



Glenside Color Computer Club, Inc.
Volume 39, Number 3

Chicago, Illinois
Autumn 2019

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Upcoming Events:

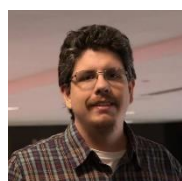
Regular meetings have been moved to the 3rd Thursday of each month @ Brian Schubring's Home.
Future meeting dates: December 19, 2019, January 16, 2020, February 20, 2020, March 19, 2020.
The 29th Annual "Last Chicago CoCoFEST! Is April 18th - 19th 2020

G.C.C.C OFFICERS

If you have questions about the association, contact one of the officers for the answers.

<u>POSITION</u>	<u>NAME</u>	<u>E-MAIL</u>	<u>PRIMARY FUNCTION</u>
President	Eric Canales	eric@canales.me	The buck stops here...
Vice-President	John Mark Mobley	johnmarkmelanie@gmail.com	Meeting planning, etc.
Treasurer	Brian Goers	briang0671@sbcglobal.net	Dues and Purchasing
Secretary	Rich Bair	mgdoc1@sbcglobal.net	Records and Reporting
Director	Tony Podraza	tonypodraza@gmail.com	CoCoFEST! Organizer
Editor	Steve Strowbridge	ogStevieStrow@gmail.com	Newsletter Production
Assistant Editor	Bob Swoger	rswoger@aol.com	Newsletter Production

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Eric Canales



John Mark Mobley



Brian Goers



Rich Bair



Tony Podraza



Steve Strowbridge

CoCo~123 A Glenside Publication Since 1985

CoCo~123 INFORMATION

CoCo~123 is the newsletter of the Glenside Color Computer Club. Your annual contribution of \$15.00 helps to keep our club going. Send your check to:

Brian Goers, Glenside Treasurer
PayPal to Brian7eg@gmail.com
Email briang0671@sbcglobal.net

Our treasury provides newsletters and good times with fellow CoCo users at our Annual "Last" Chicago CoCoFEST! and our Annual Glenside Picnic.

Should you attend the Annual CoCoFEST! your annual contribution will be covered for that year.

CoCo~123 CONTRIBUTIONS

If you have any suggestions for the newsletter or would like to submit an article, please contact the CoCo~123 Newsletter editor, Steve Strowbridge: ogStevieStrow@gmail.com

TREASURY NOTES

Balance as of 10/1:	\$11,840.99
Payouts:	\$ 59.59
Receipts:	\$ 0.00
Interest income:	\$ 1.00
Balance as of 11/1:	\$11,782.40
Interest	\$.97
Balance of 11/30	\$11,783.37

Brian Goers, Treasurer
Glenside Color Computer Club

GCCC MEETINGS

The Glenside Color Computer Club meets the third Thursday of each month at Brian Schubring's home at 7:30 pm. If you need a map, see the following link:

<https://goo.gl/maps/2Mer1bXtTsgT5x2MA>

A social get-together we lovingly call "The Meeting After" always follows the meeting at a nearby restaurant.

Visit our website at:
<http://glensideccc.com>

Newsletter Archiving Project

Tony Podraza and Terry Steege

Starting in October 2019 we began to scan a personal collection of GCCC newsletters that Tony Podraza has been safeguarding over the years. The process will most likely be a two-phase project as Tony gathers up the media and forwards them to Terry via the USPS. The initial phase that included 61 newsletters ranging from 1985 to 1993, have been scanned and uploaded to Tony in preparation for publication to the GCCC website soon.

The scanning process consists of hand scanning each page, front and back manually so as not to damage the pages with automatic sheet feeders. Once each page is cleaned digitally, it is stitched back into a single newsletter PDF file and named appropriately. To keep the "character" of the paper some blemishes were left as well as some yellowing, if it did not interfere with the readability of the page.

One possible takeaway from this project is using OCR technology on these newsletters and creating an archive of the "self-hand-type" programs some of the newsletters included. This will take place as a possible Phase-three.

Phase-two will hopefully take place early 2020 and we will update the club as soon as everything is online.

The Editor's Clipboard

We rely on folks just like you to help write articles for our newsletter.

Thank you to John Mark Mobley and Salvador Garcia for handling this publication for as long as they did, and to Bob Swoger for wanting to preserve its history and integrity.

Help us make CoCo~123 better each issue, send us submissions.

To that end, a tough editorial/executive decision was made late in the editing of this issue to hold off on a LogiCall review submitted by Bob Swoger.

This is a great piece, and I want to find the best way to share this with the club and the community, but I felt the size and technical depth of the review was more geared towards a technical document, than a newsletter article.

Stay tuned for more information on this LogiCall write-up.

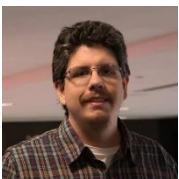
From the president's platen

Merry Christmas and Happy Holidays. We're approaching a new year and this new year is an exciting milestone for the CoCo. We're going on 40 years with the beloved CoCo and we're still going strong. We've seen so many new games, peripherals, hardware, and other projects it makes my head spin and leaves my wallet empty!

Like many of you, my first computer was a CoCo. It was a retro system even when I was a kid, (I'm much younger than many of you!) But that didn't stop my enjoyment at all. When I was a kid, we still didn't really have the internet like we do now, so what does a PC offer that a CoCo doesn't? Not much to a budding programmer like me. I took that Color BASIC manual and that CoCo and an old TV and learned the fundamentals of computer operation and programming over many hours and many days. Sometimes I would leave the CoCo running for days since we didn't have any storage devices!

I encourage everyone to give a little this year; to give time with a loved one to show them how much fun a CoCo can be. Kids these days may have their tablets and their internet devices and maybe they're even learning to program them. What they don't have is a computer that you can turn on and start tinkering with unassailed by compiler directives, Facebook pings, and complicated APIs. The CoCo provides a simple interface easily learned and a pleasure to work with for anyone.

Let's make the 40th anniversary of the CoCo one in which we bring new members into the fold, and where we work together and come together as a great big CoCo family!



Eric Canales, President
Glenside Color Computer Club

Secretary's Scroll

Greetings, CoCo aficionados,

Due to a change in our customary meeting dates (see below), I have only two monthly meetings to report on.

Our first item of business at the October meeting was to obtain the results of the online voting for club officers. The results were: Eric Canales becomes the new president, John Mark Mobley takes over the vice-president's role, and Brian Goers and Rich Bair continue as treasurer and secretary respectively. Congratulations to the new officers, and a big thank-you for jobs well done to those stepping down. Note: Tony Podraza, though retiring from his role as vice-president, will continue as Director of Special Events; so, direct your CoCoFEST! ideas to him.

Also, at the October meeting, Steve Strowbridge volunteered to take over the editing of our quarterly newsletter since John Mark Mobley now has vice-presidential duties (and new employment). Kudos to John Mark for a superb job.

The third action taken at the October meeting was to change the meeting date for future months to the third Thursday of the month instead of the second. The reason for the change is that our trusty treasurer Brian Goers has a recurring conflict which has prevented him from attending meetings since July. While it seems a bit odd to make such a change to benefit one person, we asked for opinions from all the members attending either in person or remotely, and since nobody expressed any opposition we proceeded with the change.

At the November meeting the focus was next year's FEST! Randy Weaver demonstrated the software for online vendor registration, which will be live quite soon. A graphic design by Ron Delvaux was selected for use on posters, and a different graphic by Bruce Moore was favored for the badges subject to some minor improvements.

Other actions taken in November were the appointment of Boisy Pitre as a club Director with the role of GCCC/CoCo historian and confirming Randy Weaver as the official Membership Director.

Happy CoCoing!



Rich Bair, Secretary
Glenside Color Computer Club
m4doc1@sbccglobal.net



Image courtesy of D. Bruce Moore

Be sure to visit our Website to see up-to-date information on upcoming events.
<http://glensideccc.com>

For further information, general or exhibitor, contact:

Tony Podraza	Robert Swoger
847-340-1801	630-847-7026
tonypodraza@gmail.com	rswoger@aol.com

CoCoFEST! Preregistration

For the past several years the FEST! has had the problem that on the opening morning, people standing in line to register miss out on some or all the guided tour of vendors which is usually the kickoff event. **There is a solution!** If we can get 98% of the people who regularly attend to preregister and prepay on the web ahead of time at the TandyList web site (www.tandylist.com), the waiting line will shrink to almost nothing. Randy Weaver is currently tweaking the software behind the TandyList site, so don't rush in just yet. But by mid-January he hopes to have it live and fully functional, so please take advantage of it then. Vendors this year will also be able to register and pay at the site, where they can see a diagram of the room layout and express a preference for their table locations.

Here are the 5 "W's"

WHO? Glenside Color Computer Club, Inc. PRESENTS

WHAT? The 29th Annual "Last" Chicago CoCoFEST!

WHEN? April 18-19, 2020

Registration & sign-in: (Sat, 8 am-9 am)
Show: (Sat, 9 am to midnight - Sun, 9 am-3 pm)

WHERE Holiday Inn Elk Grove Village
1000 Busse Rd
Elk Grove Village, IL 60007

(New location from 2019!)

Overnight room rate:
\$99 plus 13% tax (\$111.87 Total)
Call 1-847- 437- 6010 for reservations.
You must ask for the "CoCoFEST!" rate or
Group Code: CCF.

>>> YOU MUST REGISTER UNDER "CoCoFEST!" <<<
>>> TO GET THIS RATE <<<

WHY?

A. To provide vendor support to the CoCo Community
B. To provide Community support for our CoCo Vendors
C. To provide educational support to new users.
D. TO HAVE AN OUTRAGEOUSLY GOOD TIME!!!

And now, the "H" word.

HOW MUCH? All Attendees - General Admission

Both days: \$15 1st \$10 2ND and more
Sunday Only: \$10 1st \$5 2nd and more

***** Children 12 and under - FREE *****
Students 21 and under with valid Student ID - FREE

The Glenside club has established a tradition of arranging for a catered dinner on Saturday evening at the FEST! site. It's a wonderful time to meet other club members, discuss projects, and get answers to questions over a good meal without having to drive anywhere. If you haven't tried it in the past, this would be a good year to start. The club is using its funds this year to *subsidize* almost 50% of the dinner cost, so don't miss the bargain. You will be able to opt for the dinner when you preregister and prepay on the TandyList.

Vendor Registration Fees

1 table and 1 person: \$25

Additional tables: \$15 each (up to 4)

Additional persons :\$5 each

Dinner Rate

\$25 per person, but those 12 or under eat free.

NIGHTMARE HIGHWAY

The Interview



Terry Steen



Ken Reighard

Nightmare Highway (Nightmare Highway) is a new CoCo game by Ken Reighard that parodies an automobile incident that happened to Terry Steen this year on his way to the 28th annual “Last” Chicago CoCoFest! The incident took place Friday, May 3rd during Terry’s trip to Lombard. The incident was one of the highlights of this year’s FEST! And the game, and its amazingly funny commercial have become an audience favorite on the weekly CoCoTALK! Show. I decided to speak with Terry and Ken to get both of their impressions on the event, the game, and running gag that now follows.

TS: I was on my way to CoCoFEST! I was in Ohio, in the middle of nowhere, and it was really something else. I was going down the road, I saw this truck, there were some cushions on the side of the road, which should have warned me, but, all of a sudden, the two vehicles in front of me parted, and then there was this big orange love seat, and then Oh! Boom! Right into my grill! Fortunately, it wasn’t very heavy, but it did wind up messing up the radiator and disabling the entire vehicle. It took about 2 hours to get the insurance company to tow the vehicle, get a rental, but I wasn’t going to miss out

SS: You certainly get the award for the most diehard attendee this year, making it in despite the accident, were you injured in any way?

TS: I was fine, my mental state was just panic, because I didn’t want to miss CoCoFEST! I got to see all the cool CoCo people and stuff, and the guy who made my day was Henry Reitveld, who had a video game cabinet set up, turns out he was a big fan of Balloon Fire, he said it was one of his favorite games he used to play when he was 14, and that was awesome! Somebody liked something I did! Getting to meet everybody, including Mark Overholser and David Ladd was awesome,

SS: The story didn’t end there with you barely scraping your way to CoCoFEST! either, sometime later we end up with a breakout “smash hit” video game inspired by the events of this true story and so now we’ll hear from the creator of the game himself, Ken Reighard

KR: First of all, I’d like to apologize to Terry, for continuing his struggles with PTSD from the incident, I apologize for the additional pain I put him through, (Terry and Steve chuckle) I was not able to go to CoCoFEST! this year due to conflicting family obligations, so I was living vicariously watching the people reporting their travel progress on Discord [a text chat service used by many members of the community] and I came across a post from Terry Steen “I just hit a love seat, USAA may total out my car and I should be in a rental soon”

3:14 PM **terrysteen** Encountered a love seat on the highway. USAA may total out my car and I should be in a rental soon! 5 hours still to go.

3:30 PM **Ken Reighard** Is that a metaphor or an actual piece of furniture.? Yikes?

3:52 PM **brett** Ouch. Hopefully granny was not on it!

4:01 PM **Rick Adams** YIKES
Rick Adams DAMN
Rick Adams 2:14 to go

4:14 PM **terrysteen** Yep! A couch... on the road again. More like 6 hours to go now.

(actual transcript from the Discord chat messages, May 3rd, 2019)

KR: My first reaction was, did he just say he hit a love seat? And I think I responded, “Is that a metaphor or an actual piece of furniture”, and Terry responded “Yes” and that left the germ of an idea.

I’ve been wanting to do *something* in assembly for no other reason that I wish I would have done that ‘back in the day’. A few month earlier I responded to a BASIC programming challenge, and I submitted a program ‘NUTROID’ which had a squirrel collecting nuts using the old ‘print at the bottom of the screen’ to make the screen scroll in BASIC and I decided to parody Nick Marentes’ ‘NEUTROID’ title, since it was one of the most abstract games I’ve ever seen.

After that I decided I wanted to do something like that again, but not wanting to use the usual print to make it scroll up, I wanted to make a machine language routine that would scroll the screen down, and I was planning to call that from BASIC. As more things were added, it moved toward being all done in assembly. I decided to just use BASIC as a loader. The game was working originally against just a timer, but after a week vacation, I came back, said ‘it needs something else’ and that’s when I added the fuel pickups. Now you must dodge some things and pick up others. This makes for a more challenging game.

It got to the point where the entire game is running in 100% machine language, BASIC is used to call the title screen, load the game, and handle the high scores at the end. Then came the commercial, which I tried to make funny

SS: It's hysterical **TS:** Best commercial out there

TS: (To Ken) Did you do all your voice overs? [Referring to the game's commercial]

KR: Yes, can't you tell by how bad they are? That was my own voice, and some fiddling with audacity [audio editing software] to make the voice even deeper.

TS: I really loved it, and when Stevie introduced it, I couldn't believe it.

KR: I'm like Bruce Moore without any talent, equipment or singing voice.

TS: I like the CoCo Forever! Commercial, but there's a difference between something that's got great visual effects and something that just gets my funny bone, and all the satire in your commercial reminds me of 'Police Squad'

KR: I was going with 'funny' and thought I would take the lameness of things and make them 'features' which prompted 'Low Resolution Graphics', 'Digital to analog converted sound', make it sound like Sega's 'Blast Processing' another load of hoey

TS: I loved the quotes at the end 'of all the software release this year, this is one of them'

SS: (to Ken) How much time was put into the whole project from start to finish?

KR: About 2 months, I started right after CoCoFEST! And it was released in July

SS: I know there aren't actual sales to track (with the game being free), but do you have any idea of how many downloads the game's gotten?

KR: The closest I can do it track page visits, it's a blogger site, but the visits were a lot, the current count as of this interview is 21,262! Now I severely doubt that's how many people have downloaded it. That's my biggest 'seller' on that web page, which is an eclectic mix of wood working, CoCo stuff and a few things that I published in Rainbow, mostly in the 'death throes, newspaper version' of Rainbow.

SS: What did you have published?

KR: Novice's Niche, Air Raid, Interplanetary Trash Collector, Solitaire Darn it, and a minesweeper clone called Mine Field, I also published a few things in The World of 68 Micro, a Sky Diving game, a wooden maze simulation called Mr. Maze, and all these can be found on my site <http://cankenmakeit.com>

The whole CoCoFEST! experience has inspired Terry to start programming again, for those not aware, Terry is the author of Balloon Fire, Gray Lady, Mrs. Pac, and other titles released through T&D Software, a monthly tape distribution/subscription for the Coco.

TS: I want to get some new software going, since I got in touch with the community, I'm working on the CoCoSDC, I'm using assembly on my laptop and having it compile to the CoCo, and man! My PC assembly time is like seconds, when I was doing it on my CoCo running floppies, I'd run the assembler and have time to go eat, come back, and watch it, so I'm enjoying the benefits of high speed cross-assembling.

SS: I want to thank you both for your time and sharing your stories, I also wanted to close by asking you both what did you think if this year's CoCoFEST! And what are your thoughts/plans about coming to next year's 2020 CoCoFEST?

KR: I am planning on going this year, I'm starting to work on another program that I hope to have done by then, if it goes well, it will be a CoCo 1 & 2 graphical game. Eventually I'll do a CoCo 3 game, but not yet, but I love using the CoCo 3 'palette hacks'

TS: I'm going to do my best, I went insane, I came back from there all excited about CoCos, I got in to refurbishing, I've got a bunch of CoCos, I'm thinking about setting up a booth to see if anybody wants to buy some, I had a great time. From seeing CoCos, to seeing Star Wars on a CoCo, to kids making cookies, and jewelry, I absolutely want to make the trek again. The last time I got together with a 'pack of nerds' was one of the last Rainbow fests.

To download a free copy of Nightmare highway for the CoCo 1, 2, and 3, and watch the hilarious commercial check it out on Ken's site: <https://www.cankenmakeit.com/2019/07/new-game-for-coco-1-2-and-3-nightmare.html>

The full-length version of this interview in video form will appear on a future episode of CoCoTALK! Which you can catch at <http://cocotalk.live>

Interviewed by Steve Strowbridge

Revision of the GCCC Bylaws

If you have ever investigated the copies of the club constitution and bylaws posted on the official GCCC web site, you have probably noticed some contra-dictions. The file "Constitution and Bylaws" is those two documents as they stood two years ago. Since then we have revised the constitution (as of January 10, 2019) and the new version is there as "Updated Constitution". But the bylaws have not yet been revised, so the old version in the first file is still in effect. They are sorely in need of updating.

The bylaws are lengthier than the constitution, and they raise questions that merit discussion. For example:

- There are two sections about an "official Glenside BBS". Should they be combined, deleted, or updated? Should we restart an official BBS?
- There is nothing about official web pages, Facebook pages, chat rooms, etc. Should there be?
- For the appointed Directors, how much (if anything) of their jobs should be spelled out in the bylaws? Perhaps a definition of each Director's role could simply be the prerogative of the president, since in some cases (s)he creates the office.
- Should the club have a permanent mailing address? (PO box or something like that)
- Should the section on "Director of Demos and Reviews" be deleted? It's not been a regular feature of meetings for a long time.
- Randy Weaver's TandyList has turned out to be a great help to the club and is far more useful than just a membership list. Last month he agreed to accept the role of Director of Membership. But will the capabilities of the TandyList be expected of any future Director of Membership? Should the bylaws address this question?
- There is lately heightened concern over data privacy and security. Should the bylaws speak on this subject?

I have drafted a "pre-beta" version of revised bylaws, which I have sent to members who have attended meetings recently. If you weren't on my mailing list and want a copy, just ask. Please send any comments or suggestions to me at mgdoc1@sbcglobal.net, or bring them up at the January meeting. Following that meeting I will create a revised version, which I hope might be voted on (with possible last-minute revisions) at the February meeting.

Rich Bair

Throwback Newsletter banners



VOL. 1 NO. 8
Editor: Ed Hathaway
8W Stevenson Drive
Glendale Heights, IL



Possibly the first appearance of CoCo~123 circa 1986





CoCo News
Compiled by
Steve Strowbridge

A New CoCo Podcast!

In the dark ages of the CoCo community (around 2014) I was told the community activity and CoCoFEST! attendance was dwindling, and that fears of “the end” were in the air. That changed one summer, in 2015, when the CoCo Crew Podcast, the first and original podcast dedicated to the Color Computer started airing, and shined a light on the community, the projects taking place, and most importantly, generating interest in attending CoCoFEST! For almost 2 years The CoCo Crew was the only “media source” for CoCo content, but in 2017, CoCoTALK! appeared, initially as just a few weeks of pre-FEST! discussions, and to most of everyone’s surprise, 2 years later, the show is still alive and kicking.

The two shows are distinctly different, the CoCo Crew is a professional, pre-recorded audio podcast that comes out monthly, has a consistent format, and well documented show notes. CoCoTALK! Is a weekly, live, interactive, and very free flowing talk show via video streaming, with an additional audio and video podcast available for those who aren’t glued to their computers Saturday afternoons. But between the two shows, with probably a combined 20+ hours of audio and video content every month, you’d think the market would be saturated, but wait, there’s more.



Enter the CoCo Show Podcast, hosted by Aaron Doughty and John “Boat” Shawler of the Amigos Retro Gaming channel on YouTube, it starts off as a live video stream and game review, with an audio podcast replay available. What’s unique about this show, is, it’s 100% dedicated to just CoCo games, and they usually focus on 2 games per show.

Aaron owned a CoCo back in the day and is a nostalgic fan. His buddy John was born sometime after the CoCo (can you even imagine?) and never saw or used a CoCo until recently, so there’s two distinctly different points of view regarding the game play commentary.

Move over CoCo broadcasters, there’s a new game in town, literally, and it’s called the CoCo Show Podcast. If you like CoCo games, you might want to give them a watch or listen. It’s great that there is an abundance of CoCo content available for the community.

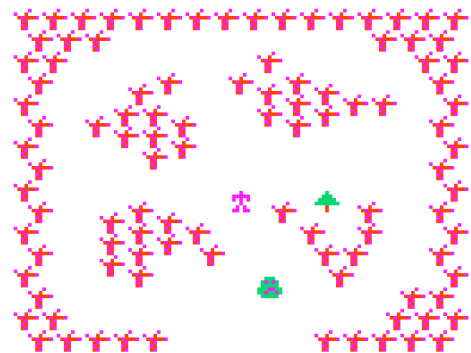
[Podcast site] [YouTube playlist]

Ed Snider’s CoCo 2 Clone!



Ed Snider is working on a CoCo 2 clone using “real hardware” vs. FPGA solutions, it’s a very small, compact board with clean composite out and he’s got a video on [YouTube](#) showing the game Time Bandit being played, and the red/blue artifact colors and overall picture are pristine! I can’t wait for this to be finished and available to order! Check out the YouTube video [here](#)

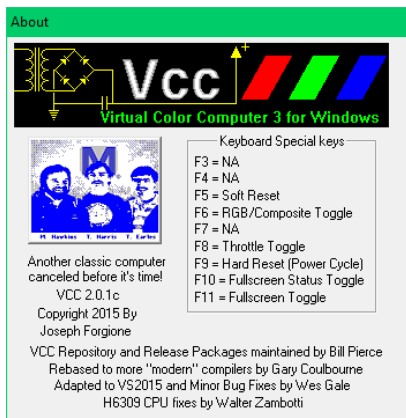
John Linville’s Xmas Rush available for download



John Linville created a Christmas themed game, Xmas Rush, in which you must enter a forest, obtain the last Christmas tree, and escape, avoiding evil snowmen. The game is available as a ROM cartridge if you attend CoCoFEST! or contact John, but you can also download it to play on a CoCo, MC-10 or emulator just in time for Christmas! Thanks John!

[YouTube video] [Website with downloads]

VCC 2.01c with 6309 update!



Bill Pierce has taken the 6309 CPU emulation that Walter Zambotti has been working on for the new DVCC project, and back ported that to the original Windows version of VCC. Version 2.01c contains a much more compatible emulation of the Hitachi 6309 CPU and the latest edition of NitroS9 "Ease of Use" edition now runs fine on VCC. Hopefully more improvements will be released over time, it's great to see progress happening again with this emulator, [Download from Bill's GitHub](#)

Roger Taylor's CoCo! Merry Christmas!



Roger Taylor has prepared many new CoCo stocking stuffers for us this holiday season, he's created Christmas themed games and demos including music, which you can purchase as a digital download from his website, or obtain on a bonus DVD which contains tons of archive material all holiday related. It's beginning to look a lot like CoCo Christmas! For more information, visit [Roger's Site](#)

CoCoVGA update!



CoCoVGA is an upgrade for your CoCo 1, 2, and Dragon computer, that goes in-line with the video display generator (VDG) chip, and provides clean, VGA output, including NTSC composite artifact color emulation (the orange and blue colors) and a

slew of other features, including custom character sets (fonts), a 64 column by 32 line mode, the ability to manipulate the color palettes, new graphics modes, and so much more.

The latest update 0.92 address both software updates which can be used by everyone, and, a specific firmware update the addresses a small bug that only affected specific functions in the 64 column mode, but, more importantly, supports the new Ed Snider "Sam Double" device which will allow a CoCoVGA equipped computer to run in double speed, just like a CoCo 3! The firmware upgrade will require some special equipment to make it DIY, Brendan Donahe will provide the updates either in person at an event, or by mail. Check out [CoCoVGA.com](#) for more details.

Chet Simpson's Digger III



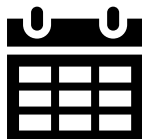
Chet Simpson's exiting new game for the CoCo 3, Digger III is very close to completion and will be available as a gift to the CoCo community! Check out this [YouTube video preview!](#)

Paul Thayer's Christmas Timberman!



Paul Thayer has released a special Christmas themed version of his CoCo 3 game, Timberman, contact paul.g.thayer@gmail.com to get a copy

Calendar of Events



Compiled by Bob Swoger

Glenside Color Computer Club, Inc. Business Meetings

Future dates: December 19, 2019, January 16, 2020, February 20, 2020, March 19, 2020.

Check the calendar on [our site](#) for updates

Third Thursday of each month,
7:30 PM to 9:30 PM Central Time
Brian Schubring's Home
2131 Mallard Ln
Hanover Park, IL 60133

<https://bluejeans.com/203539242>

By phone: 1.408.317.9253
Meeting ID: 203 539 242

Midwest Gaming Classic

April 3-5, 2020

Wisconsin Center
400 W. Wisconsin Avenue
Milwaukee, WI 53203

<https://www.midwestgamingclassic.com/>

Vintage Computer Festival East

April 24-26, 2020

Info Age Science Center
2201 Marconi Rd.
Wall, NJ, 07719

<http://vcfed.org/wp/>

<http://vcfed.org/wp/festivals/vintage-computer-festival-east/>

Vintage Computer Festival Pacific Northwest

March 21-22, 2020

Living Computers:Museum+Labs
Seattle, Washington

<http://vcfed.org/wp/>

<http://vcfed.org/wp/festivals/vintage-computer-festival-pacific-northwest/>

The 29th Annual "Last" Chicago CoCoFEST!

April 18-19, 2020

Holiday Inn Elk Grove Village
1000 Busse Road
Elk Grove Village, IL 60007

<http://glensideccc.com>



"Forty Never Looked So Good"

Image courtesy of D. Bruce Moore



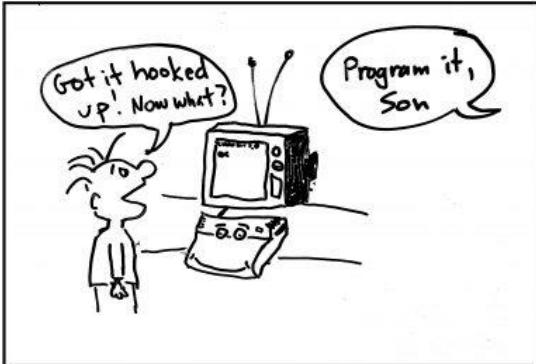
A list of Coco web resources compiled by Steve Strowbridge

Source	Link(s)
Glenside Color Computer Club, host of CoCoFEST!	Website Classic splash page Facebook
The TRS-80 Color Computer Facebook Group	Facebook
The Color Computer Mailing List	Website
The TRS-80 MC-10 Facebook Group	Facebook
The Coco Crew Podcast	Website Facebook
The Dragon 32/64 Communities	Website Facebook
CoCoTALK! Weekly live Color Computer talk show	Website Facebook
The CoCo Show Podcast	Website YouTube
Looking for more CoCo Links? Visit I'm a CoCo Nut!	Website

Close Parenthesis

D. Bruce Moore has kindly allowed CoCo~123 to publish his new CoCo themed comic. We now bring you comic strip #2 "Program It"

JOEY AND COCO



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Flashback newsletter holiday images from 1986



As the newest editor to the CoCo~123 newsletter, I hope to make some gradual improvements to the publication, adding splashes of color, format changes, new content, etc. Last month I experimented with a color banner for the front page, and this month, thanks to Salvador Garcia, we have an updated version of that, which is a fusion of "old and new." With the new archiving project digitizing the back catalog of issues, I plan to feature a lot more throwback content in future publications.