

BACKGROUND

Could you please explain your thought processes when you decided to fund what you wanted to be seen as a legitimate successor to Commodore Business Machines?

My love affair with both Commodore and Amiga began in the early 1980's. While most of you were either playing games or writing code, I was enthralled with the capabilities that the C64 and the Amiga 1000 offered me at a time when I needed an affordable computer system for a rapidly growing, but cash shy division of my company Cabletech Satellite Systems. We had grown to over 180 locations in the US, and were still processing orders, creating invoices and maintaining inventory reports all by hand. We were well supplied with three part carbonless forms, one-write payroll systems and a Brother typewriter for our correspondence, but it was clear that in order to keep up with the work load, a real computerized infrastructure was needed. I had received quotes from a number of the well known system suppliers, and soon realized that the costs involved were far greater than our checkbook would allow. Luckily, I had a high school student working for us on weekends and holidays. I will never forget the day he came into work with a new C64 that he had set up to demo the dream system that I had spoken about with him weeks earlier. There it was, the C64, the 1541 floppy and the matching monitor. It looked great, and the aroma of the freshly baked PVC case and keyboard were intoxicating to say the least. Add to that the fantastic logo with the vibrant color bars and I was ready to be convinced that a so called gaming console/ home computer would be able to fulfill all the requirements we had at a fraction of the cost of conventional systems. Needless to say, the accounting software, along with a few other programs he loaded up that afternoon all worked perfectly. I spent the next two weeks visiting every Toys 'R Us retail location in the NY metro area, buying up every C64 I could get my hands on, along with the matching CRT monitor and floppy drive. In total, I purchased almost 200 complete Commodore systems in less than 10 days. Just how many have any of you bought? No contest... I win!

My AMIGA story is also business oriented. I never played a single game, but my love for the machine...the software....and of course the business applications are what led me to a long time love affair with the AMIGA mystique. We were building cable company head ends all over the US, and most of these cable operators were using very expensive character generators for their on screen video overlays. The major player in this market was a company named Chyron, whose

name was synonymous with this video application. Along comes Amiga, and the NewTek Video Toaster. At a fraction of the price of the industry leader, with features at the time surpassing the established market leader...it was a "no brainer". We sold almost every new CATV system an AMIGA computer with the NewTek Video Toaster. So in the end, was my enchantment with AMIGA based on love or money? I'd say a little of both!

Fast forward to a few years ago, when I saw an ad in a computer trade magazine for a keyboard computer produced by Cybernet. It reminded me of the original C64 form factor in a modern enclosure with current components inside. My interest was rewarded when my wife purchased one as birthday gift. I really enjoyed that machine, and the more I used it, I became convinced of the possibility to recreate the Commodore brand with a product line unlike anything being offered today. This was in late 2009/ early 2010. I spent months trying to contact the holders of the Commodore IP. After exhausting every possible avenue, and having spent countless hours and legal fees, I gave up, and decided that whoever owns the IP will find me, if I scream loud enough. So I screamed. On the evening of March 15th, 2010 I put together a website featuring the Commodore logo, along with a product listing for a custom configured Cybernet keyboard computer that they would OEM for me. The site was finished right before midnight, and I then simply sent out two emails; one to Engadget, and the other to Gizmodo. The emails contained no body, just the subject header reading: www.commodoreusa.net" They both ran the story, and within hours of the launch the site had received almost a million hits. The rest is history.

The personal computer market is a multi-billion dollar market and will be for the foreseeable future. The Commodore brand is well recognised throughout the world and it is conceivable that it could one day stand alongside the major players in the PC industry again. The Commodore trademark continues to have value, as witnessed by the many millions that have been spent in attaining the trademark by various players since Commodore's demise.

While the Commodore and AMIGA trademarks may have switched hands many times, it cannot be denied that our company has succeeded beyond all others in reigniting the Commodore and AMIGA brands in people's consciousness. Our company name is Commodore USA, and we sell Commodore and Amiga branded hardware. That the Amiga brand has finally been reunited with the Commodore brand after all these years is a most astonishing development. In that light,

arguments about legitimacy are rendered moot really, as this is the most that anyone could have conceivably hoped for from a new Commodore company.

As you can see, I am passionate about Commodore and AMIGA, and returning them to their former glory is something I think and obsess about incessantly. Indeed, this passion is shared by many people and thus they feel it necessary to provide their opinions and armchair criticisms. Ultimately, once you're the person signing the checks, you have to make decisions that make the most business sense with the knowledge and resources at your disposal. But let me tell you something, if my dream comes true, I guarantee that yours will also, as we'll be in a position to do each and every thing the various fan bases desire. If we win, you will too.

ON SOFTWARE - GENERAL

I realise that you fell for Hyperion's legal bluff regarding Amiga-Alike OS's hook, line, and sinker, but why didn't you research other approaches to enter the computer market with a product that, if it didn't have anything directly to do with existing Amiga intellectual property (Motorola/Freescale 680X0 or PowerPC), at least fit in with the original Amiga philosophy of Hardware and Operating System tightly coupled together?

When we first started this Commodore adventure the OS we would utilise was a matter of contention and a great deal of discussion. It was clear to us from the beginning, that unless you are Apple, to be taken seriously in the PC market your hardware must be at least Windows compatible. That said, as Commodore had always had its own software platform, we wanted to have something unique along those lines, which could be accessed alongside the more mainstream OS option. Thus our machines are now configured with multi-boot functionality and our own custom branded Linux distribution called Commodore OS Vision.

Much of the input we got from Commodore fans when we started was about utilising AROS. So, wanting to add a bit of Amiga-ness to our hardware, we pursued that avenue for many months, communicating with various members of the AROS scene in regard to a Commodore branded AROS distribution. AROS would never have been our main

OS, but a choice alongside Windows, and one that we hoped to foster until it could compete with mainstream OS offerings. However, I saw great value in licensing the Amiga trademark also, for Amiga was also dear to me, and I found it fitting that the brand be utilized in connection to our high-performance line of personal computers. Unfortunately, this appears to bind us to many of the restrictions that were placed on Amiga Inc., and thus, we quickly discovered we could no longer pursue our plans regarding the further development and dissemination of a Commodore AROS. If we couldn't use AROS, or directly influence our own OS identity and destiny, I didn't see the point of spending money on it. It would be entirely charity, and there are much better causes I'm afraid.

The choice of any personal computer vendor must be about what makes the most sense in this day and age for the majority of people, rather than romantic notions that only a small minority of technically oriented people can really appreciate. We have concerned ourselves with software and hardware technologies that provide the most bang for our buck in terms of performance, rather than recreating old technologies.

During the microcomputer era, when computer vendors built their hardware and software together, such sentiments about the Amiga philosophy made sense. The Amiga was originally devised as a console, and direct hardware manipulation with its fixed in place cutting edge graphics chipset gave it an edge at the time. It can also be argued that this edge also contributed to the Amiga's downward popularity as chipset progress seemingly stagnated beside the PC's competitive graphical upgrade options. Today, in order to have the most powerful graphics solution one must utilise the latest interchangeable hardware components from various vendors, and to ensure such interoperability common APIs are required. In this respect banging the metal has gone out of vogue.

In terms of operating system selection, what is ultimately most important is that the OS is able to take advantage of the hardware. The original Amiga operating system astounded everyone with its popularisation of pre-emptive multitasking, but today's operating system, in the era of multiple CPU cores on even the least powerful processors, must utilise Symmetric Multiprocessing. The OS must also be able to utilise the latest graphical APIs in order to even have a chance of producing cutting edge graphics.

Then one must consider the software functionality of the OS and how

difficult it is to develop for. Leveraging existing software development tools is important. It would be suicide to go with an OS on our machines without substantial software development options and mature and popular APIs. You can't just sit back and think, if we build it, they will come. Now, and in the future, we would seek to motivate the bedroom coder or indie developer, and in order to do so we must not force them to use, what would generally be considered, archaic software development methodologies that stifle both productivity and potentially cross platform marketability.

To any unbiased and rational observer it is quite clear that the most important things an OS must have are present in GNU/Linux.

1. The ability to utilize the latest hardware
2. An advanced graphical API.
3. SMP
4. An advanced software stack
5. Mature software development options.

In this regard our custom Commodore branded Linux distribution, which we call Commodore OS Vision, intended for pre-installation on our machines, allows us to have more software and features out of the box for free than most people use in their lifetime. This distro will be further developed over time to be something stunningly unique and interesting, and I've got news for you, for a great many users it already is.

Could you please explain why your retail model places all the supply, financial, and legal risk on your retailers to the point of having them assemble your Amiga models for end users for you? This seems to be unprecedented in the computer world. Even small Gaming PC operations like Alienware, Cyber Power, IBuyPower, Falcon Northwest, Digital Storm, and AVA Direct do not operate in anything like this fashion.

We have not publicised our Commodore Custom Configurator deal to a great extent yet. Watch our website for further details.

They are certainly not assembling "our Amiga models"; they are assembling **their** Amiga models, in an approved custom configuration that satisfies their customers requirements. There are thousands of potential configurations, and this is obviously something that we cannot provide, but a reseller can. It's a very simple solution where

we, the reseller and the customer all win.

Here are the basics on how it works. We provide barebones cases at a discount to various system vendors. System vendors typically have their own established hardware suppliers and prices. These system vendors are then free to configure their machines however they want at whatever price they want (with very few restrictions).

These ***Commodore Custom Configurators*** will be promoted on our website, with links to their respective businesses.

As an item of considerable expense, many people like to touch and play with computers before making a purchase. Customers also like to configure their machines in unique ways. Also, for some people, there is a concern about shipping costs, even though we provide free shipping at the moment. Having a retailer physically located where you live is clearly preferable to purchasing online, allows you to take the system home practically immediately, and means that support issues can be rectified in a more timely manner.

As a small company we currently lack the capacity to supply pre-assembled units to large retailers around the world. Indeed, when we eventually do it, it is likely that a similar business model will be used. There are many system vendors, both large and small, out there that are just as passionate about Commodore and Amiga computers as we are, and we are quite happy to extend them the possibility of getting a piece of the action and get the Commodore and Amiga brand names out there.

Ask yourself how we can possibly be responsible for the hardware that independent system vendors place within these barebones units or the quality of their assembly. If we hear they are selling substandard equipment, or in any way causing harm to consumers or the brands, we will no longer fulfil their barebones orders.

In regard to OS support, Microsoft ensures that system vendors are entirely responsible for Windows support when they install OEM Windows on assembled machines. This requirement for Commodore OS, should the system vendor even choose to install it, is no different. Why would we have to field support calls, when we aren't even aware of the sale, the hardware or anything else?

If the barebones case is defective, then we get involved with the system vendor, but otherwise the barebones cases allow system

vendors to profit as well. Their success is our success and we will try to help them in their various regions in any feasible way we can.

What is the unique value proposition and/or intended market niche for an Amiga Mini with parts that have been priced (Minus the Amiga Logo) at a total of ca. \$550 when you have set the prices set starting at \$1,700, and one can get something with slightly higher specification from Alienware for \$850?

Our prices have dropped since this question and will go down even further eventually. If you do not feel any of our models are worth purchasing then don't buy one. We will be releasing new models in different form factors quite soon that will be more price and feature competitive.

What happened during the discussions I would assume you had with Ben Hermans and maybe Trevor about the attempt to license the AmigaOS for your Licensed Amiga hardware that you could build based on perhaps a Sam or X1000 motherboard in an official Amiga case.

Don't ever assume anything. (I'm sure you're all familiar with a very popular adage). I have never had any conversation with either of them, although there are still possibilities for collaboration, but it is not for me to discuss these matters publicly.

Do you or any of your team still use or own classic Amiga systems? if not why not? and, if so what do you enjoy about them?

I know Leo still has a classic A1000, A500 and C64 displayed prominently in his office, but he tells me he no longer uses them much if at all any more. It's a bit hard to justify turning them on when a lot of modern day functionality is missing and when game emulation is so good and so easily accessible. I'm not one for games these days and I have used a Mac almost exclusively for many years. I was most impressed with the state of 3d gaming in Commodore OS, but I was blown away watching the latest 3d Windows games during our AMIGA mini testing, which had super smooth and cinematic game play. The AMIGA mini is a little beast.

In your first year of operation there was I feel a few mistakes, promoting Aros, promising support for aros, promptly dropping support and attacking aros, using copyrighted images on the web site, threaten legal action towards members of the community and respected web sites, using the workbench trademark before legally having right to it, calling your Amiga range 1000x, very similar to another product if you asked me, photo of your operations not being quite right, and announcing products and systems before you seem ready to announcing them, so basically how would you personally rate your performance? And would you care to comment on any of the above.

Well, you have summed up quite a few of our mistakes right there. I have apologised for various things, but none of these things are a capital offence, and certainly a lot of companies have done a lot worse. Have you bothered to complain to Apple when they appropriated the iPhone moniker, knowing full well that it was the IP of another company? Every photo and video of our operation is accurate and genuine.. There are videos of our facility all over the net. In one instance, I asked one of our agents to send us pictures of the motherboard facility, and was sent a stock photo of another facility. Keeping in mind the language barriers, I understood the error, and explained it. Big deal! After two years it isn't really worth a rehash except for the propaganda purposes of a small number of individuals with an inconsequential factional agenda of some sort.

http://www.commodoreusa.net/CUSA_FacilityVideo.aspx

How much has CUSA contributed to any AmigaOS, AROS or MOS bounties ?

Not a dime, and we have not seen a requirement to do so as we do not utilise any of those Oses, nor are we allowed to.

Do you intend to contribute to any Amiga related bounties such as the Magellan one? Given the on-going development of OS4 as well as AROS, etc. What plans does C-USA have to incorporate support of any of these Amiga-ish operating systems in to their Amiga branded machines?

No. We do not utilise any of those Oses, and until we do so, have no plans to contribute to these environments. We are more likely to

contribute to the Linux ecosystem at this point.

Incidentally Commodore OS has a Dopus Megellan clone pre-installed as standard already. Ironic, that we already have it, and a much more refined version at that.

ON AROS

What's your opinion of Aros? Is it planned to have AROS supported by your system? Is it going to support all the build-in hardware? Is there any chance for any kind of cooperation between CUSA and Team AROS? Why did you back out of your deal with AROS?

AROS is a cool little Amiga-like OS that continues to improve. But many AROS supporters would be first to admit, it isn't quite ready for prime time. It would need a lot of work to realistically be someone's main OS, but as a secondary OS for nostalgia purposes, for the time being, it would have been a perfect addition to our machines. There was no actual deal with AROS to back out of, just as there does not need to be an actual deal with GNU/Linux on which Commodore OS is based. The Mint team has been supportive of our efforts.

Unless, the legal situation changes there is little room for cooperation, as much as we would like to. We have already mentioned why we couldn't go forward with our AROS plans, and it has been on the FAQ page of our website for over a year now.

ON HYPERION/Amiga OS/Workbench

Do you consider cooperation with Hyperion Entertainment to port AmigaOS 4 on PPC Amiga which you are planning to create in the future?

We currently have no plans to produce a PPC Amiga ourselves.

However, we did offer the AmigaOSNG community an opportunity to get us to produce that, if they could get 500 people to agree to the unit cost of such a project and put away the money in an escrow account. Hyperion's agreement would have been required prior to going forward of course, for it to make any sense, but what would be gained from yet another PPC motherboard?

We are open to various possibilities and always have been. We have

stated this publicly on several occasions, but whatever we do must make sense from a commercial standpoint.

Do you consider cooperation with Hyperion Entertainment to port AmigaOS 4 on Amiga x86? Is Amiga PPC from Commodore USA going to work under AmigaOS 4 or some other operational system?

We are open to various possibilities and always have been. We have stated this publicly on several occasions, but whatever we do must make sense from a commercial standpoint.

Is there any truth to the rumor that CUSA is buying out Hyperion?

Yes, it is true that there is a rumor about CUSA buying out Hyperion. No, there is no truth to this rumor. A strategic alliance would be more reasonable.

On Linux/BSD/Windows

Do you plan to support Linux mint developers and Linux community?

Does Mint send money to Ubuntu? No. We hope to contribute back to the Linux community in some fashion at some stage, but we are a little focused on our own business development at the moment. The most we can do right now is assisting the open source cause by proliferating GNU/Linux.

Have you considered adopting the Amiga styled Window Manager amiWM which although is quite limited in its current form, would at least give users a traditional look and feel of Workbench?

We would only be accused of copying something, and there is also a small likelihood that there is a legal restriction in regard to OS appearance. Technically, I am told Amiwini is too primitive to be used as a main desktop, and some Amiga operations are counterintuitive to people used to mainstream OSes. There is nothing stopping anyone from installing an AOS theme on top of Commodore OS, and we have seen a few commodore-amiga.org members do it. Ultimately, we want Commodore OS to have its own identity and its own look and functionality. There is also nothing stopping anyone installing AROS on

our machines if they want similar functionality.

Do you plan to initiate a new open project similar to Wine which is strictly dedicated for Amiga operational system?

That is an interesting idea, but an interpretation of the legal restrictions would also seem to prohibit us from sharing similar APIs to AmigaOS. It can also be argued that we would gain little as the Linux software stack is far superior to that of current Amiga-like OS implementations. A much better idea, that would assist the AmigaOS community, would be cross platform development kits that would enable portability between such platforms. But still that gains us little except a software development direction to point all the developers who ask us where to start in regards to technology.

Are there plans to bring out a customized (Workbench style) GUI like what Apple have done with BSD and custom GUI?

Yes, a custom GUI but not based on Workbench style or APIs. We want to be a forward looking company. We want to build something that is also applicable to tablets and consoles with a desktop fallback mode. Commodore OS/Linux is already pretty close to the functionality of MacOSX really, and all that is lacking are commercial apps. Perhaps our utilisation of GNU/Linux can go some way in supporting commercial development for it. We intend to open our own app store some time soon, which would provide WINE compatible games, classic emulated games and Linux games.

On UAE

Do you plan some sort of a help for UAE project in order to add support for PowerPC to this application?

I am told very little would be gained from that as there is very little PPC software that is not already available to us non-emulated.

HARDWARE

On PowerPC/Natami/non x86 Hardware

Wouldn't it be more reasonable to support a project like Natami or Minimig AGA than releasing a PC with Linux and the Amiga sticker?

No, not at all. PCs are a billion dollar industry and these hobby projects, while cool, have no commercial value and appeal to a much smaller group of retro enthusiasts.

I like the Natami and Minimig projects and think they are very interesting, and for that reason alone would like to bring them under the Commodore umbrella, but there is very little we can do to add to their development or success at this stage. If, or when, these projects ever come to fruition it may be worth providing them as Commodore Amiga options, but the majority of people would have difficulty justifying the price in comparison to a fully fledged PC.

What is your opinion of the Natami project? Would you be interested in making Classic a500/a1200 style cases(similar to the amiga fantasy case) for natami and for sale to users that want to build their own systems. Do you plan to use the potential of Natami to create chip or card that could work with your motherboard under a new, common operational system?

While we have no immediate plans for an A500 replica, we will surely produce it one day. When that day comes we intend to make allowances for Natami as long as it does not conflict with our design goals. Inclusion in our upcoming line of desktop models is more than likely possible.

A Natami custom chip or card would be great, but would require the kind of R&D we can't afford right now. However, if 500 people could agree to put the unit cost in an escrow account as per our offer, we could justify the risk and make it a reality.

Why are you not doing the only sensible option of funding PowerPC 604 CPU emulation core for WinUAE option so Amiga OS4 could be run on your generic cobbled together medium power PC compatible?

I see you are under certain delusions and will leave it at that.

Would you consider some non-x86 HW, like the upcoming Efika i.MX6 from Genesi?

Yes, we are considering all options and others you haven't heard of.

What is your opinion about the FPGA projects that are recreating the old 8-bit and 16-bit machines on hardware FPGA

emulation?

As I said earlier, I like the Natami and Minimig projects and think they are very interesting, and for that reason alone would like to bring them under the Commodore umbrella some day.

Perhaps an FPGA PCIe card could be utilised as options on our machines. There are certainly a lot out there, but they are too expensive to provide as standard. Even then, one would argue that emulation is preferable though.

What do you (or any of your employees with computer hardware/systems backgrounds) think of this computer/OS architecture?

From what I can understand, it sounds wonderful, but would likely be outdated before it ever came to fruition.

How did you feel about iContain and what sets your Amiga apart from their computers?

iContain, was just a friend of Bill's doing him a favour. It no longer exists to my knowledge. But ask yourself, do you really want the Amiga to be a bargain basement brand associated with the rental crowd, which basically can't afford to buy PCs? Do you really want something with a remote off switch? I have nothing against people who can't afford PCs, but that's really taking the Amiga brand in the wrong direction. No, we want the Amiga brand to be associated with high-performance home computing again and once established, to become as respected and popular as today's Apple Macs.

On x86 & current products

Why is it taking you so long to bring to market range of computers made from pre-existing cases with a pre-existing motherboards running a pre-existing OS?

Focus, that's all. We have as much as we can handle with existing models. We intend to release a few new models in the coming months. Not everything is as easy as you think to pull together and to be quite honest, we aren't in any particular rush. Despite the apparent condescension in your question there is more than a trivial amount of modification to our cases and to the OS we use, and there are even more to come. A great design is a great design, whoever makes it, and

if it is close to what we already had in mind, then why not use it? Not everyone scans the web to see what part came from where. It's a little obsessive compulsive if you ask me.

Is there a line of Commodore / Amiga mice and keyboards being designed/produced which will complement the current range of Mini computers?

There will be keyboards and mice available as both accessories and standard options some time soon. We are currently finalising such plans.

Why do you feel it appropriate to use the Amiga (or Vic) name on these machines?

I think of the Amiga more as a concept, rather than it must be this hardware or that software. I believe its essence is encapsulated as a beautiful, high-performance, home computer for creativity and entertainment. The VIC line is represented as something more affordable and more compact. Something more "for the masses". I would also like to re-iterate that there will be no Atom based Commodore AMIGAs in our line up, so it really is about time people stop accusing us of doing that. We hold the AMIGA line with the utmost respect and dignity and our AMIGA range will grow to include even more stunningly powerful options. The AMIGA mini is just the base model of our AMIGA range, not the flagship. The best is yet to come.

Why do you make mistakes like not putting a proper fan in the c64x or giving this amiga mini too small a power supply?

Why do you make the mistake of believing this to be so? Our C64x always had enough ventilation, however to make sure and allay such concerns we added an additional fan, and even reshaped the heat sync to accommodate it. It was never really a problem, but we took steps to ensure it didn't become one in people's minds. The configuration in question was recently discontinued in favour of a more powerful motherboard, so it is a moot point anyway.

The AMIGA mini has a sufficient power supply despite what you may have read. The GPU is onboard, and the total power requirements are within the specifications for the components we use.

Is your Amiga Mini product UL and CSA certified? Likewise,

were you issued an FCC ID for your product?

Every product we sell is FCC, CSA, CE, UL, etc. rated and certified. In fact, our VIC Slim and C64x had to undergo extensive testing before an FCC registration was issued. You can go online and read the few hundred pages of test results if you're that concerned, or you could simply ask some of your fellow forum members to look on the bottom of their Commodore computer, and read you the label. (Yes, believe it or not, there are quite a few "closet Commodore customers" among you)!

What is the purpose of 16 GB of Ram in your system?

We wanted to come out with a bang. Do you see many systems that small that come with 16 GB of RAM? It got you attention didn't it? The amount of configured memory is now optional.

Do you intend to introduce UEFI technology instead of BIOS (of course in Amiga way)?

UEFI usage is inevitable, and is currently in some of our products now, but as we don't actually produce the hardware we incorporate, we must utilise whatever is available.

For those people who are not excited by a linux pc, will you genuinely have something of interest for them?

Yes, it's called Windows, you may have heard of it. We are considering providing that as an option beside Commodore OS. Ultimately, we are OS agnostic, and don't care if you go and install AROS or MacOSX on our machines (at your own peril).

Otherwise, we believe the hardware configuration, the software configuration, the model's looks and the famous Commodore and Amiga brands give us some slight advantage in the marketplace, and certainly with the 30+ million odd former Commodore owners out there.

Why should we ask any questions to a producer/assembler of a regular PC computer when the only connection between this system and Amiga is by UAE?

We are re-releasing computers bearing the famous Commodore and AMIGA brands that many people cut-their-teeth with and loved.

Whether you find it interesting is really up to you. We receive so many questions and so much interest from so many people who are supportive of our activity, you would have to ask those people what compels them.

Almost 30,000 "likes" on Facebook; feel free to engage with them:
<http://www.facebook.com/CommodoreUSA>

AMIGA can mean many things to many people, and not many can agree on what it is, but as long as you are convinced that AMIGA is a certain narrow set of hardware and software rather than a concept as we do, there can be no convincing you of the merits of our activities. You have to let go to take off.

Is Amiga x86 going to have fully licensed Amiga ROM in order to legally emulate previous systems?

Amiga ROMs for game emulation are part of our license.

What is the target group for your product?

We have, or soon will have, models aimed at different target groups, from those who love retro, to hardcore gamers, all the way to a more mainstream audience. The Commodore and AMIGA brands obviously have the most appeal to those that grew up with those computers, and want something a little different, but not so different so as to be a nuisance.

ON THE COMMODORE and AMIGA BRANDS

What relationship (if any) do you have with Amiga Inc? Again same question but with regards to Hyperion, A-eon or any other amiga company?

Bill McEwan signed our license contract and every so often we talk to him about our plans. We presently have no relationship with any other "Amiga company", whatever that means. Keep in mind that Commodore USA, LLC is the **only** company that can produce and market products bearing the "AMIGA" trademark, without any attached suffixes or prefixes. In any case, communication between any of these parties would be subject to confidentiality.

Having acquired a license to use the Commodore name to sell

common x86 hardware what made you decide to buy a license for the Amiga name to do exactly the same thing?

The reunification of the Commodore and Amiga brands after all this time was a fantastic opportunity and one we are yet to fully capitalise on. I felt it was perfect as a way to differentiate our upcoming high-performance gaming line. It's a similar thing to what Dell does with Alienware.

Given the expressed desire to progress from being a licensee to an owner of both Commodore and Amiga IP, is there any progress on either of those fronts?

I can't recall ever publically making that statement.

Could you describe exactly how the legal situation stands regarding the brand names (Commodore, Amiga, with associated marks like "Boing Ball" etc), and licenses and ownership's thereof?

The Commodore trademark is still being duked out in the courts, as we have documented on our forum, commodore-amiga.org. Amiga Inc, continues to own the AMIGA trademark and Boing Ball trademark amongst other things. Our license covers Boing Ball imagery on our Commodore Amigas.

How much did you pay Amiga Inc. for the rights to use the Amiga name on your computers?

Such contracts are confidential between the parties to the agreement.

Do you pay Amiga Inc. a licensing fee for each machine sold, or was it a single lump sum payment, or a combination of both?

I will this one time indulge you and say, both.

Do you plan to create your own BIOS in Amiga style?

No, although we may skin it where possible. We need to be flexible in terms of motherboards in order to allow us to have the most technologically advanced product. That's what we believe having an Amiga should be about. The most technologically advanced computer for the time, for the form factor.

Why did you use name AMIGA for a PC computer that neither its operational system, architecture nor a case even in the smallest way has any connection with Amiga?

I think of the Amiga more as a concept, rather than it must be this hardware or that software. I believe the Amiga's essence is encapsulated as a beautiful, high-performance, home computer for creativity and entertainment. The VIC line is represented as something more affordable and more compact.

Apart from the "Commodore" name, does CommodoreUSA have anything more in common with the old classic line of Commodore systems? (logos, stickers, labels, retro keyboards are not an answer here)

When you have such a leading question that excludes everything but your desired response, what in your opinion could meet such criteria? We have gone to the trouble of creating our own custom branded Commodore operating system based on GNU/Linux, which does everything an Amiga-like OS can and more, without any of the various hindrances people seem to argue about ad infinitum. We have plans for greater things but it will be a while before they bear fruit. We also are also rather unique with our focus on keyboard computers which is practically synonymous with Commodore and is a great differentiator.

Why are you putting Amiga logo on HTPC cases, where are the Amiga look-a-like cases?

We want to go beyond pure retro for a look that can also appeal to more to a mainstream audience. We don't want to put all our eggs in the replica basket. Think of the new Mustangs, Mini's and Beetles, for an idea of what is in our mind regarding re-styling or re-imagining of classic models. Our new models will pay similar homage, and to do so they need to be pizza shaped like the classics or today's HTPC units. We will also likely sell towers by years end, but leveraging the classic Amiga form factors seems the most appealing and distinctive option at the moment.

Do you feel at liberty to sell products with AROS bundled, in products branded Amiga? 2b) Or sell products to re-distributors who bundles the HW with AROS?

We cannot for reasons that have already been discussed. It is likely that official resellers/configurators will be under the same restrictions

also.

If I understood things right, You have put up an idea of third party system builders can buy a branded case (of your selection) from you and build whatever custom combination of HW inside it, for their local marke? Is that correct? 3b) Can this be "turned around", i.e. say that I already have a product using a cool custom case I have had designed, can you allow branding on those for a fee?

It must be stressed, that a reseller or configurator does not suddenly have a license to produce or merchandise anything they like under the trademarks, nor may they represent themselves as us or even as an affiliate of ours. Ultimately, if you want your cool looking custom case to bear Commodore and/or AMIGA branding, then it would be prudent to try to convince us to include it in our line-up so you and others can too. In that way you would either receive royalty fees on your design or be paid for case manufacture.

When you acquired the Commodore "thing" did you get any papers containing "secrets", items like unknown future designs? Stuff like that we would all appreciate to hear about, if such exists.

No. But we know they exist. ;-)

Is Commodore USA in possession of schematics or HDL codes for Amiga chipsets? If yes, do you have rights to use them?

No. But if Amiga Inc. do we could license them if we wanted to. Outside of that, certain things have come to our attention from various sources, but I can't say we're jumping on anything at this stage.

Do you think the fee (whatever that may have been) you paid Amiga Inc. for the name was worth it financially?

We believe it will be, and by the huge amount of press we received initially, and most recently with the release of our Amiga mini, I would have to say YES! Keep in mind we've only just released our first AMIGA model, and we have many more models up our sleeve.

Do you think the Amiga license represents value for money in terms of additional media coverage and custom over the attention that the Commodore name has brought to your

business.

I can categorically respond to that with a big "YES" again. It was about as big as our Commodore 64 announcement and we have witnessed a huge spike in sales across our whole range as a result.

The philosophy around the Amiga was "a computer for the masses".

Will we ever see that philosophy in practice again? And, will a "new" computer carrying a heavy name like that be as revolutionary as its ancestors were?

You have it all wrong. That was the late Jack Tramiel's Commodore tag line, and as he left Commodore well before AMIGA came about, one could argue it didn't play into Commodore's thought process with Amiga. The C64 catered to that segment all the way up to the early nineties, while the Amiga was much more expensive, especially when brought up to similar specs as PCs of that era. We have a number of ideas for low cost PCs, and we will see how they play out.

With the breakneck pace of technology, it is pretty hard to be revolutionary in the PC arena these days, and even if you could, it would be fleeting. However, just because you can't surpass those with multi-million dollar R&D budgets technologically, it doesn't mean you can't focus on certain emerging technologies that are more novel and interesting. I have a few very different ideas which could make Amigas special again, but I don't want to say anything about them until we can actually make them a reality.

More specifically, do your plans change depending on the outcome of the C=Holdings B.V. v. Asiarim Corporation et al lawsuit? If so, in what way?

Not really. It will be business as usual.

ON THE COMPANY

What is the capital of your company? What does the ownership structure look like? What are company's incomes and costs? Does the company have any loans taken?

These are confidential business matters that as a private company we are not obligated to answer. I own 100% of the stock. I don't blame you for asking because you are interested, but please realise that you

are not a potential investor or stakeholder, in which case you would be required to know such things.

Where is a real registration place for your main company (mother company)?

Our current address has been on our website www.CommodoreUSA.net for nearly a year.

6555 Powerline Rd
Fort Lauderdale, FL 33309.

If you call ahead I would be happy to provide you with a tour of our facilities. There is a slideshow video of our configuration center on our website.

http://www.commodoreusa.net/CUSA_FacilityVideo.aspx

How many employees does the company plan to hire this year?

As many employees as required to fulfil product demand. I know that sounds like a non-answer, but you can never really know until orders start coming in. We have a few new models coming out soon, and we'll see what kind of workload they generate.

Who is supposed to be strategic investor? Where does the production take place? What part of the production will be made/is made outside of Asia (percentage of the final product)?

Good question; short answer: There is no strategic investor that I can comment on presently. I can say that we have spent thousands of dollars on the preparation of documents including Private Placement Memorandums (over 1500 pages!) and other SEC documents needed to go forward in this regard.

Currently, the VIC-Slim and our upcoming VIC-Max are assembled in China, and everything else is manufactured in the US (C64x case and keyboard) and assembled in Florida. Assembly in China is obviously the cheaper option and will allow us to sell computers at an acceptable price "for the masses".

Why do you think there is so much animosity towards CUSA from people in the Amiga community, and does it bother you?

"The lady doth protest too much, methinks." --From Hamlet (III, ii, 239)

I am no psychologist (although I am married to one), but I think it comes down to the fact that when people invest a lot of time in a particular pass time or activity they begin to identify themselves with it and with those of similar likes. Such groups polarise on ideas and this generates an "us versus them" kind of mentality. I'm told it is a school yard mentality, and certainly some of the criticisms that come our way seem rather juvenile at times. As the new kids on the block, with what would be considered a different way of thinking about all things Amiga, of course there is going to be a lot of animosity towards us. The Amiga scene has always been belligerent to each other, so why should our appearance on the scene be any different? I was quite amused on first learning about all the different "camps", and the various histories and hostilities. In this, and more pertinent world affairs, I think "why can't we all just get along". I think, in the end, it comes down to some, but not all, in these groups being set in their ways and somewhat inflexible. But that's fine, no one is forcing or even asking you to change. I do believe however that the most vocal critics are just spiteful of our success, to the point of their vitriol reaching a level of absurdity.

Since I will not reply in kind to these disgusting, sometimes slanderous comments made by a small handful of borderline psychotics, I must admit that I do get amused knowing that their elevated blood pressure and intense mental anguish will be my only reward. It makes me laugh quite often. It's not like we're killing any current scene projects or changing them in any way. They all continue as before and we have taken nothing away from the community. I can only think that there is quite a bit of sour-grapes on the part of those that would have wanted their particular faction to acquire the notoriety, exposure and acceptance that we have experienced.

Admittedly, I also talk in quite grandiose terms sometimes, which I know can grate on some people, but such is the way of marketing and showmanship. I think we've been quite successful in that aspect, given our limited resources, so I don't think I'll stop that any time soon. I do believe however, that through the immense publicity we have raised we are adding to the Amiga scene in general by reaching fans who never wanted to be involved in the hardcore scene or with all the childish in-fighting. We've brought entirely new blood into the Amiga scene and had some converts along the way. We may have different

ways of celebrating the greatness of classic Commodore and Amiga computers, but we are passionate just the same.

The AMIGA represented different things to different people, and I've got news for you, not everyone was so obsessed with the OS or the particular nuts and bolts of the system as the hardcore fans on this forum are. For many, the OS and the hardware were just what you had available at that time, and to go back to that, while interesting and nostalgic, would seem a backwards step to many. I prefer to see it as how some people like using a stick, and some enjoy automatics. If it gets you to your destination comfortably and on time there is not much difference.

It must be also realised that the majority of Amiga owners were solely games players, using their Amigas in a similar fashion to consoles, and while they may have used the machines for some other purposes now and then, do not have any particular allegiance to the operating system or chips in the machine, but loved the brand just the same. They were proud of their purchase, and of the classic Commodore Amigas, as being fantastic all-singing, all-dancing, game playing machines of the era, and so it will be again with our new Commodore Amigas.

As I said earlier I consider the spirit of the Amiga brand in terms of the following concepts. The Amiga allowed people to be creative, which we now provide through Commodore OS with its abundance of creative software. With all the graphics editors, music composition tools, programming suites and games available within our Commodore OS Linux distro, from the get-go, we have it all. How is that not what the AMIGA espoused and was well regarded for? GNU/Linux is a great OS, which is worthy of more mindshare, and it is as big an underdog as the Amiga seemed in the day.

The new Commodore Amigas will be entertaining and more than capable of playing great cutting edge games, be they through Windows, or through Commodore OS which comes with hundreds of 3d and retro games which can provide hundreds of hours of entertainment value in their own right. It's even got a built in media center. And if you want to run a classic game you can easily run it through our included emulators, just as I'm told next gen Amiga-like OSES have to these days. But I "gotta" tell you, while fun, and worth having as an attraction, classic emulation is really a gimmick and not at all as important in the scheme of things as many of you believe. We are not expecting sales just because our machines can run classic

games, but it is a nice to have feature that adds to the enjoyment of our systems.

As painful as a change of perspective may feel to people, we are basing the new AMIGA on commodity hardware. The pace of technology is exponential, such that a computer company sitting on the same motherboard for more than a year for their flagship product is increasingly unlikely. The only realistic way an Amiga can possibly ever be technologically up to date or a success again is to go toe to toe with what is out there with comparable weaponry. Some people don't want that, but that is their problem.

ON THE ACCUSATIONS

Why should an Amiga user get one of your Amiga's? What does a CommodoreUSA Amiga offer that a PC made from the exact same parts doesn't, apart from the name, and a doubled price-tag?

If someone really wants a commodore or amiga branded pc, why should someone pay 3x as much as the parts cost to get it from you instead of making their own stickers?

First of all, our prices are in flux, and secondly you are wrong on prices. Many of the price configurations we have seen people come up with have been either dead wrong or have left out essential bits, like fixed overhead, payroll, taxes, insurance and most importantly PROFIT! We can never hope to compete with systems you can put together yourself on price. No one can. Not everyone wants to build things themselves either, but if you like our Commodore and Amiga branded cases you have the possibility of buying one and can have at it.

Why did you claim that ads would be on television, when they never made it anywhere but on youtube?

What happened to your 30 million dollar advertising budget. Does it cost 30 million dollars now to self edit a few videos to cheesy production music that costs 20\$ per track and upload the view to youtube? You claimed you had a 30 million dollar advertising budget. All we've seen is a mention on a dvd and some youtube videos that were made at home.

The 30 million dollar budget was an invention of the advertising agency we are no longer affiliated with. A budget is just a plan, and

clearly things would be entirely different if we actually had 30 million dollars, and we never claimed we had it. People just jumped to conclusions....We tried to correct that publicly on a few occasions and just gave up, and didn't want to get involved with all the vitriol. If you're stupid enough to believe we have 30 million dollars we're quite happy to let you.

Why did you illegally steal footage from a disney movie (TRON) to make ads for your company?

Another contender for the most stupid question. Here are the facts regarding the co:branding of the release of our C64x and with Disney's release of their TRON dvd:

Regardless of the repeated lies initially started by one of your forum members, and repeated by the brainless individuals who seem to get a vicarious thrill diminishing and mocking our success ...

1. We did not approach Disney in any manner regarding the possibility of a co:branding of our companies respective IP and product.
2. They approached us, and presented the opportunity that they wanted us to participate in.
3. Commodore USA, LLC and The Walt Disney Company did not exchange any cash or cash equivalent in this co:branding campaign. NOT ONE PENNY changed hands between us.
4. Disney already had two HUGE computer companies battling for this opportunity; when the VP of Disney became aware of our upcoming C64x launch, he put us on his radar, and we began to engage.
5. This was not a paid advertising program; You can't buy this exposure from Disney, it as to be offered; it's not for sale. Disney, at their sole expense, printed millions of full color dvd insert panels, which were included on the front of every TRON dvd worldwide!
6. Every video we produced had to be approved by Disney. In fact, many were rejected for various reasons, and the final cut is what was presented to a worldwide audience on April 4, 2011.
7. MILLIONS of viewers worldwide shared in this exciting adventure; the thirty year rebirth of the C64 and TRON!!!!

Disney is the world's largest multi media conglomerate. The fact that they saw the value in such a huge co:branding alliance with

Commodore USA speaks volumes about the efforts and successes we have obtained in such a short time frame.

Link to Disney's official TRON webpage, featuring Commodore USA as a co:branding partner, right next to Coca Cola.

http://disney.go.com/tron/index_flash.html - /partners

What percentage of markup do you apply to your off the shelf components, it seems dreadfully high?

Really? Same as Apple. They take their raw cost of materials and DOUBLE it. That becomes their approx. selling price. OK, I know we are not Apple, but the principle remains the same. We must remain profitable in order to stay in business, and live to fight tomorrow's battle. Our margins have been a bit high I'll grant you, but we're changing our strategy and will be pricing more aggressively.

Why did you steal text from apples website on one of your earlier websites?

Yes. I believe I apologised for that. In the excitement of putting the first website together one night I got a little copy/paste happy. It was really just a temporary place holder, and it looked a lot better than the stock latin blurb I should have used. I'd be happy to give Apple an apology. Sorry Apple. I won't do it again. There, happy?

Why do you maintain so many shill accounts on a.org and elsewhere to defend your company? Why don't you just grow set of balls and post yourself and stop hiding behind fake users? Do your parents know your running a computer empire out of their basement?

We do not have any fake user accounts, although I must admit the thought has crossed my mind. It may be hard for you to believe, but we have legitimate fans who like to come onto the various forums and evangelise, as well as defend against all the lies, vitriol and propaganda a small number of individuals like to spout. Here's a link to a video showing our facility being run out of my parents basement
http://www.commodoreusa.net/CUSA_FacilityVideo.aspx

Whats the point of using the Amiga nameplate on something not even resembling an Amiga product? We aren't naive enough to take such bait, and frankly, it is very insulting.

Sure, the AMIGA mini does not resemble a classic AMIGA but I felt it was something that Commodore would have produced had it continued to this day. Some of our new Amiga models will bear a closer resemblance to the classics but are not intended as replicas. We intend to do what we feel Commodore would have done if it had continued to this day.

Please understand, that we could have done a lot of things with the Amiga brand, and if you think that was insulting, you should seriously consider what another company, without such reverence for the brands, could have done.

What happened to those 25,000\$ workstation amigas you once bragged about? What happened to the hundreds or thousands of c64x's you claimed you were shipping to big box retail stores that never happened. Why?

This was in reference to something I commented on relating to a potential collaboration with NewTek around a new Amiga Video Toaster. I went on to estimate that various configurations of such a machine could cost as much as \$25,000. Obviously, such collaboration has not yet occurred, nor will we produce a mainstream Commodore Amiga machine that would cost anywhere near that amount. To think so is crazy, but yet again, what I have said has been taken out of context and applied to the propaganda purposes of a small yet vocal minority.

I do not recall having ever claimed to ship hundreds of thousands of C64xs. Some reporters went a little crazy with numbers when they published, but certainly not that high, and quite frankly, it was not in our best interests to correct them.

The rainbow coloured ticker has huge appeal in the gay communities, I know this first... hand... after visiting bars and nightclubs in Amsterdam and San Francisco, wearing nothing but a... wearing a dark purple T-shirt with huge Amiga ticker on the chest. Are you considering the market appeal for "Amiga" and rainbow ticker in the LGBT communities?

That's funny. Maybe we should create a line of Amiga clothing especially for them. I'll talk to our Director of Social Media and get his take on this.

Does Dammy's misrepresentations and incorrect expectations about company policy and expectations represent corporate policy?

Dammy is not an official representative of Commodore USA but one of our biggest supporters. I quite often enjoy talking to him about some of our plans and some of the possibilities of those plans. Sometimes he gets a bit ahead of himself and extrapolates things we never publicly promised. We have made it quite clear publicly that he is not an official representative, but many of his comments do hold a lot of insight into our thought process and desires, if not concrete plans. His support and commentary are most appreciated and valued by myself and our team.

Whatever happened to "Commodore USA's Final Challenge to the Community?"

You all gave up. It still stands. It's not our fault you can't agree on anything or maybe there just aren't enough of you out there. :-P

FUTURE PRODUCTS/PLANS

How are the discussions going with the Natami team to support them and if you can resolve a licensing issue with Ben Hermans then build into an official Amiga system. Have you any plans to create a more classic amiga or such or peripherals etc.

What discussions? These are leading questions. Any such discussions would be confidential. We currently have no plans regarding classic Amiga hardware.

Are you going to conquer computer market of graphics station based on 4 core CPU and graphic boards with powerful GPUs?

I don't know if that is even possible. We are focused on home computing but certainly there are avenues for powerful workstations in such industries. It is certainly doable with multiple high-end nVidia Quadro cards being touted as super computers.

Does C=USA have plan to DEVELOP any new hardware or software or to licence (outsource) any h/w or s/w development and if yes, what?

Do you plan to resume the production of Amiga 600/1200/4000/CD32 in the classic form known from 1993?

No, we may do some case replicas, but we currently do not have any plans to recreate classic hardware.

The Amiga Fantasy case or similar all in one keyboard computer will it happen? When will Amiga PPC from CommodoreUSA see the daylight?

We want to create an A500 replica. We currently do not have plans to sell PPC hardware.

Do you plan to begin some sort of a cooperation with the Amiga community that has nurtured the legend for so many years? What I mean is to convince (in a financial way) three Amiga teams (AmigaOS, MorphOS, AROS) to work on one operational system dedicated to one machine created by CUSA.

Unfortunately, there appears to be much animosity between the next gen Amiga OS teams. We've made it quite clear that we would like AmigaOS running on our x86 machines, so in terms of usefulness to the collaboration, Hyperion could potentially do that with the assistance of AROS. While it would be wonderful if MorphOS Team could get involved, I don't see how it could be directly useful.

What companies do you plan to start cooperation with? (not only Hyperion or Amigakit but also other suppliers and distributors).

Any such cooperation would be subject to confidentiality.

Is there *anything* interesting/unique in regards C-USA products, or will they always just be using other peoples work? (ie. any plans for custom apis, drivers, technologies,etc.)

We will license or purchase technologies as needed, when we need to, just as Commodore did with the Amiga in the 80s.

Do you have plans for selling the system in Africa? If no, why?

We currently ship worldwide for free. Even to Africa.

How many employees does the company plan to hire this year?

All I can say is, as many as we need to fulfil product demand.

Do you plan to create something like AppleStore and after coming to agreement with the publishers and owners of old classic Amiga games make them available to buy as ADF images or to create remakes of the most popular titles?

Oh yes. We are planning to release an app store for classic emulated games, WINE compatible games and Linux games within Commodore OS and potentially other GNU/Linux distributions.

Why don't you cooperate with Yoz Montana in the matter of Amiga cases which are modern, original and have some retro feeling?

Frankly, because we have much better and more realistic ideas. His design looks great, but when he designed it he seemed to forget you need room for actual hardware inside. Of course we provided him with feedback, and he came back with another larger design, but we weren't so enamoured with it. It really is a balancing act between looks and functionality.

Do you plan to add numbering system to computer models (like in case A500, A1200 etc.)?

Yes, it has always been our intention to use Commodore model naming nomenclature when there are similarities in appearance or form factor with classic models. Even a T suffix for towers. We also intend to use the lowercase x suffix in our more official model name designation, just as we did with the C64x, which has been quite useful for denoting our models from the classic C64 in discussion. That said, we often just refer to our models as the new Commodore 64 for instance, and I imagine we will advertise our new models in similar fashion, like the new Commodore Amiga 1000, or the new A2000 etc.

Do you consider extending the offer for much cheaper models, models which will be custom made upon the user requests, desktop models, mobile models, etc.?

We now allow a variety of configuration options on our website. Some models have a single base configuration. Configurators will likely want to go further in building things to order for their customers. In terms of our model line-up there are one or two very different things in the pipeline for later in the year.

Do you have any plans to support any area of the current

Amiga scene? Viva Amiga film? Advertising on amiga web site?

We would like to support the demoscene, if we knew where to start. Viva Amiga knows of us by now, I'm sure, yet they haven't approached us. Who knows, now that we've actually released our first Amiga maybe that will change.

Do you have any plans to attend any Amiga shows to demo your products?

Unfortunately, no. I was actually excited to do that, until I discovered the attendance at various Commodore and Amiga shows was rather poor, making it hard to justify the expense. We would rather create our own Commodore show in more easily accessible and populated regions, or perhaps as an adjunct to a major computing show.

Do you feel you made any errors in talking with the Amiga community ? Will there be changes in the future?

Of course, and quite often. I do not know of any company that would so openly discuss plans on forums, yet I do not know of any company that has ever come under such incredible scrutiny. Except maybe Apple of course. People said I was crazy, and many still do, to be conversant with a group of hardcore fanboys, especially ones of such historic epic hostility. It was a bit of a culture shock. You may have noticed that since we have our own forum we don't come around as much, and you likely only see some of our supporters still around posing our side of the argument. The thought that anyone from Commodore USA comes onto AmigaOS sites for advertising is so utterly ridiculous it just boggles my mind. I sometimes post for my own amusement, but that is all.

I am doing this interview solely because I was politely asked to, and would like to set the record straight without all the accompanying noise for once. If my answers upset you, then I really feel it is time you had a long good look inside yourself to figure out what the cause of the hostility is. We are as passionate about Commodore and the Amiga as many of you are, but with a different perspective to many on this forum. Our activities and plans are not meant to invalidate your hobby, your favourite OS, or to denigrate the legendary Commodore and Amiga computers, in any way, but to lead the Commodore and Amiga brands, that have seemingly languished over the years, to greener pastures. Many of your goals are ours too, but we are either restricted legally, lack the particular IP, or cannot do everything at

once. All I can say to you, is that despite the hostility, there is a lot of love, and we do not take much to heart. I would like to thank everyone that has been vocal in their support of us since we started, and it has been a pleasure discussing your hopes and desires for our products and our company. It means a lot to us. It is my hope that some day we may be in a position to make everyone's Amiga dreams come true. Until then....Take care and God bless.

Barry