



THE EDITOR'S GODZILLA

SUPERHERO GAMES FOR THE COMMODORE 64

-compiled by Lenard R. Roach

INTRODUCTION

As everyone knows, I am a big fan of superheroes. I have always tried to emulate their ideals into my personal life, especially that of “truth, justice, and the American way,” even now in my 50s. It came to me to ask myself, “What games starring superheroes came out on the Commodore 64?” A quick look at the Internet pulled up the following information that is listed in this article, along with some cover shots of the original boxes that the game came in.

Most of the information came from Wikipedia, which we all know is not a good, solid source of information, and some of this information is incomplete, especially the data gathered for the “Questprobe” series of games. I tried my best to gather as much as I could and put them in this piece.

Some of the games had actual screen shots that would have been interesting to put in this article, but there were not many screen shots from an actual Commodore computer, and, since the

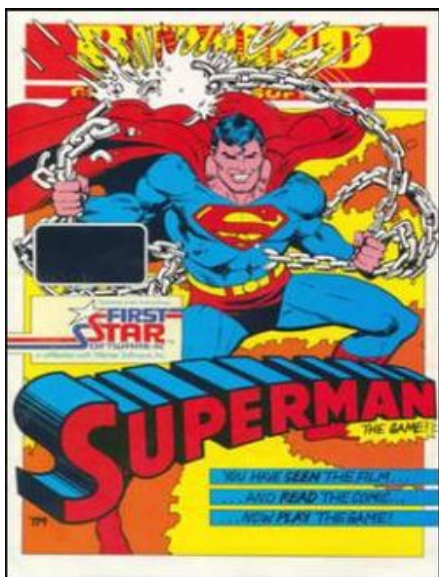
article is already crowded enough with photos, the computer I was using was having troubles enough putting all that information into an article without hiccuping.

Please also check YouTube for some actual game footage of the games listed, some even have complete walk through of the game from the actual Commodore 64. Just type in the game you want to see and enjoy the footage.

Only one game did not make the list, and that was because all the sources listed screen shots and instructions for the Nintendo version of the game and not for the Commodore 64, and that game would be “The Amazing Spider-Man.” Since I cannot find evidence of this game existing for the Commodore, I did not add it to the list, but Wikipedia suggests that the game does exist for the Commodore format. If anyone knows if this claim is true or false, please contact “The Interface” and let me know.

If anyone feels like I have left out a game, please contact me and I will make an addendum in a future issue of “The Interface.” My own comments about the game, if any, will be found in the brackets []. Please enjoy this selection.





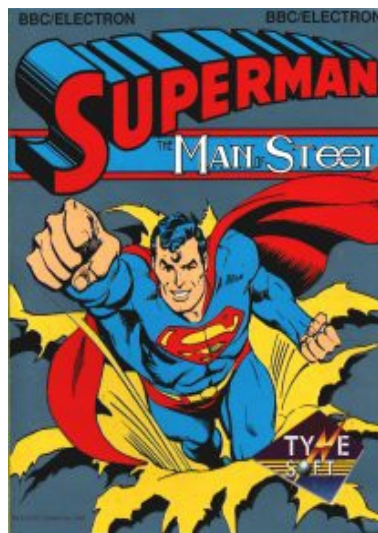
Superman: The Game is a 1985 game designed by Fernando Herrera and first published in the US by First Star Software for the Commodore 64. The title was ported to a number of other home computers in Europe.

The game is for 2 players (or 1 vs the computer) and pits Superman against the character Darkseid. The object of the game is to save citizens of Metropolis (playing as Superman) or lure them to your underground lair (playing as Darkseid).

The game area is split into six sectors; 3 in the streets of Metropolis and 3 underground. Frantic citizens are running around the city and can be directed by deflectors (which can be set in certain directions) or by using super powers (Superman can pick up and carry citizens, Darkseid can teleport them). The players cannot leave a sector until they collect a diamond (or a number of diamonds depending on the difficulty setting). They then get to choose which sector to move to. In between each sector is a 'combat zone' mini-game. These come in a variety of styles. If the player who chose to leave the sector wins, the game moves on to the chosen sector. If they lose, play returns to the previous sector. In the sectors, the players can fire beams of set lengths

(Superman uses heat vision, Darkseid fires an omega ray). If they hit, the enemy loses energy and also drops any diamonds collected. These beams are also directed by the deflectors.

The game ends when there are no more citizens running around or one of the players' energy bars is fully drained. The winner is the player who has saved (or lured) the most citizens at this point.



Superman: The Man of Steel is a 1989 computer game, based on DC Comics' flagship character Superman. It was developed and published by UK software company Tynesoft under license from First Star Software.

GAMEPLAY

The game is split into distinct levels including 3D flying, overhead vertical scrolling and side scrolling sections. The sections were so different that they are almost like different games. The number of sections depended on format (e.g. part seven is missing from some versions). Sections are linked by comic book graphics telling the story.

The first level is a pseudo-3D forward scrolling flying level (similar to *Space Harrier*) where Superman, en route from Metropolis to S.T.A.R. Labs, is attacked by Darkseid's Para-Demons.

Part two is set on a ship where Lois Lane is being held hostage by terrorists. This takes the form of a side scrolling fighting game with Superman fighting off terrorists to reach and free Lois.

The third part is an overhead view vertical scrolling section set in space where Superman must escort a Space Shuttle, manned by Professor Gorwin, through an asteroid and Kryptonite field, to the S.T.A.R. Lab Satellite.

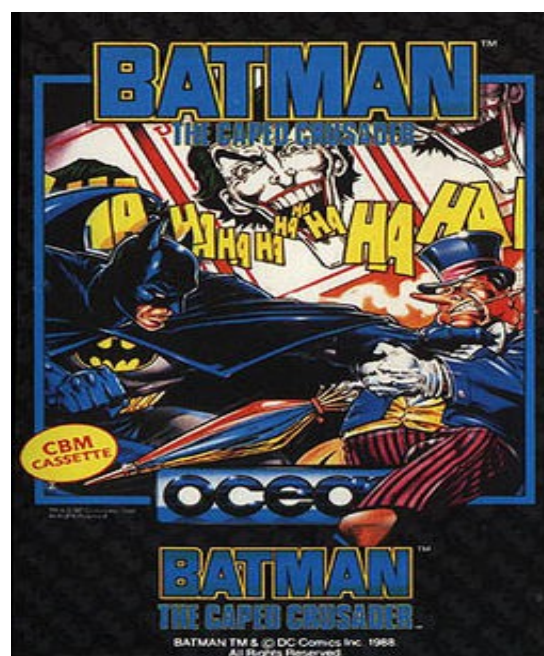
The next section is another side-scrolling level. Set inside the satellite, Superman must battle the faulty Robot Defence System which has mistaken Superman for an enemy intruder.

The fifth part is set outside the satellite when another asteroid field approaches. Gameplay is identical to level three.

Part six is similar to parts three and five but rather than asteroids, Superman must fly to an enemy satellite which is disrupting the signals from the S.T.A.R. Lab Satellite. On the way, he must battle Darkseid's Mini-Robots and a large boss robot.

Part seven is set outside the enemy satellite, now identified as belonging to Lex Luthor. Superman uses telescopic sight to identify and attack weak spots while avoiding the satellite's defences.

The final part is set inside Lex's satellite. Similar to part four, Superman must battle defence robots in a side-scrolling level. The object of the game is to destroy the 'geo-disruptor' found at the end of the level.



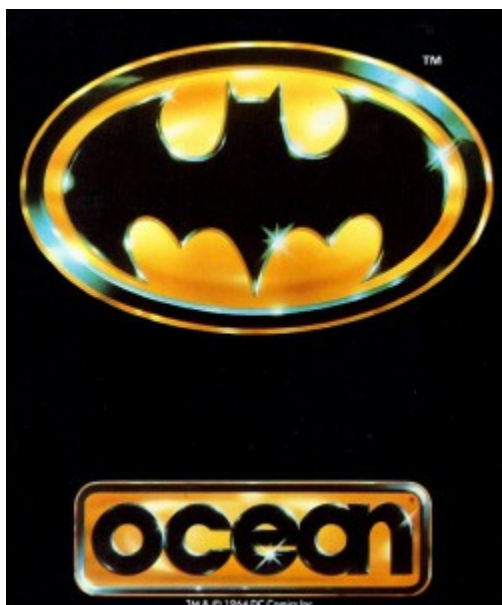
Batman: The Caped Crusader is an action adventure game developed by Special FX Software (Jonathan Smith, Zach Townsend, Charles Davies, and Keith Tinman) and published by Ocean Software for 8-bit home computers such as the ZX Spectrum and Commodore 64 and by Data East for other platforms such as the Apple II, Commodore Amiga, and PC in [1988](#).

SUMMARY

It was an arcade adventure, using comic book style panels to show the action. In this game, Batman is faced with two of his most well-known adversaries, the Penguin and the Joker. The game is split into two different parts, one for each villain. These parts are separate and can be played in any order. Batman uses punches and kicks and his Batarang (a thrown weapon) in order to fight the villains' henchmen as well as solving puzzles.

On its original release, *Your Sinclair* awarded it 9 out of 10, praising the colorful and expressive graphics and the inclusion of two separate adventures. *Computer Gaming World* also gave a positive review, praising the graphics, particularly

the Atari ST's graphics over the C64's. However, it was noted the game emphasizes mazes and puzzles over beating up bad guys, and as such did not quite meet expectations.



Batman also known as **Batman: The Movie** is an action video game developed by Ocean Software based on the 1989 film of the same name. It was released in 1989 for the Amiga, Amstrad CPC, Atari ST, Commodore 64, MS-DOS, ZX Spectrum. The game is also known as **Batman: The Movie**

GAMEPLAY

Each stage has a time limit and a health gauge (represented by Batman's face turning into the Joker's), with Batman losing a life if he runs out of either. The first stage sees players controlling Batman as he navigates the Axis Chemical Plant to confront Jack Napier, leading to the incident in which he becomes The Joker. In this level, the game features side-scrolling gameplay, in which Batman can use his Batarangs to defeat enemies and/or his grapple gun to reach higher platforms and swing across gaps. In the second level, Batman rides in his [Batmobile](#) where he must dodge traffic and use a grapple to swing around corners to avoid running into the police. The third

level is a puzzle section in which Batman must identify various components for Smilex, the deadly chemical Joker has put into the market. The fourth level takes place during Joker's parade, in which Batman must use the Batwing to cut away balloons filled with poisonous gas without hitting the balloons themselves. Finally, the fifth level, which reprises the gameplay of the first level, sees Batman make his way to the top of Gotham Cathedral to finally confront Joker.

RECEPTION

The game was number 1 in the Spectrum charts for February 1990 and was awarded Game of the Year in *Crash* magazine. *Computer Gaming World* recommended the Amiga version to action fans, but reported that the Commodore 64 version was too buggy.



[Sorry, about this one, gang, but all I could find on the Internet were screen shots of the “Questprobe” game starring The Human Torch and The Thing. I could have put up the comic

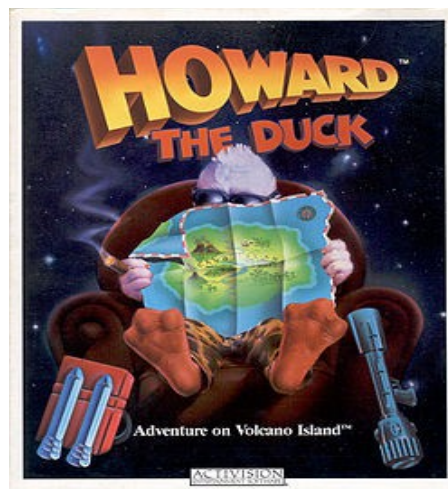
book cover, but I would have preferred the original box shot of the game itself. Also, all I could dig up was a combination piece of all the “Questprobe” games and not an individual breakdown of each game. I could have been just lazy, but this is all I could find. Sorry.]

Questprobe is a trilogy of graphical adventure computer games featuring Marvel Comics characters. The three games are *Questprobe featuring The Hulk*, *Questprobe featuring Spider-Man* and *Questprobe featuring The Human Torch and The Thing*.

The games were designed by Scott Adams, developed and published by Adventure International and the first was originally released in 1984 for the Atari 800, Apple II, ZX Spectrum, Commodore 16 and Commodore 64 with the sequels being published each following year. The original plan was for a series of twelve games, but Adventure International's bankruptcy in 1985 brought a rapid and premature end to the line.

The manual of Questprobe featuring the Hulk credits John Romita Sr., Mark Gruenwald and Kem McNair with creating the art, however it is not clear if this is the in-game art, or the artwork in the manual. The manual feature images so detailed they could have been pulled directly out of the comics. After this first title in the series, Scott Adams did a major upgrade to his adventure game engine. Because of this, Questprobe featuring The Hulk was much rougher than the subsequent titles in the series. It could only handle two word directions at a time and understood very few terms.

The second Questprobe adventure which featured Spiderman improved on the 'verb noun' command interface of The Hulk and allowed fuller sentence inputs. The title also incorporated improved graphics.



[Seriously? Who would have considered this a “superhero” game? I certainly wouldn't have, but nonetheless, it made the cut, so here it is.]

Howard the Duck, also known as **Howard the Duck: Adventure on Volcano Island**, is an action video game firstly released in 1986 by Activision for the ZX Spectrum, Commodore 64 and Apple II.

GAMEPLAY

The game involves players controlling Howard the Duck in order to save his best friends Phil and Beverly. After being parachuted to Volcano Island, Howard needs to find a backpack to proceed into the search. The game consists then of 4 levels, in the last of which Howard, armed with a Neutron gun, will finally face Overlord.

[Holy jump! Apparently those who compiled this bit of information on the “Howard The Duck” video game considered it the same as I did and didn't even give it so much as a few lines in Wikipedia on gameplay. I watched this walk through on YouTube and, it has some cute moments, but nothing to really scream to mom that she should boot it up and play. All in all, a fun game for the younger crowd.]



Captain America in: The Doom Tube of Dr. Megalomann, also known as *Captain America Defies The Doom Tube*, is a video game based on a comic book series of the same name. It was published in 1987 by U.S. Gold on their Go! label for computers including the Amstrad CPC and the Commodore 64 and was published a year later on the ZX Spectrum. Reviews were mixed, with the graphics and audio generally seen as poor. It was the first computer game to feature Captain America.

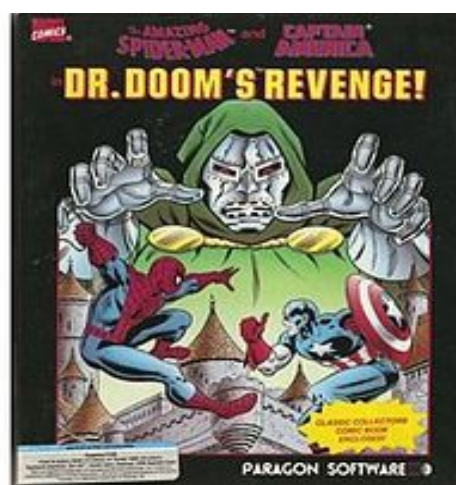
GAMEPLAY

Players take on the role of Marvel superhero Captain America and must guide him around the Doom Tube base of Dr Megalomann. The base is a long tube inside another tube, splitting areas up into chambers around a central core. The virus has been released into the base, and players can only access areas below their immunity level. By defeating enemies they can collect ying-yang which boosts their immunity. Captain America can throw his shield to take out enemies, but the number of shields he holds are limited, although he can re-use those which kill enemies or if he recalls a shield before it is lost. As the player moves Captain America around areas they need to recover parts of a password which will allow them access into the final area to disable the

missiles. The game is played in real time, giving the player only one hour in which to complete the game.

PLOT

Dr Megalomann is aiming to launch rockets containing a deadly virus. The CIA discover his secret base below the Mojave Desert, called the Doom Tube. Captain America is sent in to stop the rockets from being launched and to save the world.



Spider-Man and Captain America in Doctor Doom's Revenge was a side-scrolling computer game starring Marvel Comics' superheroes Spider-Man and [Captain America](#) battling a host of supervillains led by Doctor Doom. The player alternately controls Spidey and Cap; the character being controlled switches after each battle.

CHARACTERS

The game featured an assortment of Marvel Comics supervillains through the course of the game, many of whom are relatively minor characters in the comic books: Eduardo Lobo, Grey Gargoyle, Machete, Boomerang, Oddball, Electro, Hobgoblin, Rhino, Batroc the Leaper, Zaran, Rattan (who was created specifically for

the game), and finally Doctor Doom himself. Among the bosses included is also the Hulk (later revealed to be an illusion by Mysterio). The game's manual provided biographies on each character in a style similar to the *Official Handbook of the Marvel Universe*, and information about each character was used as a form of copy protection.

RECEPTION

Computer Gaming World gave the game a mixed review, praising the graphics but noting the game loaded and played very slowly. The review also noted the game was extremely linear, and controls were unresponsive. *Compute!* liked the game's graphics and sound card audio, but the reviewer—a fan of Marvel Comics—stated that the story was not as thought-provoking as the source material.



X-Men: Madness in Murderworld is a computer game for DOS, Commodore 64, and Aymiga systems, which was developed and published by Paragon Software in 1989. The following year, Paragon released a sequel, *X-Men II: The Fall of the Mutants*

PLOT

Professor X has been kidnapped by Magneto and Arcade, and it's up to the X-Men to rescue him.

GAMEPLAY

The game is a side-scrolling arcade game featuring the X-Men. The original story takes place in Murderworld, a dangerous and deadly amusement park of terror. The X-Men, which include Colossus, Cyclops, Dazzler, Nightcrawler, Storm, and Wolverine, are pitted against their arch-enemies Arcade and Magneto. The game has more than 500 action and combat screens, as well as some puzzle-solving. A limited edition original comic book that leads up to the action in the game, was also included in the package.

[The Internet led me to this gentleman's blog on how to defeat the game. I know when I played it, I couldn't get past the entrance to the citadel. This piece I thought would make a nice clean finish to this collection]

The Ultimate, Mostly-Final, Pretty-Much-Complete:

Walkthrough and FAQ for:

X-Men: Madness in Murderworld

The only guide (I've checked) on the internet for beating this terrible game

(It's not really a walkthrough, it's more of a map with the important details along with some helpful pointers)

Tips and Tricks (a list of random comments that hopefully are helpful)

– Avoid combat whenever possible. Fighting in this game is straight-up broken. Hit detection doesn't work half the time and it's entirely possible for a tiny rat to absolutely murder your X-Men. Run, run away as fast as you can. You don't get anything for fighting monsters so don't do it. Each character has a flying forward leap

(Wolverine's and Cyclops' are the best). Use it to exit the screen and get out of combat asap.

– If you must fight, use Cyclops or Storm to shoot the monster from a distance and then flip away when they get close. Repeat. Most of the evil mutants are easy to beat this way.

– A few monsters, like Sentinels, have ranged attacks. Use Wolverine and stay up close to the monster. Most of their shots will go right over him.

– You must have everyone alive to beat the game.

– Hazards:

* Dazzler: on dark rooms

* Colossus: on rooms that are unbearably hot

* Colossus/Wolverine/Cyclops: to break down barriers

* Storm: for smoky rooms

* Nightcrawler: to teleport through flame traps

– Save. SAVE. Save constantly. If you have to fight something and it takes off a ton of health, reload and try again. This game is too long and too annoying to have to re-explore a bunch of rooms because you forgot to save.

– There are a ton of items that I have no clue as to what they ultimately do. They weren't needed to beat the game and I explored every room. This game is the worst.

– It's entirely possible to lose or destroy important and necessary items. Like the Demagnetizer at the end of the game. Did I mention that this game is the worst?

– I goofed and forgot that the keycards are door-specific. So you'll just have to figure out which one is used for which door on your own. It's not hard.

– Going up a hole in the ceiling can be annoying until I figured it out. Using Storm or

Nightcrawler, don't stand immediately under the hole, but off to the side a bit. Use their power on the hole directly. You'll teleport to the same position on the floor above.

– In the DOS version of the game I'm running, my X-Men never run low on their Mutant power and potions don't seem to have an effect. Some sort of bug, but it means that I don't know what the potions do exactly.

– Fighting Magneto at the end is pretty tough. Though I was able to take advantage of a bug where Magneto tries to always back away from you as he shoots. If you force him right he gets stuck on the rock wall, not being able to walk through it, and you can just hang back and blast him with Storm or Cyclops.

– If you thought any part of the game is annoying, the last three floors, after you get the code from the small box, are painful. There are a ton of keys and doors which force you to fight the creature in each room. Save before entering each and room and reload if the game screws you as it probably will. Whenever possible, use your "B" team to take damage—Colossus, Dazzler and Nightcrawler.

– Instructions for assembling the demagnetizer:

* Put down chassis, use circuit board on it (my notes were garbled – this creates one of the below items – pick it up)

* Put down power supply and use the power booster on it to create the power module. Pick it up.

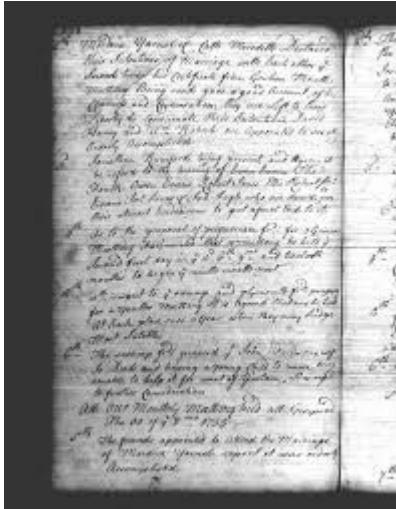
* Put down the BUD cable and use the coils on it to create the emitter. Pick it up.

* Put down the emitter and use the controller on it to create the degausser.

* Use the rest of the remaining parts on the degausser.

* Use Colossus to pick up the demagnetizer and use it on the force field

Cry softly in the corner. Let it out. Let it all out. You've just beat this terrible game.



MONTHLY MEETING REPORT

March 2016

-by Robert Bernardo & Dick Estel

Greg was under the weather and not up for the two hour drive from Patterson, but the rest of the regulars gathered at Bobby Salazar's Cantina on March 13, a week earlier than usual. Robert, Roger, Dick, Louis and Vincent had all remembered to set their clocks ahead the night before.

Once again we enjoyed the unusual music of Seth Sternberger and 8-Bit Weapon as background to our conversation.

Robert will be attending Silicon Valley Comic Con in San Jose next weekend. He wanted to show a Commodore, but will not have a table. He showed us a clear vinyl backpack that he found, that nicely holds a C64 -- a combination that is not too heavy to carry around for the day.

At the last meeting we were unable to create D81 files of some Commodore graphics that an out-of-

state user had requested. Roger thought he had a method that would work and took the original disks home. He transferred them to a Linux PC using a null modem cable and the Novaterm 9.6 terminal program.

He then used Directory Master to create empty D81 images and imported the files into them. The finished results were sent by email, and the recipient replied that they worked perfectly. Roger and Robert will look into creating a video demonstration of that process to show in at this year's Commodore Vegas Expo.

When lunch was concluded, we watched part 2 of the newly-released video, "Growing the 8-Bit Generation," which features Jack Tramiel's last interview. This is a high quality, professional production, and we look forward to seeing more of it in the future.

Louis had what appeared to be an ordinary C64C sitting on the table, but he began describing what's inside the case. It's something completely alien to Commodore - a Windows XP PC complete with a one GHz. Pentium processor, one Gb of RAM, cooling fan, and more. With the proper connections the original Commodore keyboard becomes a USB keyboard, although there are certain compromises, for example, no 10-key calculator pad.

It was a tight fit, but he got everything in it; with everything plugged in, it has just a 16 watt power draw, less than some compact fluorescent bulbs. The total cost was around \$150, not including some recycled parts that he had "lying around." He was hoping not to open it up until CommVEx, but when it did not boot up during his demonstration, he removed the cover and we got a look inside.

Louis was supposed to show how the ZoomFloppy device installed in his "C64bit" machine could easily create and dearchive .D64's,

D71's, and .D81's. However, for the rest of the meeting, he tried to troubleshoot its boot-up problems. By meeting's end, he diagnosed it to an underpowered power supply that was not giving enough juice to the all the devices in the machine. When he removed nearly everything from the electric buss, then it would boot properly. He promised to have a more powerful power supply to run the machine at the next meeting.

Robert was having his own computer problems, too. With D64it, he was supposed to dearchive the .D64 of the latest SAM 128 and run it from disk. However, for some reason the 1571 drive did not want to cooperate, i.e., it did not want to dearchive the .D64 to disk. This had never been a problem in the past. Robert would have to dearchive the .D64 at home with a 1541 drive or get Roger's help to build a disk of SAM 128.

What was a success was Robert's presentation of Bomberland, a C64 cartridge game from 2013 and released by Retro Gamer CD of England. Costing between \$50 and \$60 to get it to the U.S., Robert bought it, because it was advertised to be enhanced when used with the C128. Robert, Roger, and Vincent all tried the game, and Robert and Roger thought that the only C128 enhancement was that the game dearchived faster from its ROM at start-up..

Bomberland is a 1 to 4-player game and features large sprites for the characters, colorful passages for the characters to go through, and great music. Though the characters move somewhat slower than the earlier Bombmania, the game still has plenty of action to satisfy gamers.

LINKS:

Silicon Valley Comic Con -
<http://svcomiccon.com>

Commodore Vegas Expo -
<http://www.portcommodore.com/commvex>

<http://www.commodore.ca/forum/viewforum.php?f=6>

Louie's PC in a Commodore case -
<http://www.dickestel.com/fcug.htm#new031316>

Retro Gamer CD - <http://www.rgcd.co.uk>

April 2016

-by Robert Bernardo & Dick Estel

Everyone was back in good health this month, so we had full attendance on April 17, our normal meeting date, but an hour earlier than usual. Greg, Robert, Roger, Dick, Louis, and Vincent all made it more or less on time. The time change was because Robert was going to accompany his father, a World War II and Korean War veteran, on a Honor Flight to Washington, D.C. next week and had to be at a pre-flight meeting by 3 p.m..

There was plenty of new business on the agenda, including an announcement by Greg that he will host a barbecue/swim party/gaming event at his home this summer.

We also heard about a new Commodore game box, reminiscent of the failed C64x, which is trying to be crowd-funded on Indiegogo. It will be available as The 64 desk computer or The 64SX hand-held device with its own screen.

Robert mentioned a brand new Commodore club, the Bay Area Commodore Collective, founded in February of this year. There's a separate article on this historic event in this issue of the Interface.

Louis told of son Vincent's latest achievement, adding a purple belt in goju-ryu, a variation of karate. Just hearing the effort involved made us older folks tired. Arriving at the test location at 5:30 a.m., Vincent had to jog for five miles, complete a one and a half hour workout, six katas (movements) twice each, 4 full-speed, full-power,

self-defense exercises; a 7-minute punch/kick-out, 600 push-ups, and 600 sit-ups. The members commended Vincent on both the physical and mental discipline required to accomplish this honor.

Louis regretfully announced that Lucille, the PC in a C64C case, had been laid to rest, the challenges of getting enough power to run the expanded machine having stopped him for the time being. The project will be resurrected in the future as soon as he gets a new Pico ITX board for it.

We learned that Athana in southern California had ended production of 5.25 inch floppies, Athana being the last such facility to produce disks in the U.S.. Remaining stock will be available while it lasts at \$11 for ten disks. Also no longer made in the U.S.A., new Commodore cases produced from the original molds. The molds had been sold to Jens Schoenfeld in Germany, who is expected to make the product available in the future, at premium prices.

Francois “Eslapion” Leveille of Montreal, Canada is distributing the new PLAnkton and PLAkate boards which replace the classic MOS PLA chips in various Commodore computers and disk drives.

The September meeting will be held one week later, because Robert will be traveling and talking Commodore/Amiga with users in the southern hemisphere, with stops in New Zealand and Australia.

When lunch was concluded, we watched part 3 of the just-released video, "Growing the 8-Bit Generation." Although much of the film focuses on Commodore, this particular segment included discussion of Apple's place in the early days and featured Steve Wozniak.

With time running out, we got busy with the

demonstration part of the meeting.

Several months ago Roger took home Robert's Chalkboard PowerPad, a large, square device which takes overlays for various games and educational applications. It is operated with what is essentially an early-day tablet technique. Roger was able to obtain the pin-out information for the connecting cable which had been missing, and he got the device working. His efforts also included taking the PowerPad apart and cleaning corroded contacts. The item still needed a bit more work and remained in Roger's capable hands after the meeting.

The PowerPad system consisted of operating software (on a cartridge), the input device (the pad measuring 17 by 14 inches with a 12-inch square drawing surface), and individual program overlay (which is placed on the pad's drawing surface). We tried out a golf game, which first required pressing the pad for club selection. Then the player had to input the desired azimuth on a 360 degree circle and press another button to take the shot.

Since none of us had any type of golf skills, we tended to run up double-digit scores on our first attempts. Roger had practiced at home and did manage a few respectable holes. Louis likened the game to that of Artillery Duel in that the player had to input trajectory and force.

The only other demo we had time for was a blast from the past. From the hardware/software collection of Gerald Oborn, Robert had discovered among some Fresno Commodore User Group disks – one of them being the April, 1991 Disk of the Month (DOM). These DOM's were put together by the late Lloyd Warren and sold to members for \$3 each. The only one of us who was in the club back then was Dick, who was a bit disconcerted to realize how quickly that quarter century had gone by.

We tried out several things on the disk, including an Academy Awards trivia quiz (that needs updating to 2016) and a graphics display program that brought up several Doodle and Koala pictures that none of us had ever seen before.

The collection included half a dozen of our old DOM's, and we look forward to trying a couple more of them at future meetings.

Related Links:

The April 1991 DOM almost didn't happen: Read about it at

<http://www.dickestel.com/articles4.htm#dom>

PowerPad User Guide:

https://computerarchive.org/files/comp/hardware/commodore/Chalk_Board_PowerPad_Users_Guide.pdf

PowerPad photo:

<http://www.dickestel.com/images/fcug421.jpg>

Lloyd Warren tribute:

<http://www.dickestel.com/articlesml.htm#lloyd>

Honor Flight: <https://www.honorflight.org>

Goju-ryu: <https://en.wikipedia.org/wiki/Gōjū-ryū>

Athana Disks:

<http://www.athana.com/html/diskette.html>

Commodore cases:

<https://www.kickstarter.com/projects/1670214687/original-commodore-64c-computer-housing-in-new-coo>



NEW COMMODORE CLUB!

-by Dick Estel

We have received word of that rarest of all birds, a NEW Commodore Club. It's the Bay Area Commodore Collective (BACC), based in the San Francisco bay area.

The club's founding date was February 15, 2016, and spokesman Bruce Gottlieb reports that 27 members have joined via their on-line page at <http://www.meetup.com/sfbacc/>. Registering on line gets you information on when and where meetings are held, usually the last Saturday of the month, but subject to change. So far they have been meeting in a pizza parlor that some of the members patronized as kids back in the 1980s, when there was Toys R Us next door where they shopped for the latest C64 games.

Bruce tells us that the group's motto is "The future is BACC." "We believe there is still a lot to learn from these old machines (and Commodore) that people involved in design these days should take into account and emulate," says Bruce.

He added, "Over our first two meetings we have averaged around 6-8 people showing up to play games and eat some pizza with us. Since this is more a C64 "game night," the plan is to always have a 2:1 ratio of people to C64 systems at each meeting. We started with three systems for the

first game night, and had to bump it up to four systems last time, including a PAL C64 to support PAL games.”

The group also has a Twitter account at <https://twitter.com/sfcommodoreclub>.

The Fresno Commodore User Group welcomes this newest addition to the Commodore family, and wishes the organization much success.

Club Officers

>>--> Officers and Keypersons <--<<

President	Robert Bernardo
Vice-president	Roger Van Pelt
Secretary/Treasurer	Dick Estel
The Interface Editor	Lenard Roach
Librarian	Dick Estel
Club equipment	Roger Van Pelt
Meeting place reservation	Dick Estel
Grand poobah of the VIC-20	Vincent Mazzei

-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 Bobby Salazar's Restaurant, 2839 North Blackstone Ave., 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

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