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"Commodore: The Amiga Years will be launching on Kickstarter June 15!" That's 15/06/2015, so I suggest we all go and pre-order it there to get it funded.

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"Commodore: The Amiga Years will be launching on Kickstarter June 15!" That's 15/06/2015, so I suggest we all go and pre-order it there to get it funded.

Commodore: The Amiga Years eBook: Bagnall, Brian: Amazon ...

Being a massive fan of the Amiga this book was a must buy for me. This is the one that came out in June 2017 not the one pictured which

is 2-3 years old. The book covers the story of Commodore from 1984 to 1987, and details the mismanagement of what should have been a massively successful firm.

Commodore: The Amiga Years by Brian Bagnall

Anyhow, "The Amiga Years" at least gives away the focus, and a follow-up within 2018 (eagerly awaiting it) will deal with Commodore's latest years. Brian Bagnall, according to Amazon and for those who don't know, is the author of numerous computer titles, including Core LEGO Mindstorms, On the Edge, and Maximum LEGO NXT.

Commodore: The Amiga Years.
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Commodore International (other names include Commodore International Limited, or just simply Commodore) was an American home computer and electronics manufacturer founded by Jack Tramiel. Commodore International (CI), along with its subsidiary Commodore Business Machines (CBM), was a significant participant in the development of the home personal computer industry in the 1970s and 1980s.

Commodore International - Wikipedia

Commodore International: Product family: Amiga: Type: Personal computer Game console (CD32) Release date: July 23, 1985; 35 years ago () Introductory price: Amiga 1000: US$1,295 (equivalent to $3,078 in 2019) Monitor: US$300 (equivalent to $713.15 in 2019) Discontinued: 1996 (Amiga 1200 & 4000T) Operating system: AmigaOS on Kickstart: CPU

Amiga - Wikipedia

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Commodore: The Amiga Years! Visit the third book in the Commodore trilogy Commodore: The Final Years on Kickstarter. The Amiga Years Kickstarter campaign is over but you can still back the project with PayPal or a credit card. NOTE: Commodore: The Early years

is preorder only at this
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Amazon.co.uk:Customer reviews: Commodore: The Amiga Years

Commodore The Amiga Years - Brian Bagnall's Amiga book of history aiming for Kickstarter funding! This must be the second coming of the retro era as we've seen countless books take centre stage, from Chris Wilkins 'The Story of the Sinclair ZX Spectrum in Pixels' to Sam Dyer's 'Amiga Commpendium', each one a great success in the gaming community.

Indie Retro News: Commodore The Amiga Years - Brian ...

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Directed by Anthony
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With Shahid Ahmad, Richard
Aplin, Brian Bagnall, Kellyn
Beeck. How the Commodore
Amiga helped influence a
generation of Developers to
take Video Gaming to a whole
new level.

"Continuing the story of
Commodore where the previous
book, Commodore: A Company
on the Edge left off, this
book takes a look at
Commodore's most tumultuous
years up to 1987. How did
the Amiga, a computer now
widely regarded as having
been five years ahead of its
competition, fail to win in
the marketplace? The author
takes an in-depth look at
the people behind
Commodore's brush with
financial bankruptcy and
subsequent recovery. The
picture that emerges is one
of executives who had little
understanding of how to

market their products to the
public and a company
struggling to remain
relevant. Told through
interviews with company
insiders, this examination
of the now defunct company
traces the engineering
breakthroughs that made
Commodore a favorite among
early computer adopters."--

"Long ago, in 1985, personal
computers came in two
general categories: the
friendly, childish game
machine used for fun
(exemplified by Atari and
Commodore products); and the
boring, beige adult box used

for business (exemplified by products from IBM) ... Into this bifurcated computing environment came the Commodore Amiga 1000. This personal computer featured a palette of 4,096 colors, unprecedented animation capabilities, four-channel stereo sound, the capacity to run multiple applications simultaneously, a graphical user interface, and powerful processing potential. It was

... the world's first true multimedia personal computer. Maher argues that the Amiga's capacity to store and display color photographs, manipulate video (giving amateurs access to professional

tools), and use recordings
of real-world sound were the
seeds of the digital media
future: digital cameras,
Photoshop, MP3 players, and
even YouTube, Flickr, and
the blogosphere. He examines
different facets of the
platform ... in each
chapter, creating a portrait
of the platform and the
communities of practice that
surrounded it. Of course,
Maher acknowledges, the
Amiga was not perfect: the
DOS component of the
operating systems was clunky
and ill-matched, for
example, and crashes often
accompanied multitasking
attempts. And Commodore went
bankrupt in 1994. But for a

few years, the Amiga's
technical qualities were
harnessed by engineers,
programmers, artists, and
others to push back
boundaries and transform the
culture of
computing"--Publisher's
description.

Filled with first-hand
accounts of ambition, greed,
and inspired engineering,
this history of the personal
computer revolution takes
readers inside the cutthroat
world of Commodore. Before
Apple, IBM, or Dell,
Commodore was the first
computer manufacturer to
market its machines to the
public, selling an estimated

22 million Commodore 64s.
Those halcyon days were
tumultuous, however, owing
to the expectations and
unsparing tactics of founder
Jack Tramiel. Engineers and
managers with the company
between 1976 and 1994 share
their memories of the
groundbreaking moments,
soaring business highs, and
stunning employee turnover
that came with being on top
in the early days of the
microcomputer industry. This
updated third edition
includes additional
interviews and first-hand
material from major
Commodore figures like lead
engineer Jeff Porter,
engineers Bob Welland,

Michael Sinz, Hedley Davis
and Electronics Arts founder
Trip Hawkins.

The A-Z of Commodore Amiga
Games: Volume 1 features
reviews of three different
games for each letter of the
alphabet. The games range
from the very earliest
releases in the mid 80s to
the modern homebrew games of
today. This book shows you
just how diverse the library
of titles is for the Amiga
range and how it became one
of the most popular home
computers of all time.

This book tells the story of
Commodore through first-hand
accounts by former Commodore
engineers and managers.
Reliving the early years of
an icon in the personal
computer revolution turns
out to be a fascinating and
improbably hilarious
journey. This gripping tale
of ambition, greed, and
inspired engineering gives
readers a front row seat at
the dawn of the personal
computer. Engineers and
managers relate their
experiences through personal
first-hand accounts, vividly
recalling the most important
moments of Commodore's entry
into computers in 1976 until

its demise in 1994. The
Commodore years are
tumultuous, owing to their
volatile founder, Jack
Tramiel. He pushes his team
to extreme limits, demanding
that they almost kill
themselves to meet his lofty
expectations. Against all
odds, his engineers deliver
more color, more character,
and more value than either
Apple or IBM. While other
companies receive more
press, Commodore sells more
computers. They cut a path
of destruction through the
competition, knocking out
Sinclair, Tandy, Texas
Instruments, and Atari and
almost mortally wounding
Apple. Unfortunately,

Tramiel's cut throat tactics also prove to be his undoing. He uses up his managers and employees like disposable ink cartridges, producing the highest employee turnover rate in the industry.