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Commodore: The Amiga Years:
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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 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

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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. - RVG

Includes eBooks of Commodore: The Amiga Years and one of the following (your choice via a personal survey when the Kickstarter ends): Option #1: A bonus eBook called Commodore: The Early Years covering 1954 to 1975. Option #2: Commodore: A Company on the Edge.

Commodore: The Amiga Years book by Brian Bagnall — Kickstarter

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Commodore: The Amiga Years: Bagnall, Brian: 9780994031020 ...

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

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(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

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Years 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 time. Expected delivery date: 2019. Description. Reward Level.

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Commodore The Amiga Years - Brian

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Years 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 Compendium', each one a great success in the gaming community.

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

Find many great new & used options and get the best deals for Commodore: The Amiga Years by Brian Bagnall (Hardback, 2017) at the best online prices at eBay! Free delivery for many products!

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Commodore: The Amiga Years book - Kickstarter

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Bagnall, Brian: Amazon.sg: Books**
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Caulfield. 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.

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"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

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breakthroughs that made Commodore a favorite among early computer adopters."--

Concluding the Commodore trilogy, this book takes a look at Commodore's resurgence in the late 1980's and then ultimate demise. This was a period of immense creativity from engineers within the company, who began "moonshot" projects using emerging CD-ROM technology. Get to know the people behind Commodore's successes and failures as they battle to stay relevant amidst blistering competition from Nintendo, Apple, and the onslaught of IBM PC clones. Told through interviews with company insiders, this examination of the now defunct company traces the engineering breakthroughs and baffling

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Years
decisions that led to the demise of
Commodore.

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breakthroughs that made Commodore a favorite among early computer adopters.--flyleaf.

"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

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Years 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.

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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

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Commodore figures like lead engineer Jeff Porter, engineers Bob Welland, Michael Sinz, Hedley Davis and Electronics Arts founder Trip Hawkins.

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

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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.

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