

The Interface

“Taking 8-Bits Into The 21st Century”

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What We In KC Think Of The Commodore

The Best of the Best

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Newsletter of the Fresno Commodore User Group - Fresno, California
www.dickestel.com/fcug.htm



THE EDITOR'S GODZILLA

- by Lenard R. Roach

BIBLE COMPUTER GAMES VOLUME 2 vs. BIBLE BASICS (A side by side comparison)

In my quest to gather all, existing Bible software made for the Commodore 64 and 128, I started with a simple Google search by typing into the search bar, “Christian software for the Commodore 64,” and Google came across a book containing type-in Christian software for the Commodore as well as other computer formats of the era. Immediately, I ordered the book and anxiously waited for it to arrive in the mail. One week later, instead of the book I got an email from the online bookstore wanting to know if I had really ordered that book. They explained that the book did not have any modern PC programs in it and were making sure that I truly ordered it. I responded that I indeed ordered the book and that I owned a Commodore 64. With this confirmation, the awaited book, “Computer Bible Games Book 2” by J. Conrod was in my

mailbox a week after my communication with the bookstore, and I was ready to code the text into my C64 and then save the contents to a 5.25” disk. In two weeks of near sleepless nights (and driving with my eyes closed during work days... yikes!), I got all the programs coded into the computer and subsequently saved to disk.

“Computer Bible Games Book 2” is divided into four sections: 1. Bible Story Games, 2. Bible Books Scramble Games, 3. Bible People, Places, and Words Scramble; and Bible Memory Verse Games. Bible Books, Bible Scramble, and 4. Bible Memory Verses Games. All the games are tied together by a single menu with sub-menus to guide the user into each section's game listing. In this article, I will only highlight a few of these programs, with the hopes of writing a more extensive description of each game in future reports.

There are nine games in section one of the book: Noah's Ark, Manna From Heaven, the Quail Game, Moses' Rod, the Exodus Game, Daniel In The Lion's Den, Heavenly Mansions, Church Growth Game, and the Rapture Game. Sections two, three, and four also have nine games: Old Testament Books Scramble, New Testament Books Scramble, Bible Books Scramble Games (Old and New Testaments), Bible Characters Scramble, Bible Geography Scramble, Bible Vocabulary Scramble, Two-Player Bible Scramble, Old Testament Memory Verses, and New Testament Memory Verses. Each game is interesting in itself, but like most early development games created by home users on the Commodore 64 (note the book was

copyrighted 1982), they are all very juvenile-looking in design and could use some serious development into full-fledged Commodore games. The author has presented his material in such a manner that it makes the reader believe that these programs were finished games with no further need of development. When typing in these games, I took the programs at face value, but now I am disappointed at the results.

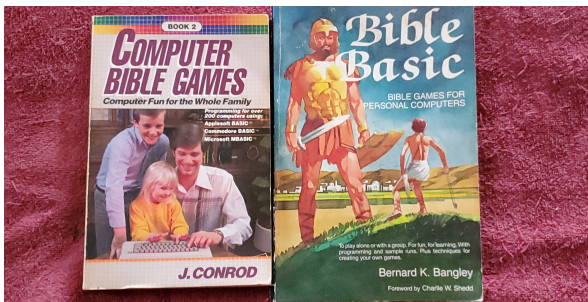
These programs worked on first run with few errors, but even with my limited BASIC knowledge (I know enough to get into trouble), I was able to find those errors in the malfunctioning programs and fix them. These games were obviously written in haste, because over half the games when fully coded in and run on the Commodore, only worked to a point before they crashed.

While working on coding all the text from "Computer Bible Games Book 2" into the Commodore 64, I took breaks to search for more Bible coding books. I stumbled upon a web upload of correction code that went to "Computer Bible Games Book 2." I printed off the page and made the proper code corrections in the programs listed as problems. These updates fixed only half of the games that previously crashed, so now only seventy-five percent of the games worked. It was time to call in reinforcements.

With the power of the Internet and the use of an SD2IEC Commodore to PC translation device, I sent the entire work to "Captain" Robert Bernardo of the Fresno (California) Commodore User Group. He did what fixes he could on his end which brought me closer to one hundred percent of the games working,

but even a person like Robert (whom I considered having more knowledge of BASIC programming than I did) had to call in for help, and that help came from the men and women of Atariage. Robert sent these programs off to them, and within a few weeks these wonderful coders had all the games fixed and working perfectly. I took the working games off the Internet and put them onto a 5.25 disk that I could run anytime on my Commodore 64. I demonstrated these games at one of the Commodore Los Angeles Super Shows (CLASS) and made mention over a YouTube broadcast that this was the only book that I could find for C64 Bible-based programs. I also made comment that the Christian game genre for the C64 was vague and limited. This set off a firestorm of emails and uploads of different Christian Commodore 64 games coming in from all over the world. Captain Bernardo was nice enough to gather each program sent to him and email them to me, for which I am grateful. Hopefully, we'll get to those programs in future articles, and believe me, there are a lot of them.

Over Robert's BIOSjebil channel on YouTube, a viewer of my presentation commented about another Christian-based BASIC Commodore coding book entitled, "Bible BASIC," written by Bernard K. Bangle. I thanked the viewer for the information and was immediately on the Internet, looking for a copy of the book which I found easily. A few dollars plus shipping costs later and "Bible BASIC" showed up in my mailbox.



Just like I did with “Bible Computer Games Book 2,” I went right away into my computer room and started coding in the programs found in the book. One month later (this time I got more sleep than I did with the previous type-in book), I had “Bible BASIC” coded in, and all the data saved to a 5.25” disk.

There are two sections of programs presented in the Table of Contents found in “Bible BASIC” -- a games section and an appendix section containing fun programs to display. There are twenty games in the games section: Starting At Calvary, Password: Shibboleth, Jacob's Ladder, Sheep and Goats, People Who Met Christ, Things In The Bible, Where Are We Now?, Bible Quiz Code, Which Book?, David and Goliath, Memory Verses, Twenty Questions, Who Was That?, Famous Bible Women, and Forty-Two Kings, Captive!, Seven Churches, The Perils of Paul, Bible Pairs, and Reverse Which Book?.

In the Appendix are five fun programs: Prize Routine, Ego Reward, Fruit of the Spirit Reward, Psychic Computer, and I Got Your Number. Each game is fun to play, and this book is much easier to understand and read since it appears that the author actually printed off the source code on a dot-matrix printer, had it photocopied, and then inserted it into the manuscript.

In this section, there was also a program specifically written for the Commodore VIC-20 called Audio Visual Reward. I didn't type it in due to my lack of a functioning VIC-20.

(To be continued in the next issue)



MONTHLY MEETING REPORTS

- by Robert Bernardo & Dick Estel

MARCH 2026

We had full attendance by all of our regulars for the first time in several months. These regulars were Robert Bernardo, Roger Van Pelt, Bruce Nieman, Dave Smith, and Dick Estel.

With one of the world's foremost Star Trek fans present (Robert) and all of us having enjoyed the franchise, talk naturally turned to a horseback fall recently suffered by William Shatner, Captain Kirk on the original series. Although he's scheduled for surgery in the near future, he has continued personal appearances. Those Starfleet Academy graduates really ARE tough!

Robert had showed the final cut of the 2026 Commodore Los Angeles Super Show commercial to the Southern California Commodore and Amiga Network group that he also belongs to. He was delighted to report that the showing was met with applause. The production is now live on YouTube at <https://www.youtube.com/watch?v=uEQj5AglNx4>. As Robert made comments about the commercial to SCCAN, filmmaker Jerold Kress whipped out his cellphone and video-recorded him. Since 2008, Jerold and his partner have been filming Robert's computer-related activities. Will we ever see an end result, a finished video?

A couple of weeks earlier Robert had set up a table at the Science Carnivale at Cal State Fresno. He had four vintage (or vintage-like) computers, with various games running. There were six chairs in front, and they were occupied non-stop by an endless series of kids, mostly under age 10. Robert had to help them understand the joystick at first, but all had a good time. Dick was there for a while, as was Robert's sister who lives in Fresno. Besides Robert's table, there were at least 20 demonstration tables of science, chemistry, physics and the like, all surrounded by eager and interested kids.

Bruce and Roger were undecided whether they were going to attend CLASS this year. If Bruce was not going to attend, how would Roger get to the show, Roger depending on someone to drive him to the venue at the Burbank VFW hall. For past shows, they had only come for one day, a Saturday.

With members leaving the meeting early, Robert and Roger were left to going through the presentations. Perhaps it was a good thing

the others had left; the computer hardware and software didn't want to cooperate. The Mega65, modern replica of the famous Commodore 65, didn't want to run programs off a newly-formatted microSD card. Robert followed the relatively intricate method of prepping the card. A regular FAT32 card off the shelf wouldn't do; it had to be formatted by the Mega65 so that certain M65 bits were placed on the card. Even after following the procedure, the card wouldn't run right. O.K., Robert tried a different method. He inserted the TeensyROM 64/128 cartridge into the Mega65's compatible cartridge port. The TeensyROM powered up correctly, showing its opening menu. However, whenever Robert tried to run a C64 game off of it, the Mega65 went into a running numbers as if it were scanning through its memory. Was it because Robert had not updated the Mega65's firmware to the newest version? Was that why it was incompatible?

Robert and Roger then went to the club C128 so that he could run some graphics rendering programs which ran in C128 mode. All that you'd have to do was LOAD and RUN the program, and an image would be rendered. None of the programs worked, not even a C64 version of the same rendered image. Robert and Roger tried every variation to get them to run. JiffyDOS off, JiffyDOS on, SD2IEC set to a different drive number... nope. Robert's guess was that because the club computer was only a flat C128 with 16K video RAM and didn't have the 64K video RAM that a C128D had, perhaps the programs needed that extra RAM. Robert decided that for the next meeting, he'd go for something simpler to demonstrate.

APRIL 2026

The April meeting was quite an event, with several guests on hand at the Panera Bread venue. Regular members in attendance were Robert Bernardo, Roger Van Pelt, Bruce Nieman, and Dick Estel. Former member Sanjiv Kapoor, who left the club before the turn of the century, made his second appearance after first visiting in December. And Kevin Staszko of Roseville (near Sacramento) made his second visit to our club to give a special demonstration.

Pre-meeting conversation ranged over a wide variety of topics. Robert had been watching a t.v. show, Finding Your Roots, which researched the ancestry of celebrities. He decided some celebrities were not worth the trouble. This led to input from everybody on their own ancestry. It seemed that everyone who participated had some German blood, except Robert whose ancestry was from the Philippines.

The Commodore LA Super Show (CLASS) is just around the corner, next weekend. For the first time in a couple of years, Bruce and Roger will not be going, both having other obligations. But Robert will bravely carry on with help from southern California Commodore and Amiga users.

When we moved to the hardware part of the meeting, the first thing was to test a TV that Sanjiv brought. His father had bought it at a yard sale, and although it looked very modern, it had actually had RF for picking up analog TV stations, in addition to a composite input. Sanjiv wanted to see if it could be used

as a composite monitor with a Commodore, and it passed the test with flying colors.

Kevin had brought with him an amazing cartridge, the BackBit Pro. From this one cartridge, the BackBit Pro let you play games and programs on 36+ vintage 8-bit computers and video game systems. Each platform required an adapter, which cost between \$10 and \$15. The cartridge was currently \$129.

<https://www.backbit.io/>



Programs are stored on a SD drive which plugged into the master cartridge. Kevin had created folders for each of the computers he uses. With the huge capacity of modern storage devices, he was able to save programs for all his computers onto a single unit. He displayed the cartridge working on Robert's C16, the club's C128 in C64 and C128 mode, his Plus/4, his VIC-20, and Robert's Ultimate 64. In fact, Robert was able to test two, new, Ray Carlsen Plus/4-C16 joystick adapters by running a joystick game from the BackBit Pro. (Kevin had packed away his Plus/4 with its 64K of memory. That left the C16 still set up. Kevin and Robert had to find a joystick game that would run in the 16K of Robert's C16. It took a while to find such a game.)

Kevin had to leave for the long drive back to Roseville. Robert and Roger continued the

meeting by showing off some of the newest C64 games and one new C128 game, all downloaded from itch.io . Most were run-and-jump platform-style games.

As they got halfway through the new games, they were joined by a newcomer, Joshua Mejia, a Fresno State student. He was extremely excited over seeing all the classic equipment, because he was writing a 2-hour screenplay which made use of such equipment. From what Robert could figure out from Joshua's screenplay description, classic equipment, like old Commodores, would be used in a dystopian future where today's modern technology was thrown out and people had reverted to old technology. Being that Robert had been an amateur filmmaker since 1970, he was extremely enthusiastic in hearing about Joshua's future production and his past production. Filmmaker discussing production with another filmmaker... both in agreement and both being sympathetic about getting a film developed. Robert showed his YouTube CLASS 2025 and CLASS 2026 commercials to Joshua, and Joshua referred to his past video production in which he had been a co-director. Also on YouTube, the video was the horror-comedy short, Like What You See? https://www.youtube.com/watch?v=Up_MM3nFTdw&t=7s

With Joshua watching intently, Robert and Roger showed off the capabilities of the Ultimate 64 and the C128. Roger demonstrated some of the programs he had on his SD2IEC. Robert demonstrated the TeensyROM cartridge plugged into the U64. In no time at all, Joshua was cruising through

the menus of applications in the TeensyROM. The meeting ran long, up to 6:30 p.m. when Robert had to leave. Even after all the equipment had been packed up and as Robert drove away, Roger and Joshua were still talking outside of Panera Bread.

Days later, Robert received a cellphone text message from Joshua. In the message was a photo of a completed FCUG member application with Joshua's information!

MY OTHER COMPUTER ADVENTURES

-by Dick Estel

Previously I wrote about my HOME computer adventures. Now I'd like to delve into my contact with and usage of computers at work. I'll skip past my childhood and teen year jobs which pre-dated the time of anything but huge government operated computers and start with my illustrious career in radio and TV broadcasting.

I worked at three different radio stations with no computer use by me or anyone else. After six months active duty in the California National Guard (no contact with computers there either), I went to work for a TV station in Bakersfield CA in March 1963. Like every broadcast station in America, KLYD-TV produced a daily log, a listing of every scheduled program, commercial, public service announcement, and anything else, followed faithfully by the engineers, disk jockeys, directors, etc.. As the broadcast day progressed, the time of each event was noted

along with any unusual happenings (tape breaking in the middle of a commercial, loss of signal, etc.).

The log was typed the old-fashioned way by a clerical worker (always female) known as the Traffic Manager. Copies were made for the film editor, engineer, director, and anyone else involved. The log was produced on a typewriter at KLYD as well as at my second TV station, KBAK.

In 1966 I moved to Fresno and went to work at the then ABC station, KJEO Channel 47. Here my work computer adventures began, although my involvement was very limited. Two ladies handled traffic, providing lists of times when commercial time could be sold, producing the daily log and doing miscellaneous other duties.

When there was an ad buy, Mary and Armen entered the advertiser name, commercial length, and time on a machine that produced IBM punch cards (you've probably seen them – about six by three inches, with little holes punched here and there). These cards were stacked in the proper order and placed in a machine that read each card and printed out the daily log on fan-fold paper with pages that were about 16 by 12 inches.

When my time at this station ended, I worked for a little less than a year at KSBW in Salinas. Here I saw, but again was not really involved with, a real computer, probably what we would consider a small mainframe. It worked with what I recall as 2-inch tape and was used for billing and record keeping, and I'm not sure what else.

My broadcasting career ended, and I went to work at what I consider my "real" career at the Fresno County Department of Social Services, then called the Welfare Department. This was also the beginning of my real work-related computer adventures.

All record-keeping and welfare payments were controlled through a dedicated program called the Case Data System, maintained on the county's mysterious main frame computer housed in the elusive Computer Services Department. Eligibility workers, charged with determining whether people qualified for benefits and the amounts they should receive, never touched an actual computer or even a dumb terminal. Instead we made entries on a specially-designed form, always in red ink. We could establish or discontinue a case or an individual, authorize the amount of cash welfare payments and Food Stamps, and generate the legally mandated notices to the clients regarding their benefits. The form then went to a quality assurance clerk who checked it for obvious errors and then sent it on to a room full of data entry operators who typed the actual information on a computer terminal. If we wanted to check to see if a family or an individual were active in a case, we would ask a clerk who would look up the information via a dumb terminal.

Eventually, a few desktop computers began to appear here and there. These ran directly on MS-DOS, not Windows, and were still operated only by clerical staff. But the inevitable transition had begun and could not be stopped. After I had been a supervisor for a few years, Windows PC's were issued to supervisors, and we made use of an internal

email system. This led to the time when all staff had PC's, and case actions were carried out directly on the computer. We still used the Case Data System via a special program that allowed entries directly from individual computers.

The computer age had arrived in the County of Fresno.



ON THE ROAD - FRESNO STATE SCIENCE CARNIVALE

by Robert Bernardo

The university student offered to help carry my computer equipment to the exhibit table.

Curious about all the equipment, he asked “Are you a professor in computer sciences here at the university?”

“No, I’m a retired middle school English teacher,” I replied.

“That’s crazy!” he answered.

Ha, fooled another person! Though I’ve used Commodore computers since 1984 and Amiga

computers since 1995, and use a 2008 iMac in my video-editing, I’m not an expert in technology. However, when people see me bring in classic computers to a show, they think I know everything. This was the case on February 28 when I came to the Science Carnivale at California State University, Fresno.

Late in 2025, I discovered that Fresno State had had a mini-Maker Faire earlier in the year. I’d participated in / organized classic computer exhibits at Maker Faires since the mid-2010’s, and I thought that if the university were to have Maker Faire in 2026, I would apply for an exhibit under the name, Classic Fresno Area Computers! (CFAC!). With 2025 contact information I found, I sent off an e-mail to whom I thought would be in charge of a 2026 Fresno State Maker Faire. After a few days, I had an answer. There was to be no 2026 Fresno State Maker Faire; in 2025, they had the funds for it; in 2026, they had no funds. I was disappointed. However, my contact thought that the Science & Math departments might have a science event in the spring. She gave another contact in those departments, and I sent off an e-mail asking whether I could exhibit classic computers at that event. No word came back. Was my exhibit unacceptable? Did I apply too late?

Then almost exactly 2 weeks before the Science Carnivale was to begin, I got the e-mail that the CFAC! exhibit had been accepted! Whoa, that was cutting it close! Their requirements for an exhibit were sketchy; in other words, I had telling them what I needed – at least an 8-foot table, 12 chairs, access to an electrical outlet, and after finding out I was not in a room, something to shade the computer monitors from the sunlight outdoors. After a few days without answer, finally I got a response – all my requests were accepted!

I went to the Science Carnivale, not knowing what to expect. The show was to begin at noon and end at 2:30. Not too much time to show off the computers. I arrived at 10 a.m., and because it was a Saturday, all the parking lots on the campus were nearly empty. I found the parking lot near the Science II courtyard, the place where the Carnivale was to happen. All the fold-out tables were set up inside and a few outside of the courtyard. I was one of the first exhibitors to show up. With the assistance of the university student mentioned above and a few of his friends, I was able to get all 4 computer systems, accessories, and cables on my table in about 20 minutes. It didn't seem that the electrical outlet on the nearby exterior wall was working. Fortunately, a classroom near my table was open, and I strung my extension cord to a working outlet inside that room. Though the table was partially under a building overhang and thus partially shaded, there was still too much sunlight shining down on the monitors. However, a university equipment manager came around and brought in a movable awning to shade the rest of my table. My table was only one of two that had such awnings.

There were many university student helpers walking around, checking on each exhibit table. I asked where the exhibitors' registration area was, and a helper pointed down a passageway leading to an interior room. I walked to the area, identified myself, and was given a couple of inkstamps with which to stamp each attendee's paper (a filled page of stamps meant the attendee would get some kind of benefit). Each exhibitor got some freebies, too; I picked up a can of soda and a couple of small bags of chips. Bonus! I was not given any kind of official exhibitor's badge, but I had brought a Maker Faire badge to hang around my neck. Now I was official!

I had four computer systems on exhibit. From left to right, an Atari 520ST with external disk drive, an Ultimate 64, an Amiga 1200, and an AmigaOne A1222+. There was just enough table space for me to put up the standees which had a specification's sheet for each computer. I tried to anticipate which program would entertain the crowds the most. By the end of the show, the Atari 520ST was running Mario World, the Ultimate 64 was running the every popular Super Mario Bros., and the A1222+ was running a PacMan clone. I only had the A1200 on program rotation, i.e., I was trying to find a game that would continually please the crowds but couldn't find just one.

By the time noon rolled around, I had the exhibit table ready but just barely in time. One of my first visitors was Bob Burns, 1983-1986 Commodore Amiga software engineer, who had a few minutes to come to the show before returning to another function he had in Fresno. I was so honored to have him visit the table. I explained the computers to him, but he didn't know the new-fangled A1222+. If only he could have stayed longer at the table...



I had extended an invitation for all FCUG members to join me at the table. I forget who was first at the table, FCUG treasurer Dick Estel or my sister Marcia who came in from north Fresno. I greatly appreciated that they had come to keep me company at the table. Dick would tell me stories in the few moments we took breaks from the attendees. When not sitting with me, Dick would stamp the papers that each attendee had. Marcia would take photos and helped me watch over the attendees coming up to the table.



Speaking of the attendees, I was surprised that attendance was light at noon. By 12:30, it was still light. By 1 p.m., the crowds were rushing my exhibit table and continually kept coming until closing time. I was surprised that there were so many children under 10 years old and so many parents who had come along; I was just expecting high school students and college students, like I'd seen at Rocklin Maker Faire (held at Sierra Community College in Rocklin northeast of Sacramento). Hundreds and hundreds of children and parents! And this was not a school day... no field trip from the classroom... no school buses coming in. They had all come in their own cars.

I constantly tended the computers and the attendees. If the computers froze, I had to restart them and their programs. If the children didn't know how to play the games, I had to give them hints. If the adults didn't know the history of the computers, I had to inform them. "You have to

wait for the disk to load." "Yes, Super Mario is set for two players right now. This joystick controls Mario. This joystick controls Luigi." "None of these computers is an emulator. They are real."

There were the usual comments from the adults. "How do you keep these running?" "I haven't seen this in years." "What year did this computer come out?" "I used to program on this." And there were my usual answers. "Once you get them fixed, they're pretty reliable." "You can get one again." "This one came out in 1982, this one in 1985, that one in 1992, and that one in 2024." "You can get back into creating programs on it."

The day was sunny, the temperature about 80. I was in the shade, but I was getting warmer and warmer. I was perspiring. What was happening? I surmised that the humidity was high. I had to take a break. I left Dick and Marcia to watch over the table while I went into the Science building to go the restroom and to find a water fountain. The air-conditioning was cool, and it dehumidified the building. Some of the ground floor classrooms were open, and I could see that some professors were talking to parents and children.



When I returned to my exhibit table, all was going well. Dick had to leave, but Marcia stayed until the end. A long line of attendees was at the table across the sidewalk from us. Marcia told me that free ice cream was being given out! Wow, that is

a way to get the children interested in STEM (Science, Technology, Engineering, Mathematics)!



2:30 and it was the end of the show. However, there were still children playing on the computers at my table. How could I tell them to stop? Marcia had an idea; as soon as a child left a computer vacant, that was time to turn it off and disassemble it. Ingenious! The idea worked. One by one, I was able to turn off the computers without forcing anyone from them. Marcia helped in the disassembly and repacking of the equipment. Everything was packed into my car in 45 minutes, half the time if I were to have done it myself. Still, we were the last to leave the tables. All the other exhibitors had left earlier, because they didn't have as much stuff to put away.

It had been a good event. I was satisfied that the crowd had enjoyed the computers; I didn't have any major problems with the computers. I went to visit my sister Marcia at her house before I left the city. Little did I know that we had been filmed. Dick informed me that we had been on the t.v. evening news. I searched the Fresno t.v. station websites and discovered that Action News 30, the ABC affiliate, had been responsible for filming us. I didn't find video from their 6 p.m. news broadcast, but I found our table on the 11 p.m. broadcast. The report basically interviewed the Dean of Science and Mathematics and showed quick scenes of the various tables. The CFAC! table had about 2 seconds in the report; in one

shot, I was hovering over the attendees at the computers. My relatives captured the video before it was erased off the news website. They sent me the video, and I placed it at my blog. See it at the bottom of

<http://blog.retro-link.com/2026/03/commodore-amiga-at-fresno-state-science.html>

(Robert Bernardo has been exhibiting computers since the early 2000's. He has exhibited at various shows and clubs, like the Classic Gaming Expo, Maker Faires, Vintage Computer Festivals, Commodore Vegas Expo, Pacific Commodore Expo NW, Commodore Los Angeles Super Show, Netherlands Commodore Show, Amiwest Show, Melbourne Amiga User Group, Brisbane Amiga User Group, Amiga North Thames, and The Other Group of Amigoids. He exhibits under the banner of Fresno Commodore User Group, Southern California Commodore & Amiga Network, or the Classic ___ Computers! (Classic Los Angeles Computers!, Classic Fresno Area Computers!, Classic Sacramento Area Computers!, Classic Bay Area Computers!).

ON THE COVER

Out of the dryer and ready to wear, the latest Commodore shirts from Tim Montee of Monteegraphix expresses how we in Kansas City feel about the Commodore computer. Check out Tim's other Commodore wares at: www.teepublic.com/user/monteegraphix

Club Officers

Officers and Keypersons

President Robert Bernardo
 Vice-president Roger Van Pelt
 Secretary/Treasurer Dick Estel
 The Interface Editor Lenard Roach
 Librarian Roger Van Pelt
 Club equipment Roger Van Pelt
 Meeting place reservation Dick Estel

-The Small Print-

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

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

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articles, tips, or ideas for articles.

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Our disk library contains over 3,000 public domain programs for the C64 and C128. Members are entitled to copies of these disks at no cost if a blank disk is provided. We do not deal with pirated, copyrighted, violent, or obscene programs. Please call our attention to any programs found in our library which may violate these standards.