



# MCCC News



Fort Worth

October 2016

Dallas

## The National Videogame Museum

Most of us who own Amigas have, at one time or another, been interested in video games. We've played them on our C64s, our Amigas and sometimes on various other consoles. Since that is the case, I thought I should point out that The National Videogame Museum is in located in our Metroplex... to be specific: Frisco. From their website:

Our mission is fairly straightforward and simple: To preserve the history of the videogame industry by archiving not only the physical artifacts, but also the information and stories behind its creation.

Videogames have been around in one form or another since the 1950s and many of the people who first decided to combine interactive entertainment with a graphical display such as a monitor or a TV set have passed-away. In some cases, the stories these people had to tell are lost forever or only live on in sec-

ond or third hand renditions. Rescuing the physical artifacts left behind can be difficult enough—making sense of passed-on stories can be next to impossible.

The goal of the National Videogame Museum is to document, **FIRST HAND**, as much information about the creation and evolution of the videogame industry as possible and preserve as many physical artifacts as possible for generations to come. The vast majority of the people who created the videogame industry had no idea how enormous it would become and therefore never really saw much importance in what they were doing. The founder of Atari, Nolan Bushnell, felt he was creating something huge and saw videogames as having the potential to become a "bil-

lion dollar business." There are individual GAMES that make that much today.

Lastly, we will present the information and as many of the physical artifacts as possible to the public in an entertaining and informative way. Videogames are meant to be played and that is the underlying thought behind each and every exhibit in the museum. This means that we will do everything in our power to allow museum patrons the opportunity to actually PLAY as many games as possible during their visit to the National Videogame Museum.

The location is:  
8004 North Dallas Parkway  
Frisco, TX 75034

Ticket prices are as follows:

- \$12 (general admission)
- \$10 (ages 10 and under)
- \$10 (Senior Citizens, Educators and active Military. Must present valid ID at time of purchase.)
- Ages 3 and under are free.

Check out their website for more info:  
<http://www.nvmusa.org/>.

...Bill Raecke



# C64 Still Running Auto Shop in Poland

We need to learn a lesson about needless consumerism from this auto repair shop in Gdansk, Poland. Because it still uses a Commodore 64 to run its operations. Yes, the same Commodore 64 released 34 years ago that clocked in at 1 MHz and had 64 kilobytes of RAM. It came out in 1982, was discontinued in 1994, but it's still used to run

a freaking company in 2016. That's awesome.

To be sure, small businesses around the world often use technology that's a bit more outdated than what the rest of us use in our daily lives but damn, flexing a Commodore 64 for work in a time when babies are given smartphones before pacifiers is pretty damn bad ass.

Here's what Commodore USA's Facebook page wrote regarding the computer:

This C64C used by a small auto repair shop for balancing drive-

shafts has been working non-stop for over 25 years! And despite surviving a flood it is still going...

I know where I'm going if my car ever breaks down in Poland.

...<http://sploid.gizmodo.com/this-old-ass-commodore-64-is-still-being-used-to-run-an-1787196319>



## October Calendar

October 3 — MCCC Chapter Meeting  
7:00 PM — Grand Prairie Airport  
3116 S. Great Southwest Parkway, Grand Prairie

October 3 — Board of Director's Meeting  
Approximately 9:00 PM — Location TBD

October 30 — Newsletter Deadline — 8:00 AM

MCCC 2507 Tamaron Cove Cedar Hill, Texas 75104  
<http://www.amigamccc.org>