



THE EDITOR'S GODZILLA

-by Lenard R Roach

LOCATE AND ACQUIRE

As many Commodore users know, it's always a pleasure to share your computer hobby and interests with others. Sometimes the end result makes all the difference in changing the minds of the uninterested. This highlights the tale that I am about to spin in the next few paragraphs.

Especially to those who know me, it goes without saying that I have been trying to reintroduce some Commodore software to a couple of churches in my sphere of influence. One of the churches is of the Nazarene background while the other follows the Assembly of God way of the interpreting the scriptures. None are wrong in their philosophies per se, but they do have enough of a difference that never the twain shall meet on an even playing field.

Enough of that. This is supposed to be a story about the Commodore computer and not a debate on church beliefs.

While sitting and watching the children work on their crafts in the Kidz Quest class at the Nazarene church one Sunday morning, Pastor Barbara, the lesson teacher of the class, passed

out to the kids a small booklet of about four pages that contained a story, a crossword puzzle, a word search puzzle, and a coloring page. When I discovered that this booklet contained puzzles, I asked Pastor Barb for a copy. She smiled and slid a copy across the table top of the desk to where I was sitting. I looked over the pages, thinking nothing of what I was handed, and began to work on the puzzles. Instead of observing what was going on without any interacting, I was getting interested in her class because of this little activity booklet. While all of the activity was going on around me, I worked hard on trying to solve the puzzles. With my somewhat "superior" intelligence (due to my having at least five decades of study up on the 9 to 11 year olds in the class), I was able to solve the crossword puzzle, but the word search puzzle required more of a keen eye. This is where age took a back seat, and youth would take the lead.

At the end of the class, the children were all done with the booklet while I was struggling to find a few words in the word search game. Pastor Barb had to tap me on the shoulder to let me know that class was over and that it was time for me to help her and her husband Jon pick up the various markers, colored pencils, and construction paper that were left by the children. As I began to help them clean up a thought started to germinate, but before I did anything about the thought, I did some scouting to see if what I was thinking would be permissible. I spoke to Barb who was not too far from earshot.

"Do the kids enjoy doing things like crossword and word search puzzles?" I asked.

Barb answered without looking up from what she was doing. "They seem to enjoy it. I know my own grandkids [Jade and Hunter] like to do such things. Why?"

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I never answered her but went back to cleaning up. I was thinking. I knew that somewhere in my massive collection of Commodore 5.25" disks, I had programs that generated both a crossword puzzle as well as a word search puzzle based on a given list of words. I asked myself, "Could it be possible to make a word search puzzle and a crossword puzzle based on the lesson that would be both educational as well as entertaining?"

After class clean-up, Pastor Barb and Jon usually take in a lunch at one of the local eateries close to the church, and they usually invite me along since I was the single guy of our trio. However, I graciously took a rain check on this invitation and headed out the door towards my green Kia Soul. I had to get home, go through my disk collection, and try to find the programs that did the puzzle generating. I was hoping that by next Sunday I would have created a crossword puzzle and word search puzzle by using the trusty and time-tested Commodore computer.

Getting home to my Corona Avenue digs located in the lovely town of Kansas City, Kansas took a little longer than I wished. However, I was in my driveway in the usual thirty minutes it took to drive from Bonner Springs to Kansas City. Now that I was home, I could relax and take some time to kick off my boots and run around in my socks to the computer room where the Commodore 128 and its accompanying drives sat on the simulated oak computer stand. My interest in the machine would come momentarily, but first I had to search for the aforementioned programs that were located in the computer closet on the opposite wall of the Commodore desk. I carefully turned the doorknob of the closet and gave a slight pull on the door which revealed the myriads of computer software, hardware, and peripherals.

All who had stayed at my Limehouse KC residence in the past had left something in this closet. PC keyboards, 24-pin connectors, PS2

mice, and outdated chips as well as outdated motherboards all took up space in the closet, reminding me of what kind of computer they had been using. However, all these items were in no way mixed with my Commodore hardware and software in the closet. My equipment took up the last two shelves of the five shelves that were built in the closet by my late father-in-law Jack, turning the closet into a mini-storage facility.

Bending down to get a better look into the Commodore half of the closet, I quickly pulled out boxes of 5.25" disks. Many were blank and needed formatting. Some of them were commercial software that had lost their boxes long ago. Still some commercial software was still in their original boxes complete with instructions of operation. Then there was the mass of software that the family and I had coded in from books and magazines ever since the Commodore was introduced into our home back in 1989. Yes, if it was a type-in program that my boys, my then wife, or myself wanted, we were at the keyboard pounding away, coding it in. I was interested in productivity, the boys — games, and the wife — music and sound effects, and we had a LOT of each. Trying to find the disk or pair of disks that had the specific game generators would be like trying to chase a rolling doughnut downhill in an ice storm while hopping on one leg. Next to impossible. I had to think of an alternative way of acquiring the needed software.

The words of my son Gabriel began to echo through my mind, "GTS [Google That S***]"

I was told many moons ago that every program ever written for Commodore has been placed on the internet for free download or for download for a small fee. Stepping out of the computer room I went straightway to my laptop PC and booted it up. In a few minutes I was using Google's search bar to locate the required programs that I needed.

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It didn't take long for me to find the crossword puzzle generator I was looking for. An unknown someone took the time to upload the program that was offered in Compute magazine long ago. I downloaded the .D64 image of the program and ran it through the WinVICE Commodore emulator on my PC to make sure it was what I was seeking. The emulator on the PC showed that this crossword program was indeed the very program that I was needing to complete the task in mind. However, the quest for a word search program took a different turn.

The word search program needed to be phrased just right in order for me to locate the correct one in the search URL of Google. I tried a few combinations – “word search C64”, “search word Commodore 64”, “find a word C64”, and so on – but nothing worked completely. Despite my writing C64 and Commodore 64 at the end of the each search, all those combinations were turning up plenty of programs for the PC and Mac. Each program suggestion always had the word C64 or Commodore 64 deleted. It wasn't until I tried the phrase “word find C64” that the proper program for the Commodore came up.

The initial one I chose was published by Loadstar disk-zine back in the day. Again, some nice someone thought ahead and uploaded it to the Internet, not knowing that I would some day be searching for that very program. To be sure, I ran the .D64 image of the program through WinVICE and was pleased to find that this program would work perfectly. All that was left was to transfer the .D64 images onto a solid 5.25” disk and run them through my Commodore. Both programs needed a physical Commodore and a compatible printer in order to work properly.

When it came to running the Commodore programs more in-depth on the Commodore, I soon realized that these programs came without instructions, so I was a blind man trying to hit a

bullseye in the dark. The word search program was self explanatory, and soon I had a sample program written and a sample puzzle printed on my MPS-802 printer. Now came the crossword program which manifested a whole new set of problems.

Even though the program worked quite well when transferred out of .D64 image and onto a solid 5.25” disk, it was the operation of the program that proved confusing. In the “build a puzzle” mode, the first thing asked for was the solution words. Then the program went to a blank line, asking for input from the user. I didn't know what that meant at first, and I would skip it by pressing RETURN to move on to the next solution until I was done entering words. To exit the puzzle construction mode, pressing CLR/HOME took me back to the main screen. After this, I could go to screen where the user would start construction of the puzzle by selecting where to put the first word on the grid. Then the program itself would begin to place each word into the puzzle until all the words were placed. You could save your work to disk at any point during the puzzle's construction.

When I went to print off my puzzle, I was in for a surprise. Because my printer was not a graphics printer, the boxes for the letters were printed asterisks with the occasional random letter printed along the way. Also, there were no clues to suggest what the solutions would be. I got the idea that the blank input was where the clues went. I went back into the puzzle and restarted the assembly process, but this time I wrote a suitable clue for each solution to the input provided. In print mode, the puzzle generator printed all the clues with the corresponding numbers to help find the solution. The generator also told the user which solution was across and which solution was down, but still the MPS-802 was only printing the grid in asterisks and not in boxes like in a real puzzle. I knew then that a graphics printer would

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be needed. This project would have to be shelved until the correct hardware could be acquired. I did have half of what I was looking for in puzzles, and that would suffice for the moment.

Fast forward to the next Sunday. I had that morning's skit and subsequent word search puzzle already written, ready to leave drydock and move out among the reefs of children to see if the puzzle idea would pass the hardest scrutiny of all – the kids themselves. At craft time, about fifteen minutes before class end, Pastor Barb handed out the copies of the puzzle to everyone, including myself. Even though I read the answer key that was printed off from the Commodore 64 earlier, I wanted to see if I could beat the children by solving the puzzles before anyone else. As the kids began to work on the word search, they started commenting.

“Man, this is hard,” said Brayden, the blond-haired, brown-eyed boy.

“Yeah,” said Hailey, Brayden's younger blond-haired sister. “I can't find all the words.” She turned to look up at Pastor Barb. “Where did you get this?” she asked her.

Pastor Barb pointed a finger right at me. “Lenard printed it off on his old computer.”

I sat insulted for a moment. “Old computer, indeed,” I thought to myself. “That old computer created a word search puzzle that is stumping your kids, and you call the unit old.” I quickly composed myself and reversed my thinking. A little proud, I sat up in my chair. Yes, this forty plus year old computer was causing her pupils to really look, really study, and really think. What has your PC done for you lately? Yeah, pride was turning into conceit which was something I really didn't need at the moment, especially in a house of worship.

My mission was accomplished. I had gotten the kids to have fun. For each word that was discovered, they would shout out, “I found [a word]!” At moments it would turn into a screaming frenzy of someone finding a word, pointing the solution out to everyone, and back and forth it went. It was such a success that I was requested to make more puzzles for each week. With mission accomplished, now it was time to branch this idea off into other avenues.

With a fully furnished computer room/office located in the spare bedroom in my home, I was able to scan the puzzle off on my Dell e515dn printer and into a .PDF form which was transmitted to my laptop over the router. After doing so and after checking the quality of the scanned image on my own PC, I sent a .PDF copy of the puzzle to Pastor Dan of the Glad Tidings Assembly of God. He sent me a quick response saying, “Farris [Pastor Dan's wife] loves these kind of puzzles! Thanks!” Pastor Dan did have a complaint with the word searches but it wasn't about the puzzle; it was about the font.

When a dot-matrix print is copied on a modern photocopier, the words printed on paper are either too light or too dark; sometimes the copied sheet contains both light and dark words due to the wet and dry spots on the dot-matrix printer ribbon.

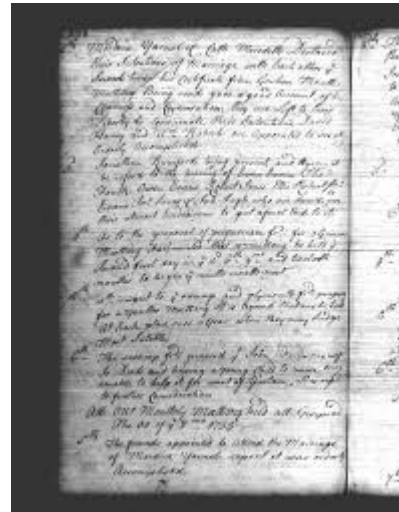
In my case the print was so light during the transmission over the Internet that when Pastor Dan printed off the .PDF containing the puzzle, the page was too light to read. Over half the words and puzzle grid were gone. He asked me to try and do something about that on my end. After some research by reading the online Dell manual, I found the way to darken the image. By swapping sheets of a previous copy of the same puzzle, I was able to make an even deeper, darker image. With this method, I made a really dark image on a sheet of paper and sent a .PDF copy over the Internet to Pastor Dan. Pastor Dan

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emailed me back, saying that the copy came over just fine and that no other adjustments needed to be made. Yet, the print was a little too small for Farris to read even with her glasses on. A magnifying glass was his solution to help Farris enjoy the word search created by the Commodore 64. With those adjustments made, I started to branch out over email to other Sunday School educators at Glad Tidings.

One of those educators was Tammy, the church secretary as well as high school class teacher. At first, Tammy was overjoyed to get the puzzles from me and even submitted some words of her own that she wanted to see in a word search. However, interest from her high school students quickly waned over the puzzles, and she asked me kindly to stop sending them. As of this writing, I have yet to hear from the others to whom I sent puzzles. In the meantime, I would continue to send puzzles every week to these individuals who teach in a church classroom setting until I hear from them otherwise.

In my twenty-five years of experience working with the machine, it is interesting to see that in more than one instance the old Commodore can step up and make the odd task possible. I know that a modern PC can do the same thing if the user finds the proper app in a play store to, but it seems that what a PC can do, computers like the Commodore have already done four plus decades ago. King Solomon said over 3,000 years ago in Ecclesiastes 1:9, "What has been will be again and what has been done will be done again." This goes along with another old saying, "Those who don't learn from history are doomed to repeat it." [George Santayana]. This seems to be true with the software exchange between time, Commodore, and PC's.



MONTHLY MEETING REPORTS

JULY 2023

-by Robert Bernardo

As in previous FCUG meetings, the July meeting started off normally. Robert got to Panera Bread first and started setting up the equipment. However, he noticed that a few tables away, someone kept looking at him. Eventually, that someone walked over to Robert and asked if this was the classic computer club. Robert said yes, and Phillip Lima introduced himself, saying that he had brought in more than 3 bins of C64 equipment, software, and literature.

When members David and Roger arrived, Phillip explained that his grandparents had owned the items, that they had passed the items down to his parents, and that his parents eventually passed them down to him. Now Phillip wanted to dispose of the items without having to throw them in a dumpster.

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For the next 90 minutes, David, Robert, Roger, and Phillip discussed and went over some of the items. There were lots of GEOS disks. The 1701/1702 monitor was good. However, when the four C64C's were tested with a Ray Carlsen heavy-duty power supply, all of them had no screen display. Robert looked at the pile of C64 power bricks and thought those had burned out every C64C. Due to time constraints, Robert didn't test out the 1541C disk drives nor the software packages nor the 9-pin dot-matrix printer.

Phillip wanted some money for all the goods. Robert countered that extra space was at a premium in his storage and that C64C's would need repair from Ray Carlsen (which meant money being spent). After some more talk with David and Roger, Robert decided to hand a check to Phillip for \$100. After Phillip left, David immediately paid Robert \$20 for the working monitor. Roger was entranced with a GeoRAM cartridge and took it for study.

Finally, the group could carry on with lunch and then with old and new business. Robert showed off THEA500 Mini which was recently autographed by actor/director/writer William Shatner. Robert told of how he met Bill Shatner at a 3-day Star Trek event in early July in Ticonderoga, New York. The first day Bill was leading a group through the re-created Starship Enterprise sets at the Star Trek Tour, and he recognized Robert (Robert said it was embarrassing to be singled out as Bill talked to him, i.e., the others in the group were probably wondering, "Why is Bill Shatner talking to this guy?"). The second day Robert stood in line to have THEA500 Mini autographed by Bill. Robert had it turned face down, and Bill would autograph its underside. Like an assembly line, an assistant would hand Bill an item to autograph, Bill would sign and pass it on, the assistant would hand another item, Bill would sign, etc.. Bill would

never look up, because he had to autograph hundreds of items for the fans. However, when Bill got to Robert's item, he signed it, turned it right side up, looked at its miniature keyboard, and looked up at Robert. (In past years, Robert was always the one person who would bring Commodore and Amiga goods for Bill to sign, Bill having been a Commodore spokesman in the early 1980's.) Bill smiled and enthusiastically tried to converse with Robert. The line of adoring fans was stuck. Bill's assistants stared. Why was Bill talking to this guy? The third day as Robert waited just outside the lobby for another tour of the sets, Bill came out of the front door. Immediately, Bill saw Robert sitting there, walked up, and thanked Robert for coming to see him. Once again, everyone just looked. Then Bill went to his SUV in order to be chauffeured to his next convention venue.

In other club discussion, Robert talked about the success of the June 24-25 Pacific Commodore Expo NW 2023 with 48 people attending (the Commodore Los Angeles Super Show 2023 had 40 attendees). That made PaCommEx even bigger than the long-running, annual Amiwest Show in Sacramento. He mentioned that the Vintage Computer Festival West would be coming in early August, but he wouldn't be able to attend. The above-mentioned Amiwest Show would be coming in mid-October as would be the resurrection of the Bay Area Maker Faire. Robert would be the videographer at Amiwest and was going to apply for exhibit tables at the Maker Faire. The proposed exhibits – classic computers.

In celebration of the new Barbie movie, Robert ran the classic C64 Epyx game, Barbie! Though the game just had Barbie going from store to store on a shopping spree, the digitized speech from Barbie and Ken was very good. In celebration of the new Oppenheimer movie, Robert and Roger tried out various C64 games and demos with an atomic theme -- SWIV Atomic Explosion, Atomic

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Isle, Cool Cat, and the classic War Games. They even ran B-1 Nuclear Bomber on the VIC-20.

Also on the VIC-20 with 16K RAM expander, Roger ran the desktop for the eXimietas VIC-20 Chip-8 emulator and its associated games. The Chip-8 was a virtual machine designed in the mid-1970's for use with the COSMAC VIP and Telmac 1800 microcomputers. The eXimietas Chip-8 was probably the first emulator to run on the VIC-20, i.e., the VIC-20 was emulating a different computer. Roger ran the various dozen or so Chip-8 games, and both he and Robert were amazed at their simplicity yet still be entertaining. Robert especially like the Pacman clone and the Kaleidoscope demo.

The meeting had gone long, David having left hours earlier. Robert and Roger started packing away the club equipment. However, young Michael and his family suddenly appeared. So instead of packing away the equipment, Robert hauled out THEA500 Mini and let Michael play with various games which were built into the system. That went on until Michael grew tired of playing them. Finally, Robert and Roger were able to pack up everything. It was a new record for the longest ever FCUG meeting – 7 hours!

AUGUST 2023

-by Robert Bernardo & Dick Estel

The extreme heat of early August had moderated somewhat by August 20, and Panera Bread Restaurant was keeping its employees cool, considering that they were working a lot harder than the customers. However, it was too cool, because both Dick, Dave, and Robert went to their cars to get long-sleeved shirts or sweaters.

This month those customers included Robert Bernardo, Roger Van Pelt, Bruce Nieman, Dave Smith, and Dick Estel. Robert and Dick each had

been members more than 25 years, and Roger joined us long ago enough that we estimated his time at well over 15 years. Bruce and Dave joined more recently, although Dave was a member back in the late 20th century. Only Dick was really old, however.

Pre-meeting discussion covered a wide range of topics. One had to do with the registering of domain names that took place in the early days of the World Wide Web, when enterprising computer users registered such names as red.com, blue.com, and various commercial and government names for the users to sell at a profit. This included the once notorious whitehouse.com which eventually became far less interesting. Whitehouse.net still provided some entertainment, though. Hit the refresh button for endless fun.

But seriously, we had a good lunch and an informative meeting. Robert will be going to see Ray Carlsen in October to pick up and deliver equipment for repair. Ray had announced that he was stepping back from his repair service but will continue to help special customers such as Robert.

Robert discussed finances relating to the Commodore LA Super Show (CLASS). Enough money was received from admission, raffle tickets, and equipment sales to cover all expenses for this year as well as a bit for next year's room rent. He questioned whether to keep admission at \$25 or to lower it to \$20. Club members agreed that keeping the same price would be best and would allow for unforeseen expenses. A reduction one year could require an increase the next year, and it seemed best to be consistent.

During a recent trip to Las Vegas, Robert visited Al Jackson, former president of the now-defunct Clark County Commodore Computer Club and a reliable supporter of our Commodore Vegas Expo (CommVEx) exhibitions in his city. He's doing

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fairly well but is doing less with his computers and is considering getting rid of them.

For decades, FCUG has held the annual October “picnic”, which now is actually a lunch at a different restaurant each year. Family members are invited, the club pays for lunch, and there are no computer demos. Due to conflicts with our normal third Sunday, the event will take place on October 8, location to be announced.

Demonstrations got under way with a look at a Commodore PC20-III, a machine from Commodore’s ill-fated venture into the pre-Windows PC market. When Robert acquired the machine, it had been sitting unwanted and unloved in someone’s damp and moldy shed in northern Washington state. The hard drive was frozen and many other issues were apparent when Robert turned it over to Duncan MacDougall for repair. Duncan did a number of modifications, most interesting of which was adding a Snarker Barker (Sound Blaster clone) 8-bit sound card.

Robert showed off a few PC games. Paku Paku, a PacMan-type game, used the better sound from the sound card, but another game, an Arkanoid clone, used the PC’s one-bit internal speaker. Robert and Roger used the keyboard to control the games; a PC joystick was not available, though Duncan was repairing one to eventually give to Robert.

Robert wondered whether he should buy Geoworks Ensemble (GEOS for the PC) from eBay so that he could have a GUI desktop instead of having to go through the prompts of DOS 6.0 on the PC. In fact, all of members at the meeting were rusty on their knowledge of DOS commands, e.g., what is the command to go back to the root directory?

Robert then showed off an Amiga 3000, recently repaired and upgraded by Duncan. The upgrades included a Spectrum 24-bit video card and an

Ethernet board. With the desktop display controlled by the video card, all desktop movements were speeded up; windows opened up quickly and were easily resized and moved around without any of the slowdown of the original Amiga video system. However, when it came to displaying a list of applications in each window, there was no speed-up, because that relied on data transfer limitations of the hard drive and CPU.

Speaking of transfers, that was the last item on the demonstration agenda. At a meeting of our sister club, the Southern California Commodore & Amiga Network, Robert had been given a box of C64 floppy disks. His job was to transfer the PaperClip word-processed files on those floppy disks to text files that a PC could read. At our FCUG meeting, he demonstrated his method of doing the transfers.

With the club C128 in 80-column mode, the club 1571 disk drive, and a SD2IEC card drive, he ran the text processor, ZED 0.77. He set ZED to read “screen code” which was the format of saved PaperClip files, and he set ZED to write “ASCII CL” files. He loaded up a PaperClip file from the floppy disk. Though the screen formatting was wrong and though ZED did not do line-wrap on words that go past the 80-column screen limit, the file was still readable to the naked eye. Then he saved the converted file to the SD card on the SD2IEC drive. However, the file was still not ready to be read by PC.

He took the SD card out of the SD2IEC and inserted it into his laptop. He then ran DirMaster 3.51, a PC application. Within DirMaster, he ran a directory on the SD card, and it showed the converted file with a .S00 suffix. Still within DirMaster, he loaded the file and then saved it as a text (.TXT) file. After the save, he opened up the text file to prove that it was readable in the PC.

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He had used the above method to transfer many PaperClip files to text files, and he had e-mailed those text files to the owner of the floppy disks. Roger said there that WinVICE would convert files, but Robert never used VICE. Robert had used a method that he himself understood.



COMMODORE'S UNRELEASED C64 GAME SYSTEM

-by guest contributor Dave McMurtrie

In 1990, Commodore released the C64GS. “GS” stood for “Games System”. It was Commodore’s attempt to have the wildly successful Commodore 64 compete in the game console market. On the surface, this doesn’t seem like a bad idea. Package a 250469 C64 PCB into a new case, omit the keyboard, and you’ve got an inexpensive game console with a large cartridge library already available on launch date. Given the benefit of hindsight, we know this wasn’t a commercially lucrative venture for Commodore. Commodore fans blame the lack of success on a variety of reasons, but one reason seems to be universally agreed upon. It was released to the market too late for it to have possibly competed in the console market against the likes of the Sega Genesis.

What if Commodore had released a dedicated C64 game system 5 years earlier? It turns out they almost did. Former Commodore engineer Andy Finkel still has in his possession what looks like a nearly production ready C64 Game Machine.

Andy doesn’t recall exactly in which year this device was created, but the date codes on the chips reveal that it would have been at least 1985.

From Andy:

“I really don’t remember many details of who did what, other than porting games quickly in time for a show.”

You can see from the above photo that it’s a console design in a case with a built-in joystick. The joystick is a two-button Sony model. Andy couldn’t be positive, but he thought the slide switch located in front of the joystick switched it to function as a paddle controller. There’s a joystick port on the side for two player games.

While the 1990 C64GS used a regular C64 board, the unreleased 1985 Game Machine had a purpose-built PCB.



The board contains a total of 16 IC chips.

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Location	Part Number	Description
U1	MOS6526	CIA
U3	74LS08	quad 2-input AND gate
U4	MBM27128-30	16K EPROM (kernel and character)
U6	MOS6510	CPU
U7	MOS8562R2	HMOS NTSC VIC-II
U8	MOS251715-01	SuperPLA (64 pin)
U9	MOS8580R4	SID
U10	HM50464P-15	64Kx4 DRAM
U11	HM50464P-15	64Kx4 DRAM
U12	DM74LS27N	triple 3-input NOR gate
U14	SN74LS74AN	flip flop
U18	HD14066BP	quad analog switch/multiplexo r
U19	TMM314APL-3	4K SRAM (color RAM)
U20	MOS8701	Clock Generator
U21	HD14066BP	quad analog switch/multiplexo r
U23	HD74LS14P	hex schmitt trigger inverter

It shares the same power input, 9-pin single joystick connector, power switch, RF output, and cartridge slot as the Commodore 64 computer.

Andy attempted to dump and preserve the EPROM, but unfortunately it was blank.

We don't know why this device didn't make it into production, but it was clearly close to becoming a finished product.

Andy thinks that possibly [engineer] George Robbins may have more information, but he has passed away. [Engineer] Yash Terakura also might know more about it, but I don't have contact information for him.

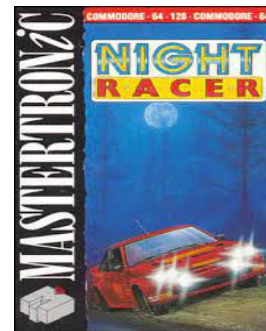
Many thanks to Andy Finkel for providing the photos and any information he was able to remember about it.



RACING GAMES FOR THE COMMODORE 64

-Compiled by Lenard R Roach

(To celebrate the 75th year of NASCAR I have compiled a list of all the vehicle racing games for the C64. This is part two of four.)

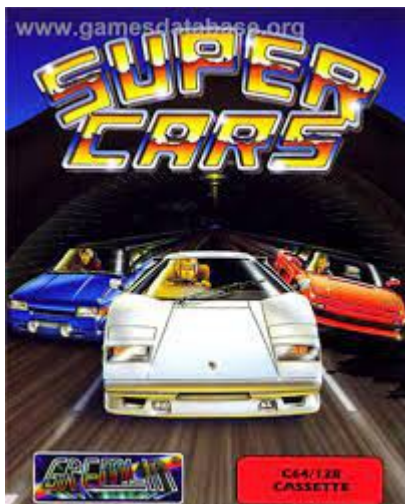


Players must compete in a race organized by the Intercontinental Rally Championship. Since the competitors are still involved halfway through the

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race, The IRC introduced new rules: The races are to be held at night, and each car must be fitted with explosives with built-in timers, which can only be defused at official checkpoints.

Players must drive their cars through the dark pine forests, avoiding green cars in an attempt to out-position the yellow car of the race leader. But players must complete each stage within a reasonable amount of time, or they are out of the game.



This is a top-view racing game, stylistically influenced by Super Sprint, from the company who later produced the Lotus series of games.

There are 9 tracks at each of the 4 difficulty levels, which can be raced in any order (although the last track you race is made harder than usual). In the races you win money, which can be spent on the usual handling and power upgrades, as well as forward-shooting missiles. You must finish in the top 3 of each race to progress - initially there are 4 computer opponents, but more are added as you progress through the game

You can upgrade your car throughout the game via the shop section. You are given an initial price, but also a number of options of things to

say to the salesman – get the right combination and the price will drop.



A terrain with huge rocks, trees, walls, dark tunnels - here you have to demonstrate all your driving skills. The track "Offroad" needs to be finished five times, the other four tracks consist of each five sub-tracks. But not only the obstacles get to you, the clock also ticks mercilessly. If you do not make it to drive through the single sections of the tracks in the provided time, you will be disqualified. Next to the time gates which raise the time that you have for your next part of the track, there are also banners (big flags) that get you bonus points, small flags that you should collect in the right order, footballs that you should push from the track with your buggy and also a second buggy can hinder you. Branches make your buggy jump and if you run onto one of the small stones your buggy will stand upright for some time, which can be very helpful.

The racing game Buggy Boy was originally developed as an arcade game by Tatsumi. In the USA it was sold under the name "Speed Buggy" by Data East.



If a man speaks in the forest, and a woman is not around to hear it, is he still wrong?



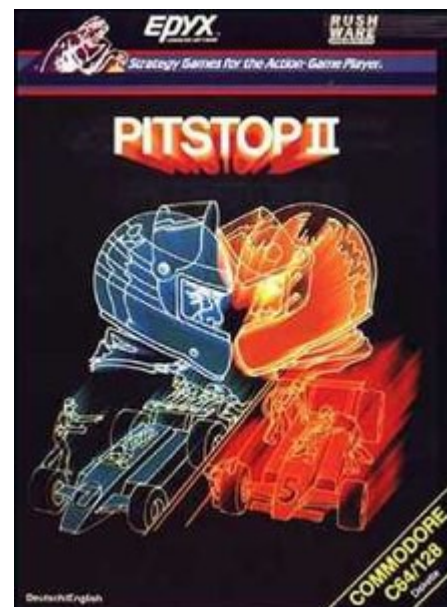
Ivan "Ironman" Stewart's Super Off Road is an arcade video game released in 1989 by Leland Corporation. The game was designed and managed by John Morgan who was also lead programmer, and endorsed by professional off-road racer Ivan Stewart. Virgin Games produced several home versions in 1990. In 1991, a home console version for the Nintendo Entertainment System was later released by Leland's Tradewest subsidiary, followed by versions for most major home formats including the Master System, Genesis, Super NES, Amiga, and MS-DOS. A port for the Atari Jaguar was announced but never released. Some of the ports removed Ivan Stewart's name from the title due to licensing issues and are known simply as Super Off Road.



Lamborghini American Challenge (originally released as Crazy Cars III) is a 1992 racing video game developed and published by Titus France

for the Amiga, Amstrad CPC, Atari ST, Commodore 64, MS-DOS, Super NES, Amiga CD32, and Game Boy.

The game is essentially an upgrade from Titus's previous entry in the Crazy Cars franchise, Crazy Cars III. It adds a two player mode, a few more options, and a jazz fusion soundtrack. It also changes the scoring system and gives the player a possibility to save progress every 5 races (instead after Division Challenge only). The night goggles item is no longer available for purchase (except in the SNES version) and the car no longer bounces to the top of the screen after driving through slopes at high speeds. In Amiga version introduction was cut out and MS-DOS version does not support EGA anymore.



Pitstop II is a 1984 sequel to the 1983 racing game Pitstop, both of which were published by Epyx. Ported to more platforms than the original, Pitstop II was released for the Commodore 64, Atari 8-bit family, and as a self-booting disk for IBM PC compatibles. Apple II and TRS-80 Color Computer versions were released in 1985.

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Pitstop II adds a split-screen, simultaneous two-player game mode. Players can be in completely different places on the racing track, and each half of the screen shows the view of the track according to the player's position.

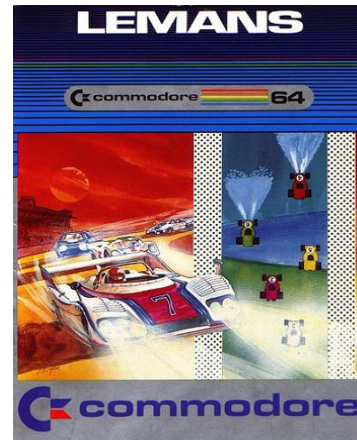


Out Run, also known as Outrun, is an arcade game by Sega. The game was published as a console conversion of almost every famous platform of the late 80s.

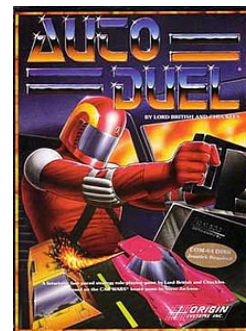
The aim of Out Run is to race on a track in the shortest time possible with a fast car bristling with PS and a co-driver fitting the luxury limousine. However, the track is not a racing track but a normal US American street. Other cars as further road users make for natural obstacles for our fast car. In the course of the game the track changes several times. There are tracks in towns, rural tracks and even desert tracks.

If the player reaches the next checkpoint before the time has run out, the rest of the time will be added to the time he has to get to the next checkpoint. If he does not make it, the race is over. When driving through the checkpoint the track changes.

Collisions with other cars or objects at the roadside break the car and cost much time. If you whoosh into an object with a too high speed it can happen that the car overturns and driver and co-driver will be sitting on the street.



"Le Mans" is a car racing game where you need to drive as far as possible in a certain time. By overtaking other racers (which partially have a bit of an unconventional driving style, which does not make it easier) without causing a crash, points are added to your account (1000 points per 10 cars). If you reach more than 20.000 points before the time has run out, you receive further time units and you can go on driving. Next to the normal track you need to master driving on ice, in curves, at night and on motorways. If you crash you need to drive into the mobile garage (PIT), which is at the left roadside, which costs you valuable seconds. Additionally the number of cars overtaken until now is set to zero.



Autoduel is a role-playing video game published by Origin Systems for the Atari 8-bit family, Commodore 64, Apple II, and IBM PC compatibles in 1985. It was released in 1987 for

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the Atari ST and in 1988 for the Amiga and Macintosh. The game is based on the Steve Jackson Games series Car Wars.

Autoduel is set in the United States in 2030, where cars are a primary means of protection and defense, and the highways are dangerous stretches of land ruled by gangs and vigilantes with armed vehicles.

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-The Small Print-

The Fresno Commodore User Group is a club whose members share an interest in Commodore 8-bit and Amiga computers. Our mailing address is 185 W. Pilgrim Lane, Clovis, CA 93612. We meet monthly in the meeting room of Panera Bread, 3590 West Shaw, Fresno, CA. The meetings generally include demonstrations, discussion, and individual help.

Dues are \$12 for 12 months. New members receive a "New Member Disk" containing a number of useful Commodore 8-bit utilities. Members receive a subscription to The Interface newsletter, access to the public domain disk library, technical assistance, and reduced prices on selected software/hardware.

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