Vintage Computer Festival Montréal 2026

Vintage Computer Festival



PLATFORM WARS

EPISODE 1977
A CONSUMER HOPE

It is a period of personal computing.
Once available only to corporations,
universities, and skilled hobbyists,
computers are entering a new era.

Program Guide

Schedule



Saturday, November 7



Christine Finn
Archaeologist & Author of Artifacts: An Archaeologist's Year in Silicon Valley
9:15 - 10:05
Her book, Artifacts: An Archaeologist's Year in Silicon Valley (MIT Press, 2001), applies an archaeological perspective to Silicon Valley's material culture at the turn of the millennium, tracing how computers move from useful tools to discarded objects and eventually collectors' items—and what this reveals about our digital waste. She studied at Oxford, earning a BA in Archaeology-Anthropology and a PhD on the link between archaeology and poetry. Her research was published as Past Poetic (Duckworth, 2004). She also presents programs and reports for the BBC and contributes to The Times of London.



Tom Jennings
Computer Pioneer and Technological Artist
10:15 - 11:05
For over five decades, Tom Jennings has been making things—mostly physical, almost always intertwined with software, and often with a social dimension. After starting out with an SWTPC 6800 kit in the 1970s and a stint designing onboard data systems for deep-sea operations using Data General Nova computers. He landed at Phoenix Software Associates, where his work led to the development of a portable BIOS ROM compatible with IBM Pcs.

After settling in San Francisco in 1983, Tom Jennings began developing the Fido BBS software, which evolved into FidoNet in 1984. At its peak, FidoNet connected 35,000 systems and half a million users across 100 countries. It was built on anarchist principles and open standards. He later turned an early shared Internet connection into a venture called The Little Garden, incorporated as TLGNet Inc.

Based in Los Angeles, he dedicated himself to socially engaged technological sculptures, earned a Master of Fine Arts (MFA) from UC Irvine's Arts Computation Engineering program in 2010 and taught in the Art and Technology department at CalArts until his retirement in 2019. Today, he is free to create any unusual little thing he likes—currently the Friendly fZ80 MP/M Computer.







Team ReBoot ReWind
Restored Original ReBoot Master Tapes — Vancouver, BC
11:15 - 12:45
[Lunch Break 12:45 - 13:30]
Continues 13:30 - 15:00
In December 2023, Jacob Weldon and Raquel Lin joined forces with Mark Westhaver and Bryan Baker. Together, they launched a social media campaign to find equipment capable of playing the tapes and began the preservation project. Over the past two years, Mark has been responsible for repairing and maintaining the D-1 VTRs and capturing the 260+ tapes that comprise the ReBoot archive; Jacob has compiled a complete inventory of the media and meticulously examined every frame for defects; and Bryan has created the video post-processing pipeline to clean up all the footage. By May 2026, all the master tapes for the series had been backed up; only a few tapes of additional material remained to be transferred, and post-processing was nearly complete. The project's goal is to deliver the media to Mainframe Studios for distribution on physical media and digital platforms.

Jacob Weldon — Co-director, co-producer, and editor of the documentary ReBoot ReWind. He is from Vancouver and works as an editor in the film industry.

Mark Westhaver — A vintage gear expert of his generation. He is a self-taught expert in period video and computer standards, possessing invaluable knowledge of the preservation, maintenance, and recovery of magnetic media. He owns and operates Disappearing Inc.

Bryan Baker — A control and automation specialist by day, a coding wizard by night. A key figure in the ReBoot communities since the mid-2000s, he develops algorithms adapted to the pixel-perfect processing of video signals in order to restore poorly transferred or poorly captured sequences.

Jason Scott



Free-Range Archivist — Internet Archive

15:10 - 16:00

As the Internet Archive's free-range archivist, Jason Scott has been involved in many of its projects over the years, including The Emularity, which allows users to play emulated games and run emulated software directly in their browsers. He has also overseen millions of uploads related to computing history, as well as a ten-year effort to save and digitize a collection of 13,000 manuals for measuring instruments that were at risk of being lost. He is a co-founder of Archive Team, an organization of activist archivists, and the founder and maintainer of TEXTFILES.COM, a collection dedicated to the history of BBSs. He has made several documentaries and has had many friends and enemies.

Dave Plummer



Creator of Windows Task Manager; host of the Dave's Garage YouTube channel.

16:10 - 17:00

Born in Regina, Saskatchewan, in 1968, Dave Plummer joined Microsoft in 1993 and contributed several parts of Windows that millions of people use without knowing who wrote them: the Task Manager, ZIP-file support, and the port of Space Cadet Pinball to Windows NT. He is also responsible for HyperCache for the Amiga and holds six software-engineering patents. He now recounts behind-the-scenes stories from those years on his YouTube channels, Dave's Garage and Dave's Attic.

Sunday, November 8

Gary Bowser (GaryOPA)



Texas Instruments TI-99/4A Pioneer — Oasis Pensive Abacutors / OPA Phoenix Technologies

9:15 - 10:05

Born in Montreal in 1969, Gary Bowser — GaryOPA in the community — is a hardware and software developer and digital design engineer with over forty years of experience in embedded electronics and low-level assembly. Through his companies Oasis Pensive Abacutors and OPA Phoenix Technologies, he designs modern solutions for vintage machines: primarily the Texas Instruments TI-99/4A, but also the MSX, ColecoVision/Adam, and NABU. Now retired and living in Toronto, he has turned his home into a laboratory for late-1970s and early-1980s hardware. He uses it to design and test projects such as memory cards, floppy-disk controllers, and homemade cartridges. He is also releasing code for his older commercial software for the TI-99/4A. He develops in the old-fashioned way on original hardware while leveraging today's AI tools, hoping to bring a new generation to retrocomputing.

No talks

10:15 - 11:05

Leo Binkowski



Game Developer and later Director of Content at NABU

11:15 - 12:05

Leo Binkowski is one of the original programmers of the NABU Network in Canada. In 1982, fresh out of high school, he was told that "people who play video games should make them." And so he did. Leo developed games and software for NABU before becoming its Director of Content Development. More than forty years later, he is helping to preserve and restore NABU's software, hardware, source code, and stories for a new generation of retro computing enthusiasts.

Ken & Roberta Williams (with Al Lowe)



Co-founders of Sierra On-Line

13:00 - 14:30 - Vidéoconférence

Ken and Roberta Williams co-founded On-Line Systems in 1979, which was renamed Sierra On-Line in 1982. They grew the company to nearly 1,000 employees before selling it to CUC International in 1996 for approximately $1.06 billion in stock. Roberta, nicknamed the "Queen of Adventure Games," is the creator of Mystery House (1980, the first graphic adventure game in history), the King's Quest series, and Phantasmagoria (1995)—and received the GDC Pioneer Award in 2020. Ken, who helped build Sierra On-Line into a major game publisher, is the author of Not All Fairy Tales Have Happy Endings (2020). The duo is back in the industry with Colossal Cave 3D.

Continued...

Al Lowe
Creator of Leisure Suit Larry — Sierra Online
For 16 years at Sierra, Al Lowe was the lead programmer on King's Quest III and Police Quest I before creating the cult classic Leisure Suit Larry series, one of the most recognizable franchises of the golden age of adventure games. A former music teacher turned developer, he also composed the music for numerous Sierra games and designed Freddy Pharkas and Torin's Passage.





Consignment



Saturday, November 7, 2026: 11:00 AM – 5:00 PM
Sunday, November 8, 2026: 10:00 AM – 3:00 PM

WHAT'S CONSIGNMENT ALL ABOUT?

The consignment area at VCF Montréal isn't just a place to buy and sell — it's where vintage computing comes alive.

A Marketplace of History: Explore and trade vintage computing hardware, software, and memorabilia in a retail-style environment. Anyone can sell items through VCF Montréal's consignment service. Many attendees offset a significant portion of their event costs by selling items from their collections.

Sell with Ease: Sellers enter their items in advance using the Consignment System. Volunteers operate the point-of-sale system for fast and smooth transactions.

Support the Mission: CVCFED retains a percentage of each sale to support preservation, outreach, and educational activities. The remaining proceeds go to the seller.

Free Pile: Donate useful items without registering them in the system. Unclaimed items must be taken back by the end of the event. Notify a volunteer if you move an item from consignment to the Free Pile.

Wrap-Up: At the end of the event, sellers receive their net proceeds and must retrieve any unsold items.

Access the consignment system:

CONSIGNMENT HOURS

Saturday, November 7, 2026: 11:00 AM – 5:00 PM
Sunday, November 8, 2026: 10:00 AM – 3:00 PM

TIPS FOR BUYERS

All sales are made at the price listed in the point-of-sale system.

Exhibitors



VCF exhibitors put amazing effort into displaying their favourite historic computing systems. Be sure to visit them all, ask questions, play, learn, tweet, and take lots of pictures! Perhaps you'll be inspired to exhibit your own pride and joy at VCF Montréal 2027.

Chris Rupnik
Apple's possible GUIs

Daryl Richards
Have You Played Atari Today?

John Hammarberg
C64 PAL demos and Transmission64

Pierre-Armand Lalonde
History of Portable Gaming

Pierre Renaud
Canadian Computers / Ordinateurs Canadiens

Noah Leon
Legendary Failure?

Matthieu Yiptong
Dial-up/Networking

Olivier Desautels-Lavoie
Les machines IBM

Andrew Bocchicchio
Early British Personal Computing – Sinclair/Timex, Amstrad, Acorn/BBC, Enterprise

Paul Bernard
MacPB

Jean-Pierre Lessard
GalaxieMan

Guillaume Deroy
Mizuki Mobile

Clyde Shaffer
GameTank - Homebrew 8 Bit Console

Leo Binkowski
NABU.CA - The NABU Network

André Mantha
'Gemstone Warrior', a Canadian game!

Aaron Middleton
One Maybe Two Retro

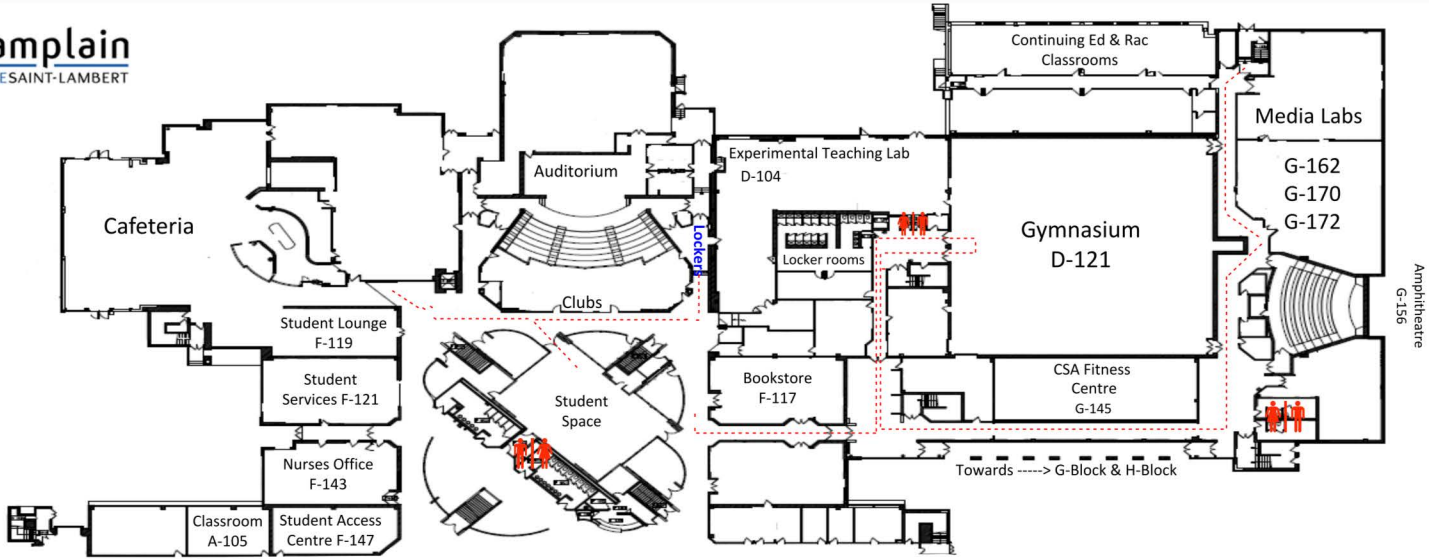
Sébastien Bariteau
Gopher It: The Internet for Vintage Machines

Francis Gradel
Retronic Design

Ashley Hacker
Griefenbunker LAN Party

Ze Cahue Machado
The Band.

Champlain
COLLEGE SAINT-LAMBERT



1st floor

Our Sponsors

One Maybe Two Retro



ALL ACCESS PASSES .COM

Credentials and Merch for the Entertainment and Event Industries

The CVCFED badges and program guide were designed by Mike@AllAccessPasses.com.



1946 — 80 years ago

ENIAC (Electronic Numerical Integrator and Computer), widely regarded as the first programmable, electronic, general-purpose digital computer, was publicly unveiled. It occupied about 1,800 square feet, weighed more than 27 tons, and contained approximately 17,468 vacuum tubes and 70,000 resistors.



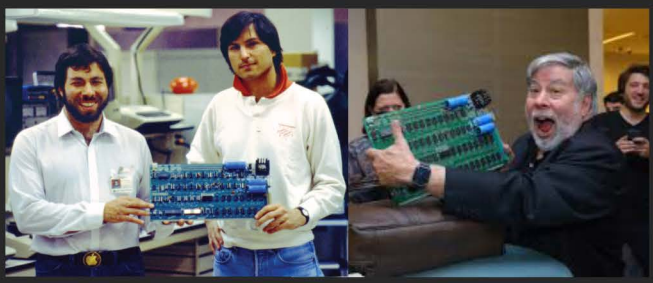
1956 — 70 years ago

IBM introduced the 305 RAMAC, the first commercial computer to use a hard disk drive (HDD). Its design helped establish the foundations of modern disk storage.



1966 — 60 years ago

IBM expanded its System/360 family with new compatible mainframes. System/360 introduced a common architecture across an entire product line, a concept still used today.



1976 — 50 years ago

The Apple I was publicly demonstrated for the first time in 1976. It was one of the first practical personal computers and helped launch Apple.



1986 — 40 years ago

The Brain virus was released in 1986 and is considered the first virus for IBM PCs and compatibles. It infected floppy disks by replacing their boot sectors with the virus and relocating the original boot sector to another sector marked as bad.

A program from the past...

Enter this Mandelbrot program on your Apple I, Apple II, Apple II+, or Apple IIe — and watch it go!

Go make a cup (or three) of coffee while it's running.



Here's a little something to pass the time while you're waiting in line at the consignment area or for a "byte" to eat.

Apple-doku

Complete the grid so that each row, column, and 3×3 box contains every digit from 1 through 9 exactly once. Colored pencils are not required.

					8			
				6				
		9	1		2	6	8	
	6	4	5	3	9	1		
	9	5	8	1	6	4		
	3	8	7	2	4	5		
	1	7	6	4	3	2	5	
		3	2	7	5	8		
			9		1			

Difficulty: Medium

retro match

Test your retro memory. Match each Apple product with its name and the date it was announced or released. Remember, no Googling the dates!



a. HomePod	A. 1/19/83
b. eMate	B. 8/2/93
c. Pippin	C. 3/7/97
d. Lisa	D. 2/9/18
e. Newton	E. 11/4/96

Apple search

Find the words from the list in the grid. Words may appear up, down, forward, backward, or diagonally—all in a straight line. Spaces are ignored.

A	L	D	W	I	N	F	I	N	I	T	E	B	R	A	E	B	U	R	N
B	I	M	A	K	C	I	E	E	E	K	A	T	K	C	I	U	Q	U	E
U	R	A	I	R	B	W	N	A	I	B	O	O	K	Y	E	N	O	H	M
D	V	C	A	N	T	O	E	T	H	E	R	O	T	S	P	P	A	C	I
N	E	I	A	O	H	B	W	O	Z	N	I	A	B	O	O	K	L	E	T
A	R	N	M	P	O	R	T	U	B	U	Q	U	I	C	K	T	I	M	E
L	I	T	I	L	P	F	O	O	O	M	H	S	A	F	A	R	I	T	K
T	P	O	A	A	S	L	N	D	J	B	O	S	I	N	I	M	A	L	A
R	M	S	P	Y	Y	B	E	R	A	E	M	O	A	I	C	M	A	G	I
O	E	H	P	N	O	I	S	I	V	L	E	R	O	F	E	P	A	C	N
C	L	O	L	J	R	A	R	Z	P	I	P	P	I	N	I	L	W	O	Z
U	U	E	E	C	K	P	I	F	O	A	O	K	E	N	A	F	P	R	O
P	S	N	W	D	O	I	T	S	D	E	D	O	S	P	R	O	R	P	W
E	P	V	A	R	K	O	O	B	R	E	W	O	P	R	G	R	N	B	A
R	A	Y	T	E	N	S	K	O	M	A	C	B	O	O	K	A	I	R	I
T	C	R	C	E	O	F	U	J	I	H	K	C	O	R	O	T	P	A	R
I	E	E	H	D	L	I	S	A	H	P	L	A	L	P	I	Y	O	E	P
N	M	V	E	H	I	P	P	O	W	E	R	M	A	C	S	P	D	L	O
O	I	A	C	H	E	O	P	I	S	O	R	B	M	A	L	O	O	P	D
I	T	K	C	I	U	Q	M	A	C	N	I	N	I	M	C	A	M	D	S

AIRPODS
AIRPORT
APPLE I
APPLE II
APPLE TV
APPLE WATCH
APP STORE
COOK
CUPERTINO
EMATE
HOME POD
IBOOK
IMAC
INFINITE
IPAD
IPHONE
IPOD
JOBS
LISA
LOOP
MACBOOK
MACBOOK AIR
MACBOOK PRO
MACINTOSH
MAC MINI
MAC PRO
MAC STUDIO
NEWTON
PIPPIN
POWERBOOK
POWER MAC
QUICKTAKE
QUICKTIME
SAFARI
TIME CAPSULE
VISION
WOZNIAK

1-d-A
2-c-E
3-a-D
4-e-B
5-b-C

6	5	2	4	9	8	3	1	7
4	8	1	3	6	7	9	2	5
3	7	9	1	5	2	6	8	4
2	6	4	5	3	9	1	7	8
7	9	5	8	1	6	4	3	2
1	3	8	7	2	4	5	9	6
8	1	7	6	4	3	2	5	9
9	4	3	2	7	5	8	6	1
5	2	6	9	8	1	7	4	3

retro match

apple-doku

Hello, world!

CVCFED (Canadian Vintage Computer Federation) is a pan-Canadian non-profit federation dedicated to preserving, educating, and celebrating Canada's computing history. We unite enthusiasts, collectors, museums, and organizations who share a passion for our digital heritage. Preserve: Support the conservation of machines, software, documents, and know-how. Connect: Link museums, clubs, exhibitors, and local communities across Canada. Share: Promote education, hands-on demonstrations, and public documentation. Founded in 2026, CVCFED is an incorporated Canadian non-profit organization. Our mission rests on four pillars: education, history, preservation, and community.

Vintage Computer Federation

Our Mission: To preserve computing history through education, outreach, conservation, and restoration. We strive to accomplish this through family-friendly hands-on activities at our museum, at regional and global events, and by fostering and nurturing the expansion of our online and in-person communities.

The Vintage Computer Federation organizes VCF East and VCF West and partners with the Canadian Vintage Computer Federation to run vintage-computing events across Canada.

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10 REM INISCENT OF APPLE ][
   BEAGLE BROS. ONE LINERS
20 REM CODED BY MIKE
30 HGR: HCOLOR = 3: V = 20: C =
   40: F = 60: E = 70: D = 75:
   DOT = 105: O = 120: R = 145:
   G = 150: HPLOT V,V TO C,O TO
   F,V : HPLOT D,V TO DOT,V :
   HPLOT D,V TO D,O TO DOT,O :
   HPLOT O,V TO O,O : HPLOT O,V
   TO G,V : HPLOT O,E TO R,E
```

Bluesky

YouTube

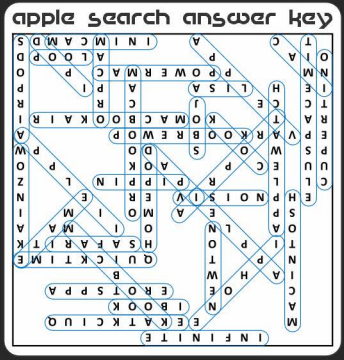
Join Us!

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Instagram

Facebook

apple search answer key



Canadian Vintage Computer Federation

cvcfed.org - Canadian non-profit

VCF Montréal 2026 2.0

November 7 & 8, 2026

Champlain College Saint-Lambert

Scan for more information

Stay in the loop

Get a few messages a year about upcoming VCF events and other CVCFED activities. That's all—and you can unsubscribe with one click.

Scan to join the mailing list

Make a donation

Your donation supports the preservation of Canada's computing heritage: machines, software, documents, and the events that keep them alive.

Scan to make a donation

CVCFED is a non-profit organization but is not yet a registered charity, so official donation receipts for income tax purposes cannot be issued.

Canadian Vintage Computer Federation

CVCFED is a pan-Canadian non-profit federation dedicated to preserving, educating, and celebrating Canada's computing history. We unite enthusiasts, collectors, museums, and organizations who share a passion for our digital heritage.

Scan to contact us

Scan for events

Scan to get involved

Preserve

Support the conservation of machines, software, documents, and know-how.

Connect

Link museums, clubs, exhibitors, and local communities across Canada.

Share

Promote education, hands-on demonstrations, and public documentation.

About CVCFED

Founded in 2026, CVCFED is an incorporated Canadian non-profit organization. Our mission rests on four pillars: education, history, preservation, and community.

- -> Directory of Canadian groups & collections
- -> Events calendar and national gatherings
- -> Preservation resources: guides, archives, and references