science and other things. I always liked those comics and I like this. Humorous! Let me score this now.

TOTAL SCORE: 9/10 (90%)

The final file on this DOM is called "Yogger," by Maciej Hauke. It shows a beastly looking creature (the Yogger, I suppose) in the woods. It looks sort of menacing in its appearance. Plus, the pic looks really good. I am impressed by these pics, but this one stands out to me.



I like the sunset in this picture. The colors compliment each other and it looks fabulous. The Yogger's beard looks like tree roots. I assume it's a plant creature, but I could be wrong. Nevertheless, it stands out nicely.

I will score this pic now.

TOTAL SCORE: 10/10 (100%)

Well, this concludes the A8 DOM Review for September. I will be back next month for another Review for everybody to follow. Until then, Carpe Diem, fellow Atarians, and thanks for reading! See you soon!

SOME YOUTUBE CHANNELS TO VIEW FOR RETRO AND ATARI GAMERS

SPACE Member Tom came up with a great idea! I am going to put up links for YouTube channels concerning retro gaming links, especially for Atari gamers! SPACE Members can also chime in with me on their favorite channels from YouTube concerning gaming.

Every month, there will be three channels that SPACE Members can email me links of so they can be put into the SPACE Newsletter. I will put in three links of my own for starters since this is the first issue of this article. Two are mostly about designing games, while one is about different gaming platforms, but emphasizes Atari.

Thanks for reading! Hope to hear about your ideas for channels to be included in the Newsletter soon!

The Canadian group 8BLIT has a channel on YouTube devoted to programming games for the Atari 2600. Here is their video channel link:

https://www.youtube.com/channel/UCpon_anEIMQpPLDskYsVvQ

Atari I/O has been around since 2014, and they have an

impressive channel that shows high scores and livestreams of video games. Here is that link:

<https://www.youtube.com/@atariolive>

Ecernsoft has a channel devoted to Atari 7800 game design and programming. He shows how to create game graphics and how to program games for the console. Here is his link:

<https://www.youtube.com/@ecernsoft3096>

Please feel free to submit your favorite links to video gaming and retro computing. This will be ongoing and I would be happy to hear from you!

Thanks for reading and keep coming to SPACE!

NOTICE!

Due to the length of the A8 DOM Review and the time it took to create it, there will be no SPACE Comics Section in this Newsletter.

Sorry for the Inconvenience.

Thanks for reading!

Also, you can now copy and paste the Discord link from the SPACE Newsletter to your browser bar. I noticed people could not do that before.

Again, my apologies.

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:

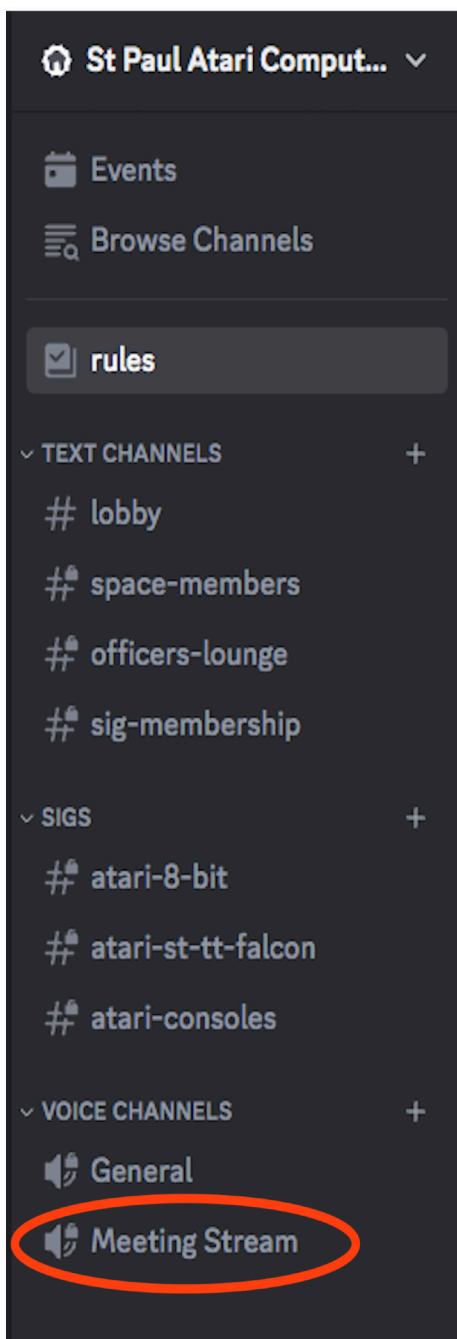
<https://discord.gg/r9Q4AxuNmQ>

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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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.

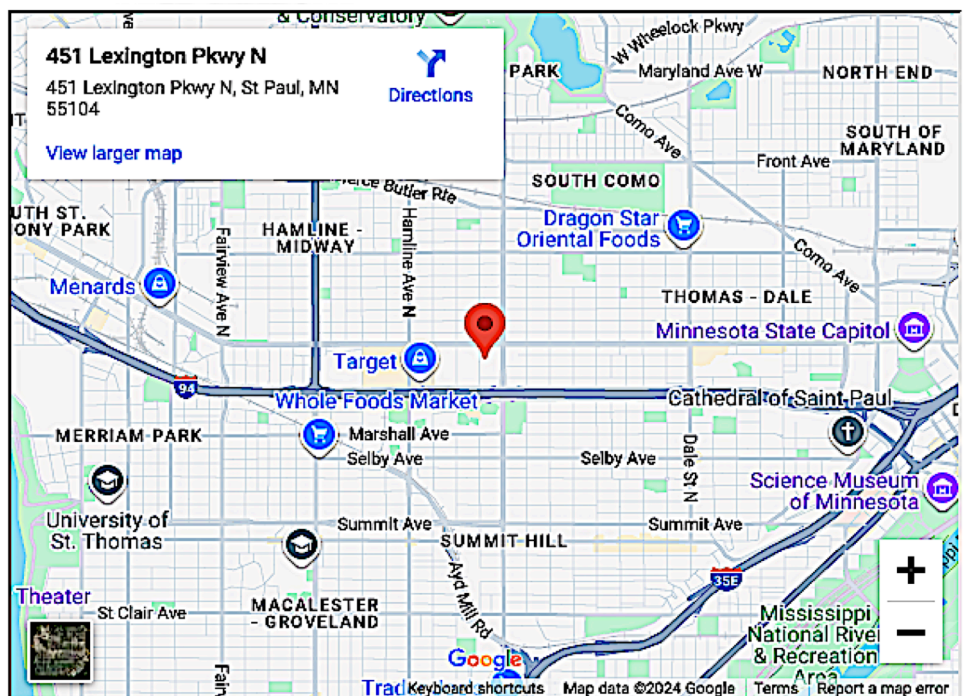
OUR MEETING LOCATION

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 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.

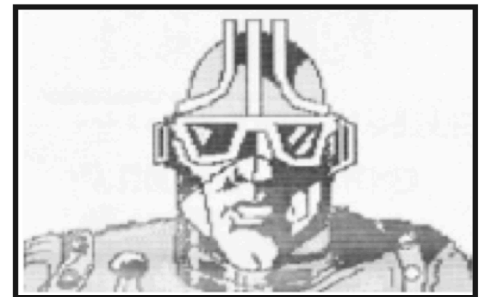
(Map courtesy of Google)



*SPACE Meeting
Friday, September 11, 2026,
From 6:00 - 8:30 P.M.*

*DOM Demonstration
Initial SPACE Meeting*

Thanks for coming!



Another Message from Captain Irata:

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

HOO-RAH!