

CoCo~123



Glenside Color Computer Club, Inc.

Streamwood, Illinois

Volume 41, Number 4

Winter 2021

CoCo ~ 123 Memory Map

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Upcoming Events:

The 30th Annual "Last" Chicago CoCoFEST! May 14-15, 2022

G.C.C.C. OFFICERS

Here is the list of 2021 club officers and how to contact them. If you have questions about the association, call one of the officers for the answers.

POSITION	NAME	PHONE	PRIMARY FUNCTION

President	Jim Brain	253-642-7246	The buck stops here...
Vice-President	John Mark Mobley	847-409-8604	Meeting planning, etc.
Treasurer	Eric Canales	701-620-9153	Dues and Purchasing
Secretary	Brian Goers	708-805-1888	Records and Reporting
Director	Grant Leighty	913-256-9288	CoCoEST! Organizer
Librarian	Brian Goers	708-805-1888	Club Software Keeper

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Jim Brain



Tony Podraza



Rich Bair



Brian Goers



John Mark Mobley



Eric Canales

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 and permits you to vote each year. Send your check to:

Eric Canales, Trea\$urer
5847 N Cicero Avenue
Chicago, IL 60646
eric@canales.me

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

If you attend our Annual CoCoFEST! as a vendor, your annual contribution is 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 or the Vice- President:

John Mark Mobley, Vice-President
4104 Wren Lane
Rolling Meadows, IL 60008
johnmarkmelanie@gmail.com

CONTRIBUTORS TO THIS ISSUE

Rich Bair	Jim Brain
Eric Canales	Salvador Garcia
Brian Goers	Grant Leighty
John Mark Mobley	Tony Podraza

G. C. C. MEETINGS

The Glenside Color Computer Club meets the third Thursday of each month at an Internet chat room at 7:30 pm. Visit the following Link to join in:

A social get-together we lovingly call "The Meeting Before" always precedes the meeting at 6:30 pm to socialize and show demos.

Visit our website at:

www.glensideccc.com

FROM THE PRESIDENT'S PLATEN

Often times, many of us focus so much on the tasks immediately ahead of us or the immediately upcoming events, we forget we're making history every time we finish these efforts or reach a particular milestone. Though we had to delay the birthday party a bit, 2020 saw the 40th anniversary of the first Tandy Color Computer. This year, we celebrate 30 years of holding a festival focused on the same computer system. Next year, the CoCo 2 owners will celebrate its 40th birthday, followed by the CoCo 3 40th birthday in 2026. In addition to the various vendors like Cloud-9 celebrating multiple years of continued platform support, we're also seeing

defunct CoCo vendors once again offer solutions for sale and luminaries step back into the community with new offerings. If we focus on present day, the CoCo Crew Podcast soon will celebrate 7 years of monthly broadcasts, while CoCoTALK! soon celebrates 5 years. Over the past 12-24 months, we've witnessed a plethora of CoCo-focused media production as well as CoCo related episodes from general classic machine media outlets. Congratulations to everyone who has continued to both enjoy this platform and also share that enjoyment with others.

As a relatively recent CoCoFEST! attendee, I've witnessed exhibitors and vendors progress from ample table space to being squeezed at our previous Heron Point facility. While once again offering ample exhibit space in the new venue, it seems telling that nearly every one of the 62 available tables has been reserved as you read this. It's hard to quantify platform interest, but I think increasing attendance and exhibits, along with longevity, provide valuable clues.

2022 signals the return of CoCoFEST! to our normally scheduled Spring timeline. While I am grateful for our November 2021 event's success, some friends from around the US (and our neighbors to the North) could not attend for various reasons and were sorely missed. With things continuing to march toward normalcy (or at least a "new" normal), we're excited about everyone joining us at our expanded Elk Grove, IL venue.

Jim Brain, 2021-22 President
Glenside Color Computer Club (GCCC)
president@glensideccc.com
www.glensideccc.com

Trea\$ury Note\$

Our treasury is looking very healthy so far this year. We are currently expecting CoCoFEST! to be a net balance overall. We have new processes in place to track our spending with the help of some new accounting software we've recently acquired. This will be especially helpful since we have recently officially become a 501c3 non-profit with the IRS! The reports we are getting will be very useful for planning the years ahead. If you join our monthly meetings, I give a guided tour of our reports for the previous month. Highly detailed reports are now available for any member that requests them, just reach out to me for more info.

Lastly, I am currently looking into options for investing our savings to help sustain our club over the long term. If anybody has investment experience, please reach out to me!

Thank you!

Eric Canales, Trea\$urer
Glenside Color Computer Club

The Secretary's Notebook

Rich Bair here. **Elections are over!** The Glenside Color Computer Club held elections for officers at our October 21, 2021 meeting. The election results were:

- President: Jim Brain
- Vice-president: John Mark Mobley
- Secretary: Brian Goers
- Treasurer: Eric Canales

Regarding the CoCoFEST!:

Rich Bair asked for help ascertaining whether Frank Pittel is available to be the payments person at the FEST! As he owned a credit card reader. Rich was unsuccessful in getting a reply from Frank in the spring of 2020. Tony Podraza reached out to Frank and discovered that Frank was recovering from a stroke. Eric Canales is willing to do that job otherwise. Perhaps the club should purchase its own credit card reader.

Club-owned hardware/software, etc. that is potential auction material is stored with several different people: Eric, Tony, and Bob all have some. Since Bob is no longer mobile, he invited Eric and John Mark Mobley to come to his home to check out what he has.

Jim demonstrated the results of a plastic badge printer that he recently purchased. We will use plastic badges for this year's FEST!

Rich Bair, Secretary
Glenside Color Computer Club

FROM THE CoCoFEST! DIRECTOR'S DESK

CoCoFEST! 2022 Update, Time is Running Out

I hope everyone is having a great start to Spring this year. It's nice to enjoy longer days and warmer weather. This also means that CoCoFEST! is getting closer. 2022 marks our 30th anniversary for the Annual "Last" Chicago CoCoFEST! If you have not made your travel plans or booked your vendor/exhibitor table, time is running out.

FREE ADMISSION

This is the first year that admission to CoCoFEST! will be **FREE** to attend. We're hopeful this will both encourage more local folks to visit our event and potentially join Glenside. As always, if you would like to become a member of the Glenside Color Computer Club, we will be collecting membership dues at the Fest. Vendors and Exhibitors, note that your fees include a 2022 club membership. If you have any questions, or you would like to pay for the membership before CoCoFEST!, please contact Glenside Treasurer [Eric Canales](#) for assistance.

HOTEL

CoCoFEST! Will be held at the same location as last year. This is a larger venue from year's past and it will provide us plenty of room to grow. If you have not booked your room yet, please do so as soon as possible. The cutoff date for the special rate of \$99 a night plus tax will

end at midnight (CDT) on April 29th. Please remember to use the group code "COF" when making your reservation.

COVID-19 Update

I have received a few emails about the vaccine and masks mandates in order to attend the event. I am happy to announce that there are **NO** masks or vaccine mandates at the hotel or to attend CoCoFEST!. Cook county lifted the health orders back on February 28th. If anything changes, I will post an update on the Glenside website and I will send an email to all registered vendors and attendees. I do **NOT** see this changing in the near future.

Dinners

There is still time to register for dinner on Saturday night. The dinner will be catered by the hotel and it will be served as a buffet. There will be plenty of food for everyone to enjoy, but you **MUST** [pre-register](#) to ensure we have an accurate head count. The dinner is only \$20 a person, and dinner for kids 12 or younger is free. I must provide the head count to the hotel on May 6th, so we will end preregistration for the dinner on May 5th.

The Preliminary Menu

Two options from the following list:

- Meatloaf
- Chicken
- Pork Loin
- London Broil
- Broiled Tilapia

One side from the following list:

- Garlic Mashed Potatoes
- Wild Rice

Seasonal Vegetables

Dinner Rolls

Dessert

Freshly brewed Coffee and Tea

Like last year, I will be sending an email to everyone who has preregistered for the dinner to provide feedback for which items that we want to be served. We need to choose two items for the main entrees. Also, if you need to request vegetarian/vegan meals, please contact [Grant Leighty](#).

Speakers

This year we had no problems finding people who wanted to give a presentation. I actually had to turn people down and offer them a spot in next year's CoCoFEST!. This is a great problem to have, and I will be looking for ways to accommodate more speakers at future Fests. This year we will have seven speakers that will provide new products, new games, technical presentations, and podcasts. There will be something for everyone to enjoy. Please

check out the [speakers bio and information](#).

2022 Speakers

- CoCoCrew Podcast
- D. Bruce Moore (New Game Announcement)
- John Linville (De Re CoCo)
- John Strong (New Product Announcements)
- Ken Waters and L. Curtis Boyle (**BASIC09 and GFX2 enhancements in NitroS-9/EOU**)
- Kevin Phillipson (Turbo9 Project)
- Paul Thayer (Developing Retro Games in the Modern Era)

Vendors/Exhibitors

Our new venue offers space for 62 sales or exhibit tables, and 34 vendors/exhibitors have reserved all but **NINE (9)** tables currently. If you're considering showing off a project or offer items for sale, do not delay in visiting [TandyList](#) for your table(s) today. The first table is \$20, and each additional table is \$15.

Auction

We will have an auction again this year. Since we just had a CoCoFEST! just a few months ago, we are looking for donations. Please look around your house and see if you have any items that you may want to donate to the auction. If you are not able to attend this year's CoCoFEST!, but you have items that you want to donate, please contact [Grant Leighty](#). We are willing to pay for reasonable shipping fees.

We look forward to seeing everyone at this year's 30th Anniversary of the "Last" Chicago CoCoFEST! We would still like to have everyone preregister at [TandyList](#) so we can keep the lines short at the registration tables. If you have any questions about CoCoFEST!, please contact:

[Grant Leighty](#), CoCoFEST! Coordinator.

THE WEBMASTER'S REPORT

With less than a month to go until CoCoFEST!, the website is jam-packed with all the information you need to know to have a great weekend! On our website you will find an up-to-date schedule, vendor list, attendee list, and hotel information. We put a lot of work into planning this year so we hope everything goes off without a hitch!

We recently added a donations link on our "Join Us" page, so now you can pay your dues online via PayPal! We've also added some history about our club, and my favorite feature, an interactive calendar you can add to your phone or computer that will keep your personal calendar in sync with the club calendar!

See you at CoCoFEST!

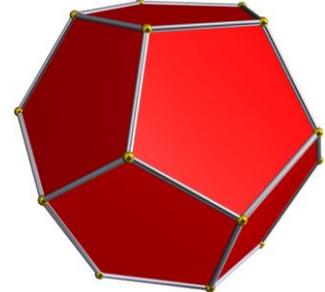
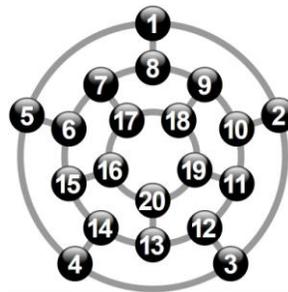
Eric Canales, Webmaster
Glenside Color Computer Club

HUNT THE WUMPUS

by ---GATOR--- Software Development

Hunt the Wumpus is a text-based adventure game developed by Gregory Yob in 1973. In the game, the player moves through a series of connected caves, arranged as the vertices of a dodecahedron, as they hunt a monster named the Wumpus.

Hunt the Wumpus is set in a series of caves connected by tunnels. In one of the twenty caves is a "Wumpus", which the player is attempting to kill. Additionally, two of the caves contain bottomless pits, while two others contain "super bats" which will pick up the player and move them to a random cave. The game is turn-based; each cave is given a number by the game, and each turn begins with the player being told which cave they are in and which caves are connected to it by tunnels. The player then elects to either move to one of those connected caves or shoot one of their five "crooked arrows", named for their ability to change direction while in flight. Each cave is connected to three others, and the system as a whole is equivalent to a dodecahedron.



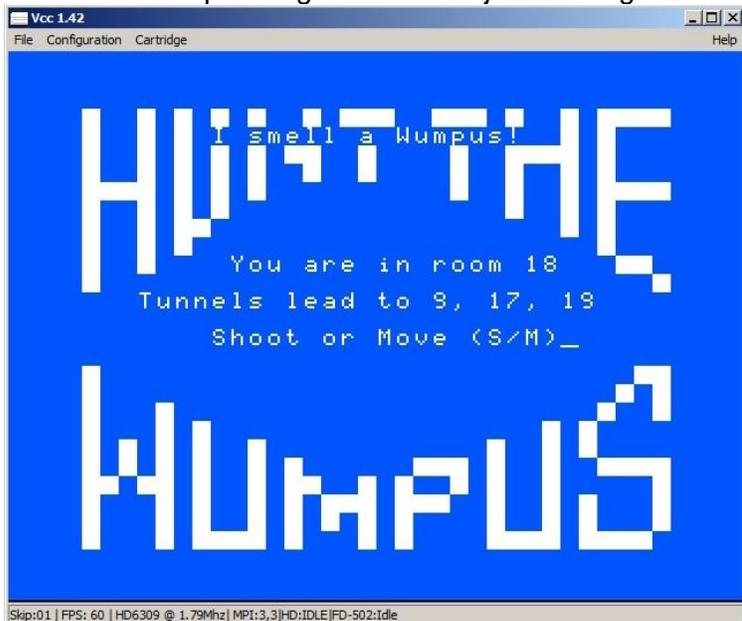
Numbering of the caves in *Hunt the Wumpus*

The caves are in complete darkness, so the player cannot see into adjacent caves; instead, upon moving to a new empty cave, the game describes if they can smell a Wumpus, hear a bat, or feel a draft from a pit in one of the connected caves. Entering a cave with a pit ends the game due to the player falling in, while entering the cave with the Wumpus startles it; the Wumpus will either move to another cave or remain and kill the player. If the player chooses to fire an arrow, they first select how many caves, up to five, that the arrow will travel through, and then enters each cave that the arrow moves through. If the player enters a cave number that is not connected to where the arrow is, the game picks a valid option at random. If the arrow hits the player while it is traveling, the player loses; if it hits the Wumpus, they win. If the arrow does not hit anything, the Wumpus is startled and may move to a new cave; unlike the player, the Wumpus is not affected by super bats or pits. If the Wumpus moves to the player's location, they lose.

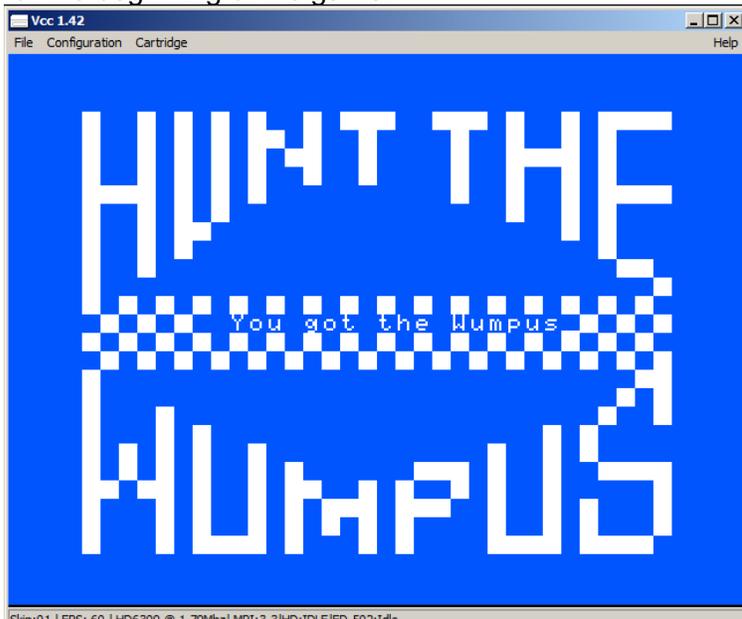
I typed the program into my Sinclair ZX81 computer. The ZX81 has a slow/fast mode feature. In the slow mode the screen is rather like other computers but in the fast mode the screen goes blank after accepting user input. The machine processes more code until more input is needed. Then the updated screen reappears with all the

new writing necessary to proceed running the game. Watching the screen in this mode was annoying to say the least.

The first thing I noted was that I would have to rewrite the program a little to give it a better-looking screen layout. I would have to manipulate what I put on the screen that would be more pleasing to read than just reading text.



What I did was to have the machine ask the user a question and after the user responded, clean up the screen of old writing before writing the next question. To clean up all the writing on the screen I would simply rewrite the entire screen with the original screen I wrote for the beginning of the game.



Finally, if you win the game, it should put something on the screen that would give the user a little better feeling than just throwing the last line on the screen to read. There should be something akin to bells and whistles to show that the player did a good job of figuring out where the Wumpus was in order to kill him.

Many small 8-bit computer games written in the past required the user to read a sheet of paper that contained the instructions and features of the game. Instead, I prompt the user with an option to read the instructions for the game or go immediately to the game presuming he'd read the instructions many times before and knew what to expect.

Another feature I added allowed the user to avoid hitting the enter key so often. As a matter of fact, the entire game can be run without ever touching the enter key.

I also provided an escape feature in the program. At the "Shoot or Move?" prompt, one can use "Q" to quit the program and return to the **LogiCall** operating system. In this manner you don't have to press end or try to crash out of the program or reset the computer to continue on your way.

The finished product ran well on the computer; the screens all looked good.

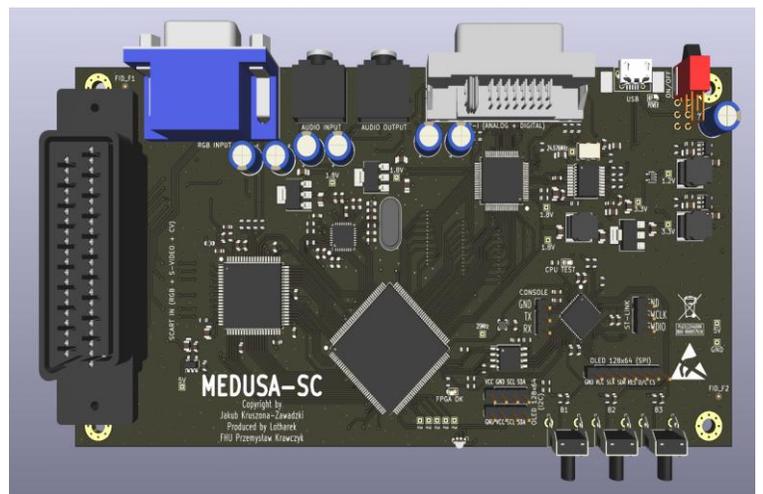
If you are running the **LogiCall** operating system you will find this program on disk number 59. You will also find it on a few other discs in LogiCall such as your disks in drives 0, 1, 2 and 100.

Okay

CoCo Happenings

By Salvador Garcia

This section of the CoCo ~123 presents interesting news items from the CoCo community. Has someone been working on something? Is there a new accessory for sale? Read on and find out what's been happening!

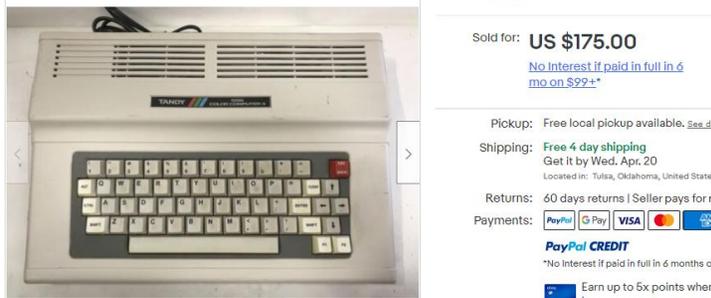


Medusa is coming! Lotharek and Acidmaker are nearing the completion of Medusa, a video interface for retro computers. They have been working on this project for 6 years and are finally at a point where they can release a finished product.

Medusa allows the user to connect a retro computer with composite, RGB, SVideo or RGBHS video out via a SCART connector. Medusa has a DVI out connector that connects to the display device. HDMI and VGA are available through adapters (not included). Medusa also handles audio through a 3.5mm out plug.

The interface has been tested with Atari 8 bit, Amiga, Atari ST, and ZX Spectrum 128. For complete information, see the link below. Medusa will be available after May 15, 2022. Preorders are being accepted.

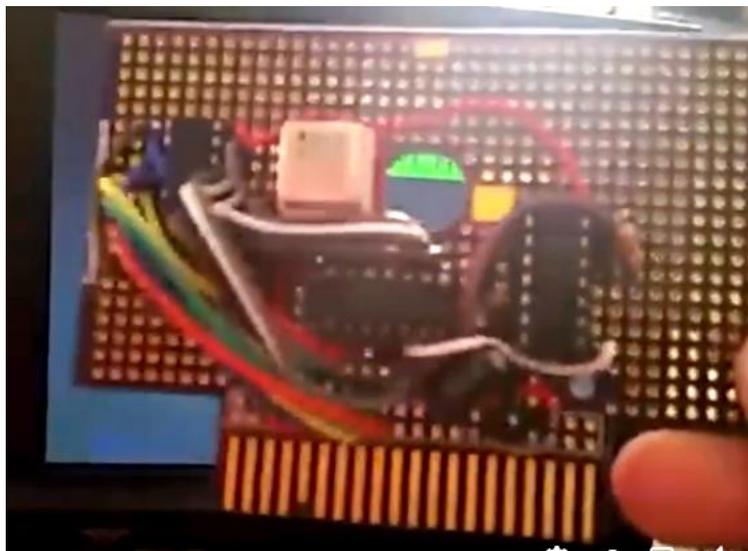
<https://lotharek.pl/productdetail.php?id=135>



A hearty welcome to Matt Oeltjen for the purchase of a 128K CoCo 3 for \$175USD, shipping included! While this might seem high, remarks on Matt's post indicate that CoCo 3s have been sold for \$300USD. I checked out the eBay store and they also have a CoCo 2 (Model# 26-3134) for \$65 and an ALTERA FPGA for \$55 (both USD). Check them out:

<https://www.ebay.com/str/naturalevolution>

Brian Goers asked about CAD software for PCB design. He is currently using DIP Trace. Some suggested KiCAD which seem to be popular among developers.



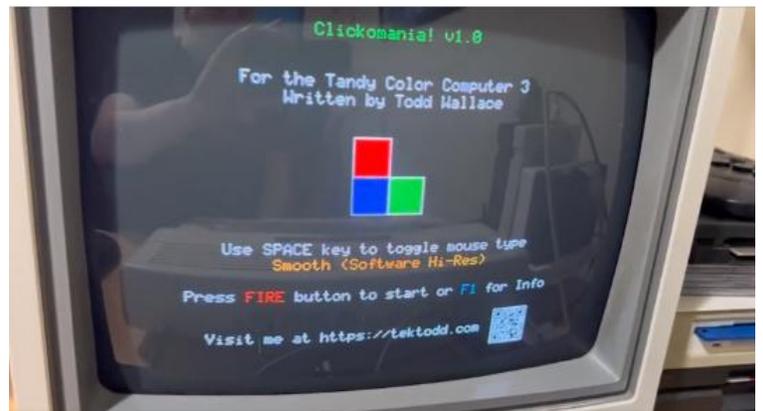
Andrew Ayers asked about a CoCo cartridge prototyping board. These were sold and were scarce; John Linville designed one and has it available through Mike Rowen. If you are interested in developing any electronics that can plug into the CoCo's cart slot, contact Mike Rowen at mike@cococrew.org. The (blurry) image is a screen cap of one of John's videos presenting his Game Master Cartridge.



CoCo PS/2



Mike Rayburn announced that his new product, the CoCo PS/2 is ready to be released into the wild! This is an adapter to connect an IBM PC joystick and a PS/2 mouse to the Color Computer. Mike will be posting more information about the CoCo PS/2 and will be selling them on eBay soon.



Tod Wallace is super happy that he finished his game for the CoCo 3. It is called Clickomania and Todd describes it as follows, "Clickomania was a popular block-removal style game back in the 90s written by Matthias Schüssler" Congratulations Todd! He is making the source and game available for download:

<https://tektodd.com/download/clickomania11.zip>

The ZIP file contains both source and executable.

People in Canada! Lend me your ears, or in this case your eyes. Fabian Rodriguez has started a Facebook group for CoCo users in Canada. If you are a CoConut that is north of the US border, then this group is for you!

<https://www.facebook.com/groups/cococanada>

Radio Shack Service Manual

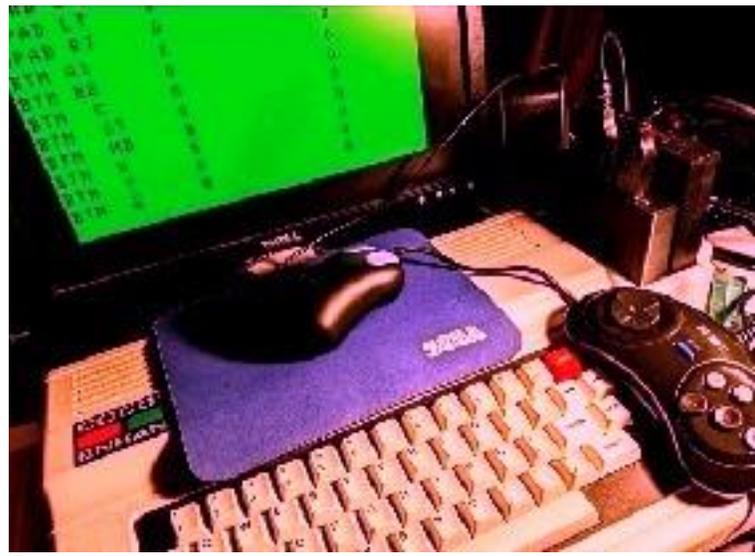


John P. Wesson enthusiastically shared that while on an archeological dig in his storage space, he came across a treasure trove of CoCo related documentation. This includes service manuals for the RS-232, CoCo 2, ADOS-3, and some others. He will be taking inventory and plans to donate these.

Running NitrOS-9 Ease Of Use on Xroar's IDE Controller

Michael Furman has been hard at work trying to get EOU (Ease of Use) NitrOS-9 to run on the XRoar emulator using the emulator's IDE controller. He enthusiastically reported success and shares some information about this:

https://youtu.be/uEGlpls_u2s
https://github.com/n6il/eou_ide



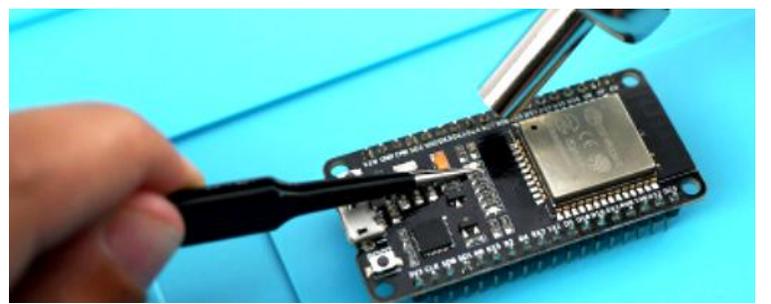
Sheldon McDonald was pleased to announce that the Sega Genesis gamepads can now be used with Ed Snider's CoCoPSG. The CoCo is able to recognize all the

gamepad's buttons. He also mentioned that the gamepad is hot-swappable and will be detected when it is plugged back in. With further tweaks and experimentation Sheldon got the Sega Genesis Hi-Res mouse to work. He is happy with the results. He posted a DSK image at the CoCo Discord Website.



Wordle, Cocodle and Colordle, oh my! The community has been busy, not solving Wordle, but creating clones that run on the CoCo! Rick Adams produced CoCodle and then Paul Ripke produced Colordle. Both authors shared DSK images on Facebook and are also available in the Color Computer Archive. Look for these dates: 2022/02/28 and 2022/04/04 in the Updates section.

<https://colorcomputerarchive.com/>



Looking to unsolder the microprocessor or any other through hole chip from the motherboard? Are you clipping each pin of the IC one by one, thus destroying it? (No matter if the IC is fried, but what if it isn't? Don Barber uses an interesting technique. He bought a heat gun from harbor Freight for \$8.97USD. He applied heat to the chip, being careful not to fry any nearby components and the chip just came out. Afterwards, he cleared the pads with a solder iron and solder sucker. Link below goes to the heat gun page so that anyone who does not have a Harbor Freight nearby can find a suitable substitute.

<https://tinyurl.com/3a2ubr28>

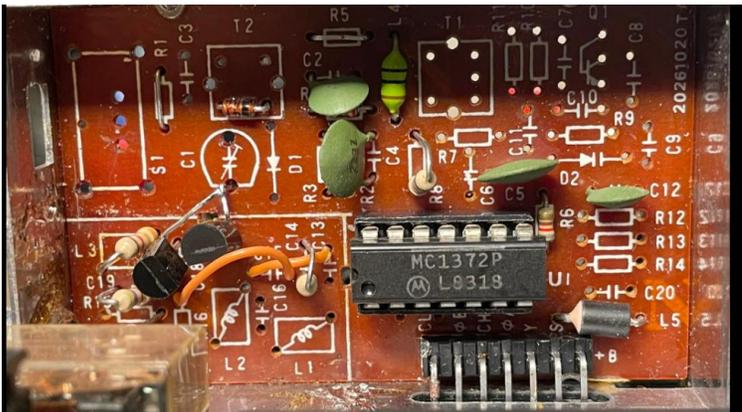
People in Canada! Lend me your ears, or in this case your eyes. Fabian Rodriguez has started a Facebook group for CoCo users in Canada. If you are a CoConut that is north of the US border, then this group is for you!

<https://www.facebook.com/groups/cococanada>



Anyone interested in 6809 assembly language? Not sure how to get started? Maybe this will help. William Gault provided a disk image (DSK file) of the original Radio Shack Disk EDTASM system. He posted the image on the Facebook group. This development product is also available on the Color Computer Archive:

<https://colorcomputerarchive.com/repo/Disks/Programming/>



Back to composite. Tony Ellis started a discussion about composite video out for the Color Computer. Someone asked about this circuit. The following video by ACs 8-Bit Zone was shared:

<https://youtu.be/tayGsz7Xs3A>

And a link:

<https://hackaday.io/project/7613-coco-1-composite-video-output>

A sneak peek at some of Ed Snider's collection. He apologizes because that's just the computers that he remembers off-hand:

Around 40-50 assorted CoCo 1s, 2s, and 3s.
8 or 9 MC10s.

At least 3 Fujitsu FM-7s.

2 Apple][+'s, a few //e's, 3 or 4 IIGs's.

128K, 512K macs, as well as a mac plus.

Also mac LC, IIsi, IICI, a few Quadras, and various Power Macs.

Some Commodores; Vic20, C64, C128, Plus4, C16...

Kaypro luggable.

Atari 800XL, and 3 ST's.

Original TRS-80.

Zilog MCZ system with ADM3A terminal and 8" drives.

IBM 5150 and also a PC XT.

Tandy 1000

TRS-80 model 100 portable.

At least 3 Mattel Aquarius systems.

Timex Sinclair.

A few Ti99/4a's and 2 PEBs with cards.

Sony Hitbit MSX.

Some Tano Dragons (3).

Numerous x86 systems.

An Amstrad CPC 464.

A bunch of hobby SBCs and S-100 stuff I've built.

Alas, no picture.

Brendan Donahue has been busy enhancing the functionality of his CoCoVGA product, this time with software. He augmented the CoCo's BASIC by adding extensions to the language specifically for the CoCoVGA. Although he is at Beta 0.1, he posted a DSK image of his work to the Facebook group. Added BASIC commands are the following:

- VRESET
- VPALETTE slot, red, green, blue, now
- VFONT font, lowercase, inversevideo
- VARTIFACT coloron, swap, mode
- VBORDER mode, quiet
- VLOADCHARS [address]
- VSCANLINES on
- VWIDTH width

Documentation is at the following link:

<http://cocovga.com/documentation/cocovga-basic-extension>

Rick Mansfield asked whether there was a book that recounted the CoCo's history. Luckily there is! Fabian Rodriguez responded with a link to an Open Library where some Color Computer and Radio Shack books are presented. Generally, this page only contains descriptions, but given the information provided, the book can easily be located.

<https://tinyurl.com/bdf5nbxj>

<https://colordle.vercel.app/>

TOP - DOWN

Sorry, no picture on the cover of this issue. Why? I don't know how! Instead we went back to the original template. It was the original cover made by a CoCo 2 in CoCo Font. Note the difference between then and now!

Club stats

We have 765 members, 607 accept our emails, and 158 don't. We have 27 OS-9 users, 117 IDE users, 36 David Keil emulator owners and 84 LogiCall owners.

HUNT THE WUMPUS is just one of hundreds of programs available for free in LogiCall.

The 29th Annual "Last" Chicago CoCoFEST! Recap

As we prepare to re-convene for our 30th event, here's a look back at the 29th (the first at our new venue in Elk Grove) to whet everyone's appetite:



In spite of challenges, vendor support rocked!



A candid discussion shot



Brian "The Music Man" Schubring and his setup



SO MANY AUCTION ITEMS!



Presentation Central



CoCoFEST! Goes Global!



CoCo 40th Birthday (belated)



CoCo on the Console!



Calendar of Events

by John Mark Mobley and Salvador Garcia
See our website's Calendar of Events:
<https://www.glensideccc.com/calendar/>

Glenside Color Computer Club, Inc. Business Meetings
April 21, May 19, June 16, 2022
Thursdays, 6:30 PM to 9:30 PM Central Daylight Time.
Zoom teleconferencing access is available via John Mark Mobley or Jim Brain. You can phone in.

Vintage Computer Festival (VCF) East

April 22-24, 2022
InfoAge Science and History Museums
2201 Marconi Road
Wall, NJ 07719 USA
<https://vcfed.org/events/vintage-computer-festival-east/>

Midwest Gaming Classic

April 29-May 1, 2022
Wisconsin Center
400 W. Wisconsin Avenue
Milwaukee, WI 53203 USA
<https://www.midwestgamingclassic.com/>

The 30th Annual "Last" Chicago CoCoFEST!

May 14 & 15, 2022
Tandy Color Computer Festival
Holiday Inn Chicago, Elk Grove Village, Illinois
1000 Busse Road
Elk Grove Village, IL 60007 USA
(Same location as 2021!)
<https://www.glensideccc.com/CoCoFEST/>

Southern-Fried Gaming Expo

July 15-17, 2022
Renaissance Atlanta Waverly Hotel & Convention Center
2450 Galleria Pkwy
Atlanta, GA 30339 USA
404.325.0000
<https://gameatl.com/>

Vintage Computer Festival (VCF) West

August 6-7, 2022
The Computer History Museum
1401 N. Shoreline Blvd.
Mountain View, CA 94043 USA
(650) 810-1010
<https://vcfed.org/events/vintage-computer-festival-west/>

Tandy Assembly

September 30 – October 2, 2022
Tandy Computer Festival
Courtyard by Marriott Springfield Downtown
100 S Fountain Ave
Springfield, OH 45502 USA
<http://www.tandyassembly.com/>

The 30th Annual "Last" Chicago CoCoFEST!



FREE Admission FREE

Here are the 5 "W's"

WHO? 1) Glenside Color Computer Club, Inc.
PRESENTS

WHAT? 2) The 30th Annual "Last" Chicago CoCoFEST!

WHEN? 3) May 14 & 15, 2022

(Sat. 8:30 am to midnight - Sun. 9 am-3 pm)

WHERE? 4) Holiday Inn Elk Grove Village, Illinois
1000 Busse Road
Elk Grove Village, IL 60007

(Same location as 2021!)

Overnight room rate:

\$99 & fees & taxes (\$111.87 Total for a King Sized room.)

Call 1-847-437-6010 for reservations.

You must ask for the Glenside "CoCoFEST!" rate by mentioning the group code "COF" when making your hotel reservation.

**>>> YOU MUST REGISTER UNDER "CoCoFEST!" <<<
>>> GROUP CODE "COF" TO GET THIS RATE <<<**

WHY? 5)

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: FREE 1st - FREE 2nd & more

For further information, general or exhibitor, contact:

Grant Leighty, GCCCI Tony Podraza, GCCCI

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Be sure to visit our Website to see up-to-date information on upcoming events.

<http://glensideccc.com>