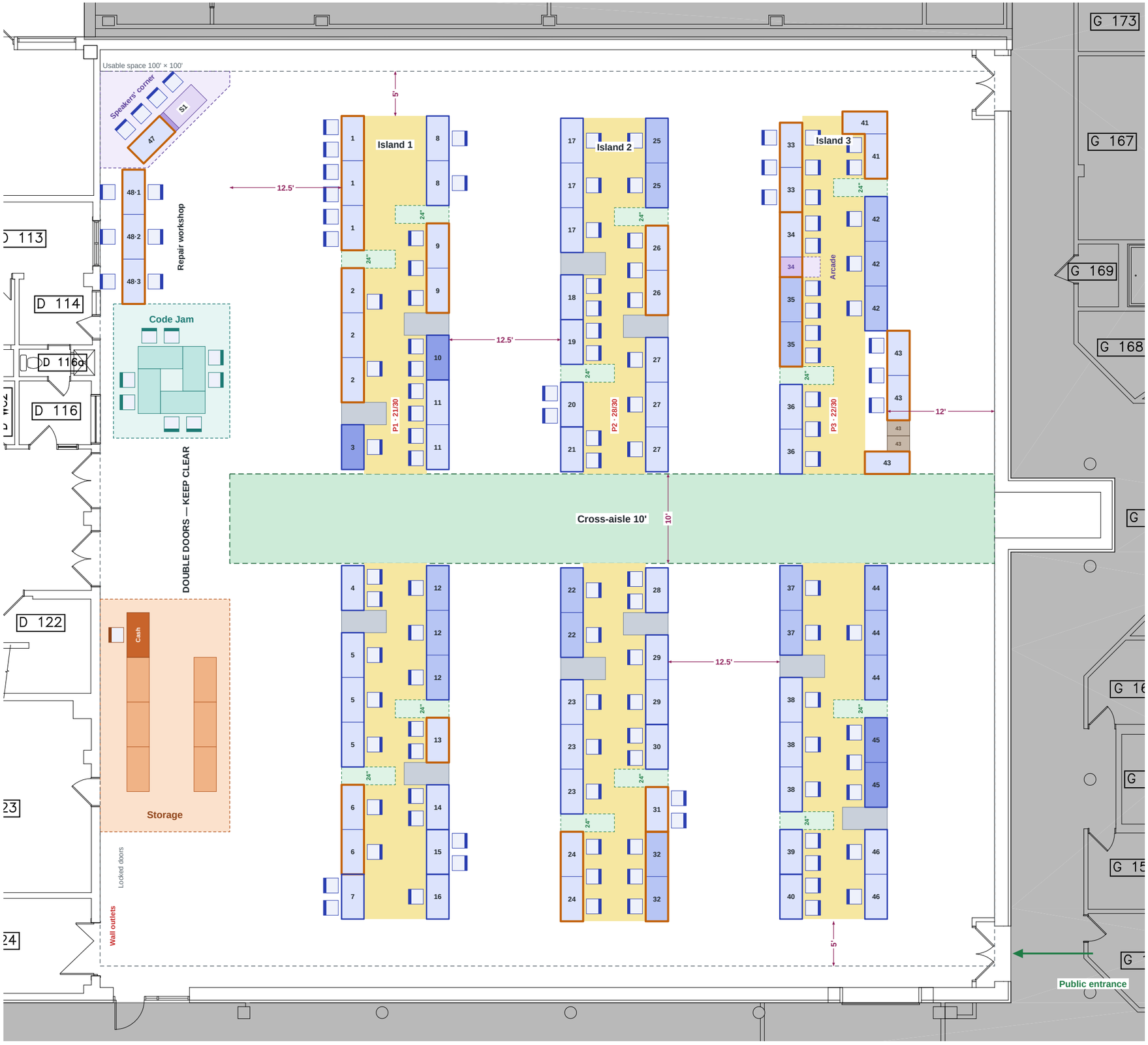


Room D 121 · VCF Montréal 2.0

V62 · 2026-10-28

Booth floor plan

3 islands of 12' — one 10' cross-aisle

VARIANT A RETAINED

Booths	48: 37 exhibitors, 8 vendors, 3 creators
Tables	111 of 5' × 2.5', of 200: 99 for the booths (88 allocated, 1 on top, 10 shared dividers), 12 for storage, speakers, Code Jam
Chairs	134 of 400: 123 for the booths (22 on the visitor side), 11 for storage, speakers, Code Jam; only 2 fit per 5' table
Speakers	1 table for 2 of the 8 in person, 2 per table, plus LGR Greets — across the north-west corner
Islands	3 back-to-back, 12' deep, rows of 90' in blocks of 40' + 40'
Cross-aisles	10', full width of the room, cutting all three islands
24" gaps	12, opened only where a row carries more than 5 exhibitor tables. Each opens ONE row, so none can be walked through
Aisles	12.5' along the storage, 12.5' between islands, 12' east, 5' at both ends
Exhibitor space	7' back to back (9' on V7), ~3' behind a seated chair; 0 dividers laid flat and 0 offset by a 24" gap, so none face each other
Exposed backs	1.2' behind a hole wider than 24"
Power	3 ceiling-fed panels of 30 circuits (21 + 28 + 22) against the cross-aisle: one cable crossing per island, under a rubber cover. Booths 47 and 48: 4 circuits on wall outlets.
Spare	7.8' left over 12 rows, largest gap 2': no room for another booth — one table needs 7.5' in a single row

Retained on 2026-10-02 (Nicolas): with the 41st registration, C (Rick's pick of 2026-09-24) no longer places every booth. A 10' cross-aisle instead of 14': blocks of 40', the longest walk to a real aisle, but far more spare frontage than C.

- Exhibitor booth
- Creator booth
- Chair, 20" to scale
- Arcade cabinet + clearance
- 24" gap, one row only
- Exhibitor's own racks
- Storage: sales desk
- Speaker table, up to 2
- Usable space 100' × 100'
- Vendor booth
- Special request (last page)
- Exhibitor space
- Cross-aisle, full width
- Divider, shared (flat if facing one)
- Storage: equipment
- Code Jam table
- Public entrance
- Dimension in feet

The 48 booths

1	Griefenbunker LAN Party	*Ashley Hakker*	(3t)•
2	Land of the Portables	*Christian Molson*	(3t)•
3	Theseus Notebooks	*Min Choi*	(1t)
4	1Bit Fever Dreams	*Michaël Juneau*	(1t)
5	Applegui	*Chris Rupnik*	(3t)
6	MacPB	*Paul Bernard*	(2t)•
7	Premiers jeux d'ordinateur québécois	*Louis Rousseau*	(1t)
8	Amiga - still making it possible	*Rémi Veilleux*	(2t)
9	One Maybe Two Retro	*Aaron Middleton*	(2t)•
10	FACTOR OF MATT	*Matthew Desmond*	(1t)
11	C64 PAL demos and Transmission64	*John Hammarberg*	(2t)
12	2V Technologies	*Laurence Frenette-Degorgue*	(3t)
13	THE TELETEXT	*Dimitri Papadopoulos*	(1t)•
14	NABU.CA - The NABU Network	*Leo Binkowski*	(1t)
15	Texas Instruments Home Computer	*Gary Bowser*	(1t)
16	GalaxieMan	*Jean-Pierre Lessard*	(1t)
17	Early British Personal Computing – Sinclair/Timex, Amstrad, Acorn/…	*Andrew Bocchicchio*	(3t)
18	GameTank - Homebrew 8 Bit Console	*Clyde Shaffer*	(1t)
19	Mizuki Mobile	*Guillaume Deroy*	(1t)
20	Gemstone Warrior', a Canadian game!	*André Mantha*	(1t)
21	Les machines IBM	*Olivier Desautels-Lavoie*	(1t)
22	From bagde to Bios	*francois lapointe*	(2t)
23	Gopher It: The Internet for Vintage Machines	*Sébastien Bariteau*	(3t)
24	Retro NetBSD	*Michael Parker*	(2t)•
25	PC Games Vault	*Éric Tougas*	(2t)
26	Industrial vs Home computer	*Francois Lanciault*	(2t)•
27	Planet of Stuff presents: Before the Laptop — Portable Computing &…	*Kirk Nicholson*	(3t)
28	Sega Saturn	*Daniel Lamothe*	(1t)
29	The Band.	*Ze Cahue Machado*	(2t)
30	MCGM & celgen studios colab	*adrian stoness*	(1t)
31	Legendary Failure?	*Noah Leon*	(1t)•
32	Retronix	*John Pericos*	(2t)•
33	From Mystery House to Colossal Cave: Adventure Gaming Then & …	*Marcus Mera*	(2t)•
34	Arcade et ordinateur	*Philippe Thibault*	(1t)•
35	CANADIAN RETRO WAREZ	*VINCE GIANNINI*	(2t)•
36	Dial-up/Networking	*Matthieu Yiptong*	(2t)
37	A2_Games	*Stephane Racle*	(2t)
38	JoSeph Weisbecker Computers	*Josh Bensadon*	(3t)
39	Retronic Design	*Francis Gradel*	(1t)
40	Commodore 64	*Marc Lafrenière*	(1t)
41	Canadian Computers / Ordinateurs Canadiens	*Pierre Renaud*	(2t)•
42	Private vendor / old IT/electronic equipment	*Justin Derrick*	(3t)
43	A Snapshot of the Foulab Museum	*Jake Hoppenheim*	(3t)•
44	A range of small Apple, Commodore and Tandy/Radio Shack syste…	*Dan Cohoe*	(3t)
45	Porta-Coco	*Mark Pacan*	(2t)
46	Have You Played Atari Today?	*Daryl Richards*	(2t)
47	LGR Greets	*Clint Basinger*	(1t)•
48	History of Portable Gaming	*Pierre-Armand Lalonde*	(3t)•

Scale 1:133 on 17 × 11". Usable space of 100' × 100' centred in the room. Numbers refer to the list above; • = special request, detailed on the last page. Tables are 60" × 30".