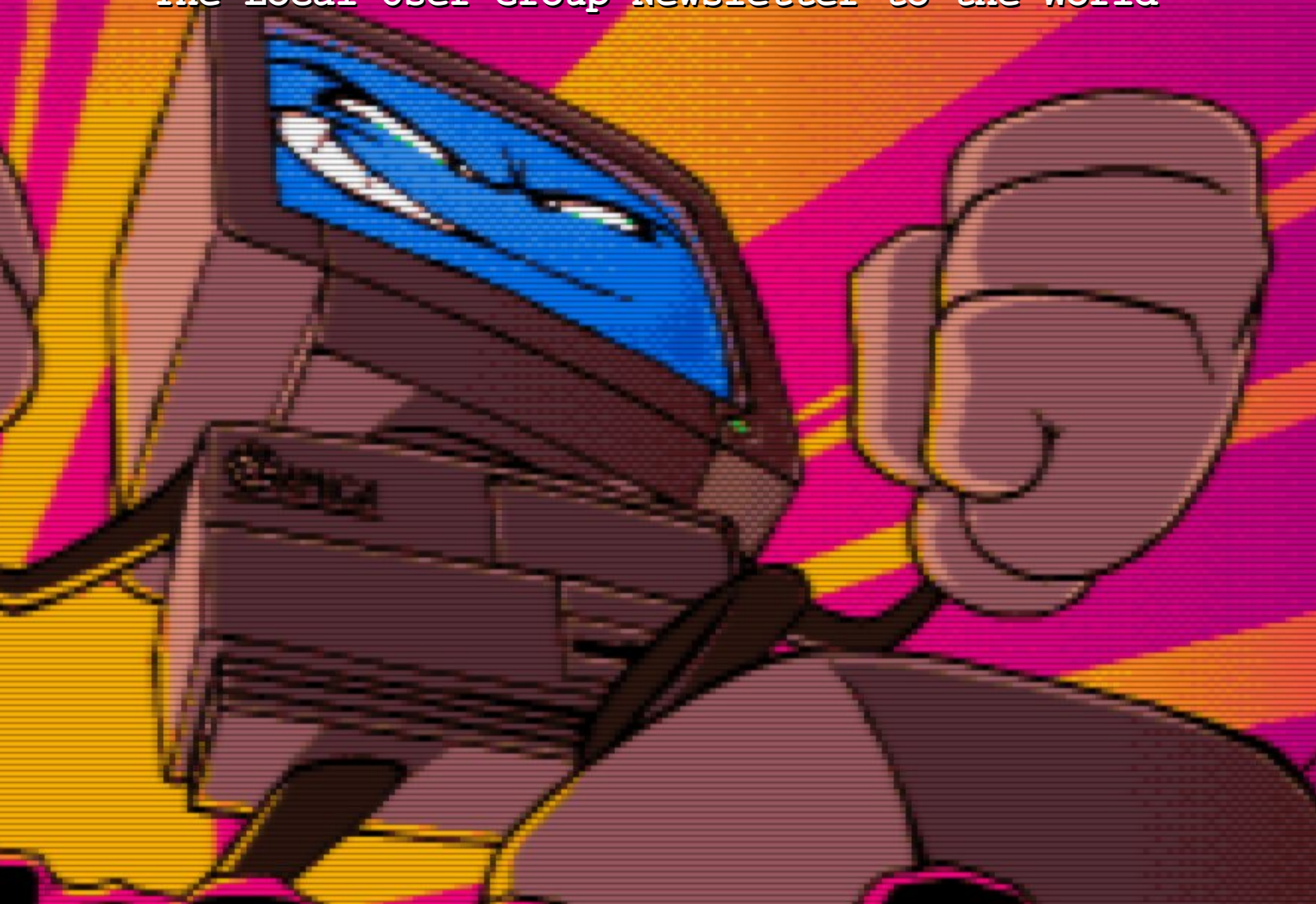


AMIGATECH-GAZETTE

"The Local User Group Newsletter to the World"



RE-INTRODUCTORY issue!

Issue 01
January 2023

A publication for fans of Amiga, MorphOS, AROS, and other alternative systems, along with other general retro and nostalgic stuff.

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AMITech-GAZETTE

Issue 01 - January 2023

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Who Are We?

The Ami Tech Gazette aims to give you news, opinions, and musings on the Amiga computer and its relations, as well as other nostalgic things, with the feel and personal touch of your classic local user group newsletter.

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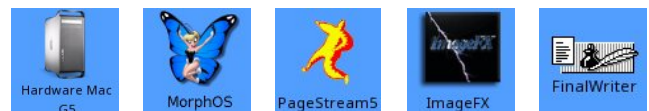
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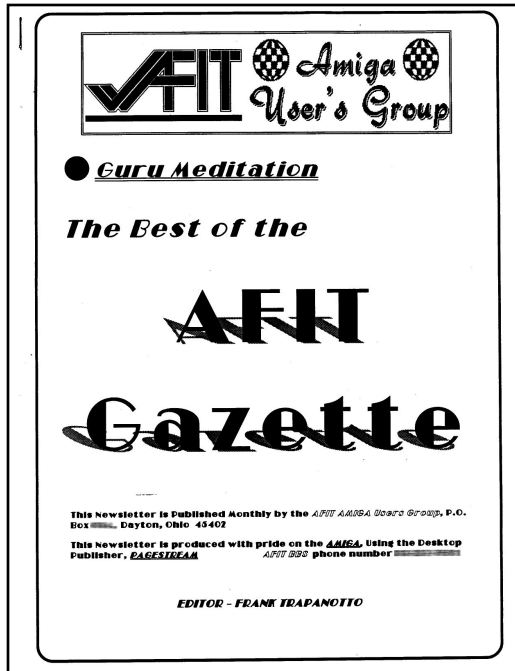
The History, and (Re)Introduction From Eric Schwartz

AmiTech got its start as the AFIT Amiga user group, founded by people from the Air Force Institute of Technology at Wright-Patterson AFB in Dayton, Ohio, hence the 'AFIT' title. I'm not certain exactly when the group was founded, but I first encountered AFIT at a Dayton Computerfest® show in 1989. In those days, before the web and social media took over the world, computer trade shows were an ideal place to find new, used, and obscure computer gear and parts inexpensively, as well as meet the local groups. The computer user group was a near-indispensable support system back in the day, a resource for information, freeware software, and people with a similar base of experience for help and troubleshooting. My father and I joined the AFIT group and soon became fixtures there. From time to time, I would take on officer duties in the club, usually that of the newsletter editor. AFIT Amiga would eventually move away from the Air Force base, and into the Amiga graphics classroom at the Stivers School for the Arts for our weekend meetings. As the group was no longer directly connected to its AFIT roots, its name would be changed to "AmiTech", a decision made by our then-president. As the Amiga computer itself went into decline following the bankruptcy of Commodore, the user groups followed suit as some members moved on to other platforms. AmiTech would find itself merging with another Dayton-area Amiga group, appropriately called "Amiga-Dayton", which had early connections with local public-access cable TV stations. As the two groups already had several members in common, myself included, merging made sense, creating the entity "AmiTech-Dayton". We continued as such for several years

after that, usually having our monthly meetings at public libraries in Huber Heights, Dayton, Moraine, and Kettering. I took on more responsibility within the group, sometimes as the group's vice-president or even president, and almost always continuing as the newsletter editor. Over the years, our total membership dwindled down to a small core group, as different group members either moved away, moved on, or passed on. When the pandemic hit in 2020, it hit us too, as our usual meeting places weren't available anymore. Hardly anyone was coming to meetings regularly, even after Covid restrictions were loosened. A few attempts were made to recapture our previous meeting locations, but it didn't recapture any group members, so the AmiTech-Dayton Amiga user group was taken off life support, and ceased operations at the end of 2022.

I wasn't quite ready to give up the newsletter bug, however, and therefore the new AmiTech-Gazette was born. I wouldn't say that we are trying to compete with more professional Amiga magazines or web publications, because there's no way we really could. What we CAN offer, however, is a more unique experience like that of the classic computer user group newsletter, with its writers offering up their own style, quirks, and personal spin on any given bit of news or technology coverage, as well as the occasional detour into other points of retro interest, such as toys or games. This probably won't be to everyone's tastes, but if this newsletter is given the chance to continue and grow, possibly even thrive, it will find its audience, and that back and forth collaboration with that audience will hopefully create something truly special and unique for the Amiga and retro stuff communities.

Eric Schwartz, Editor



The Amiga in 2023

Written by Eric Schwartz

Those interested enough to read this already know that the Amiga platform is not as dead as those in the 'mainstream' computer world would have you believe. Over the last several years, it has even grown a fair bit from its low point, as the Amiga enthusiasts and the retro computing communities have grown to embrace each other. Not everyone knows just how many different options and flavors exist for those who wish to explore an Amiga or Amiga-like experience, and I hope to lay out some of the more prominent options for you, whether you're new to the Amiga scene or maybe just looking into possibilities you hadn't considered before.

The first, most obvious example is classic, 'vintage' Amiga hardware, from a bare-bones A500 or A600 for simple gaming up to 'big box' or tower systems with upgraded CPU and video hardware for a wider range of applications. One downside of vintage hardware is that it's geared for use with other hardware of its time not commonly used today, such as floppy disks or CRT monitors with NTSC or PAL scan rates. Fortunately, there are available add-ons available to improve 'quality-of-life' like the Gotek floppy drive replacement to load floppy disk image files from a USB device, adapters to replace aging SCSI or IDE PATA hard drives with CF or SD flash cards, newer operating system versions with ROMs, and video scan-converters like those from OSSC or RetroTINK to route your display to a modern flat-screen monitor. The other downside of vintage hardware is that it IS vintage hardware, and might be below your current expectations of performance, even with the newer CPU accelerators and upgrades available today. Vintage hardware doesn't last forever, even though it sometimes seems that way, and many classic Amiga computers need capacitors or batteries on the boards replaced before they fail, or leak and damage surrounding components. As the hard-



ware grows older, it becomes more difficult to find vintage Amiga systems, even incomplete or non-working ones for reasonable prices, as hardware becomes rarer and people who don't fully understand what they have try



to make a big sale on Ebay. Similar to other classic systems like the Commodore 64, it is possible to build a fresh Amiga system from the ground up with mostly-new parts. There are reproduction plastic cases from A1200.net or Checkmate, as well as replacement keyboard hardware and keycaps. You can buy brand new motherboards and populate them with off-the-shelf components, though you would still need to source the Amiga custom chips from a dealer or a junker system, as newly made drop-in replacement chips are not available - yet.

This leads to the next category of modern Amiga-based systems, those that recreate Amiga hardware using reprogrammable FPGA chips. Some of these are modest devices primarily designed for playing Amiga games, like the 'Minimig' and the MIST multi-system. Others expand on the speed, connections, and audiovisual abilities of the original Amiga well beyond its specs, as if the hardware continued developing on a hypothetical path beyond the

demise of Commodore. Examples include the stand-alone Apollo Vampire system, and cards to expand upon existing Amiga systems, the Firebird, Icedrake, and Manticore. The goal of these FPGA-based systems was to create new Amiga platforms, and even go well beyond the capabilities of the originals, while trying to maintain as much compatibility as possible with legacy Amiga software, even stuff like games which address the hardware directly, and are most prone to breaking should anything about that hardware change.

Another major category of Amiga systems is one that sprang up shortly after the demise of



Commodore. As Apple was moving away from the Motorola 68000-series CPU to the newer PowerPC family of processors, third-party Amiga hardware and software developers followed suit, creating CPU accelerator cards along with software and operating system libraries to take advantage of the enhanced speed, later creating entire new computer systems around the architectures built in the absence of a strong Amiga IP owner. There are two main PowerPC-based Amiga-like operating systems, both of which work to bring the Amiga OS up to a more modern standard while using 68000 CPU emulation and software APIs to maintain compatibility with 'well-behaved' (which can run without directly requiring the original Amiga's custom hardware) Amiga software, running at a much greater speed, with software written specifically for the PPC and its OS faster still. There is Amiga OS 4.1 from Hyperion software, which mainly works with licensed hardware such as the "AmigaONE" line of systems (from modest to powerful and pricey) produced by A-EON, last updated in late 2020. On the other side there is MorphOS from - the MorphOS team, which runs on a variety of PPC hardware, but carving out a special niche by providing a new fast and efficient Amiga-compatible operating system for PPC-based Mac systems, including the powerful G5 machines, left behind after Apple moved to the Intel CPU line, abandoning the older hardware. MorphOS is commercial, selling keys for each system you use it on, but it can be tried out for a limited time for free, and its latest release is version 3.17 from mid-2022. Even the PPC CPU line is showing its age now, so these developers are exploring other options, such as the Intel/AMD and ARM processor families, but nothing concrete has come of those efforts as of this writing.

Though most Amiga and related systems are commercial, there is an open-source alternative in the form of AROS, another long-running project

which has taken many forms over the years, but always with the underlying goal of staying open-source, and therefore not under the thumb of whichever IP owner that might decide to exercise control or demand money. Projects under the AROS umbrella include Amiga style operating systems to run on general PC hardware or any other architecture it gets ported to, to open-source versions of the Amiga 'Kickstart' ROM, which could function as a drop-in replacement chip and work in classic Amiga hardware. There has been a lot of cross-pollination between AROS and others, as software developments found their way into the commercial operating systems, or developers add to and help fund AROS projects, such as the Apollo group aiding the project so their Vampire hardware can function without requiring an Amiga OS ROM or license, instead leaving that option up to the end users.

The remaining Amiga option, and perhaps the most versatile for the least overall cost, is that of emulation. While once considered a poor, slow substitute for real hardware, ever-faster CPUs and software developments have made it possible for even an average PC or an ARM-based system like the Raspberry Pi to emulate an Amiga at full speed or beyond. Emulation is the basis for the



A500 Mini from the Retro Games company, made to run built-in or side-loaded Amiga games, or even a full OS using something like AMiniMiga. For the PC you can buy the "Amiga Forever" package from Cloanto if you want to be sure of getting all ROMs and the operating system legally. For the Raspberry Pi, there is "AmiBerry"

or "PiMiga" for a full suite of included Amiga software, though the legality of much of it is loosely justified under 'abandonware'. You can even, through a "PiStorm" interface, attach a Raspberry Pi with CPU emulation software as a direct hardware accelerator and expansion for actual Amiga systems.

Even today, people are bringing more to the



original Amiga systems, with new games and software, packages like 'WHDLoad' to let you install and run old floppy disk based games from your hard drive with better compatibility, curated software suites such as AmiKit, to make the Amiga as fully-featured as possible, and even new updates to the 'old' Amiga OS with Hyperion's Amiga OS 3.2. These old/new developments have the benefit of working with old hardware, new hardware compatible with the old, and emulated hardware as well. It's almost as if we have come full circle in a way. After working so hard to surpass the old, seemingly obsolete Amiga systems of our past, we have come back around to embrace them again, while bringing with us many of the advancements we found along the way.

Links:

<https://www.a1200.net>
<https://www.amigaos.net>
<https://www.aminimiga.com>
<http://www.apollo-computer.com>
<https://morphos-team.net>
<https://retrogames.biz/products/thea500-mini/>
<https://www.amikit.amiga.sk>

A More Personal Introduction

From Eric Schwartz

If you are an Amiga enthusiast, you might already have heard of me. I've made (or tried to make) art my career of choice, a career which, in many ways, got its start with the Amiga. I got my first Amiga, the A500, at the very end of 1988, and I got right into exploring graphics and animation. With software like Deluxe Paint and Moviesetter, I was creating short animated cartoons, which were novel at the time, compared to the brief loops and raytracing demos that were more common then. I would share my latest works at local user groups, AFIT Amiga and Amiga-

Dayton, and they would spread from there, on floppy disks, then wider via the Fred Fish Amiga library, and early on-line bulletin board services and networks. From there, my animations spread worldwide, and here in the USA I might see coverage of my recent animations in a magazine from the UK. In the meantime, I would have greater involvement with my local Amiga user groups, becoming a semi-regular editor for the group newsletter. Life was shifting as I graduated from art college in Columbus, and Commodore Computers declared bankruptcy, causing the Amiga properties to bounce from owner to owner over the years. I worked various jobs and commissioned illustrations. After gaining internet access, I started a web-comic, "Sabrina Online", which I produced with the help of my Amiga and would become my longest-running continual project, having gone for well over twenty years at this point, though it has changed a few times over those years. I got my start with the Amiga as a literal teenager, and here I am now in my fifties, still trying to make the most of that platform, having used an Amiga in one form or another for over three decades. I started with a modest Amiga 500, moved up to bigger and better A2000, A1200, and A4000T systems, and today I use a mix of Mac, Linux, and Android devices while making great use of my Amiga and MorphOS machines while looking into the worlds of emulation and the Apollo Vampire. I've been through a lot in all this time, and perhaps the secret is never fully growing up - never losing touch with that inner child that still enjoys toys and games. Then again, maybe the secret is being an old luddite boomer crank who would rather play with tech from the 1980s and '90s than the 2020s. Then again, I'm constantly browsing Twitter and YouTube, so who knows. Perhaps what I'm trying to say is that ... I'm complicated. (in a relatively simple way)

Eric Schwartz

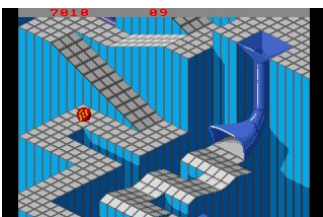


Amiga Software Review

Marble Madness (Atari/Electronic Arts, 1986)
Retro-Review by Eric Schwartz



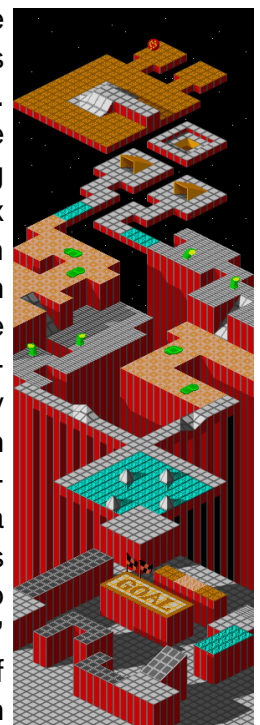
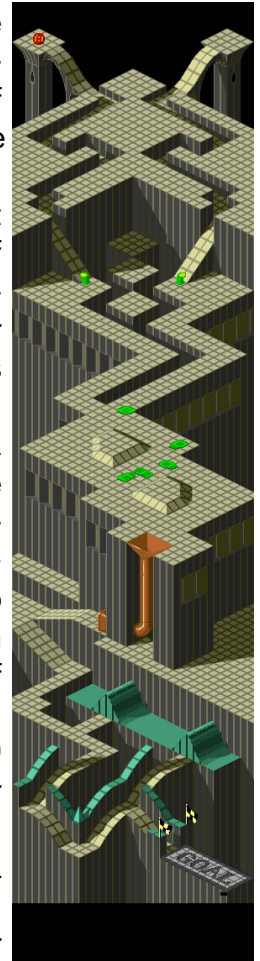
Back during the Amiga's inception, one of the first software companies to publicly back the new machine was a little company called Electronic Arts, far before they became the "EA" that modern gamers would learn to hate. Most of their first Amiga releases were ports of games that were already successful on 8-bit systems, but their headliner Amiga game at the time would be a licensed port of the 1984 Atari arcade game "Marble Madness". The arcade game is a contest for 1 or 2 players to race your marble through a pseudo-3D obstacle course before the allotted time runs out. There are six courses, each with their own unique challenges. The Amiga conversion, handled by programmer Larry Reed, lived up to the Amiga's initial promise of arcade-quality visuals. While the Amiga version doesn't have quite the full color palette of the arcade original, the M.C. Escher-inspired visuals are hard to distinguish between the two without looking closely, with the course graphics even employing anti-aliasing to smooth out the lines. Perhaps the biggest tell of the Amiga version is that the colors for the player 1 and 2 marbles are swapped for some



reason. The audio presentation also matches the arcade pretty well, though the music may sound a bit amateurish compared to the arcade, though this was made before music tracker software would make the Amiga a powerhouse in game music.

All this presentation

would be meaningless if the game played poorly, and thankfully the play matches the feel of the arcade rather well - maybe not quite as smooth or polished, but extremely well for an effort from the Amiga's first couple of years. Your marble can be controlled by joystick, trackball, or mouse, with the control options and difficulty set in a menu at the start of the game. I find a mouse to be a good substitute for the arcade's trackball control, though you may find yourself doing a lot of 'scrubbing' to keep going in one direction. I'm not certain if it's a peculiarity of using a modern optical mouse, playing MM on my A4000/060 through a WHDLoad install, or some combination of the two, but the mouse control can go a bit off the rails on occasion (which I don't remember happening when playing on the old A500), which can make some fast-yet-precise moves tough, especially rolling uphill. The biggest knock against the game is the same shortcoming as the arcade, that with only six courses (the first one being an extremely short and basic 'learn how to roll' practice course), the game is very short, and an experienced player can potentially blow through the entire game in a few minutes, so, aside from 2-player competitions, there isn't a lot of incentive for repeat plays after that. Still, as someone who enjoys an occasional 'quick' game that doesn't need a lot of time investment, this is a fun



one to fire up from time to time for a quick run. Marble Madness was one of the first games I had on the Amiga back when, and while a little dated, it still holds up for me even today. If you are a fan of the arcade game, shortcomings and all, I think you will enjoy its close cousin the Amiga version as well.

(screenshots from Mobygames and Amiga Graphics Archive)

Nostalgia Bait

By Eric Schwartz

My first exposure to the Amiga computer came from Compute! Magazine. Their September 1985 issue put the machine on the cover, and had a fairly extensive article within its pages. I read Compute! Frequently back in those days. My family had a Commodore 64 at the time, and the magazine was a good resource for news, information, and type-in programs, and since it didn't cater to one specific computer platform, it was also a good way to find out what was going on with the other systems in the wild west of early 1980s computer culture, even if I personally couldn't do anything with stuff for an Apple II, Atari 800, or TRS-80. Discovering this new thing called an "Amiga" was a true revelation, however. I was always interested in computer graphics and animation, and tried my hand at creating on the C64, in my own limited way, sometimes using the software in ways not necessarily intended by their programmers. I could already tell this Amiga was something special, even if I didn't fully grasp exactly how powerful and versatile it actually was,



just by looking at the samples of Amiga graphics peppered through the article. This was before the famous King Tut graphic that became synonymous with the machine, but there were still images I would never have thought possible on a home computer at the time, particularly a high-res 16 color image with a close-up of the colorful face of a mandrill. I must have re-read that article dozens, if not hundreds of times, and I knew from that moment on that I NEEDED an Amiga computer. My parents didn't quite see it that way, however, as I already had a Commodore 64 which was only around a year or two old, and they were not so keen on spending a thousand or more on this unknown new system. I never gave up on my desire, but I would have to wait, until after the less pricey A500 model was released, and a little longer still. I did finally get that Amiga I wanted, at the very tail end of 1988. Perhaps that was for the best, as the Amiga was a bit more mature by then, with more and better software available for it. It must have worked, as my love for the Amiga has never died to this day.

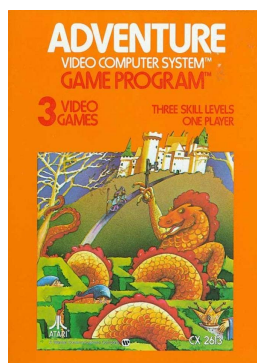
To see a copy of this article in an easy web-readable format, you can go here:

<https://www.atarimagazines.com/compute/issue64/amiga.php>

Retro Review

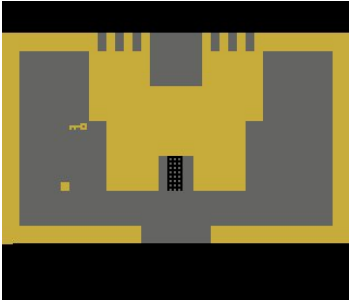
Adventure (Atari, 1980, Atari 2600 VCS)

Review by Eric Schwartz



Many retro game enthusiasts know Adventure as that super-basic looking game where you control a block and run away from ducks. Pop culture has helped more to know it as ostensibly the first video game 'Easter Egg', as designer/programmer Warren Robinett buried his name in

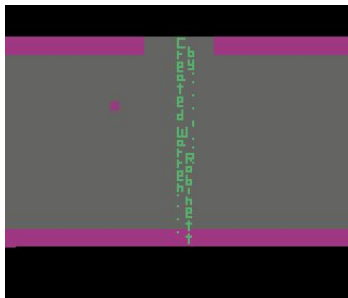




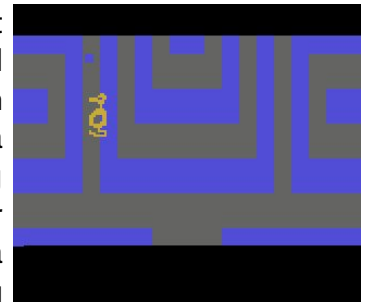
the game behind a specific cryptic set of events, at a time when his bosses did not allow the people behind the games to be publicly credited for their work.

The game is fascinating to me, as it was one of the first attempts to adapt the early text-based games like "Colossal Cave Adventure" into something that could be represented visually on the Atari (using 4K of code and data), and played with a joystick. It can also be considered an early example of an 'open world' game, as game elements and characters can interact off-screen without your direct involvement.

The goal of the game is extremely simple - as the small, square-shaped protagonist, find the chalice and bring it to your home base, the yellow castle. Between point A and point B, there are other castles, which need color-matching keys to access, dragons (the 'ducks') which try to chase and eat you, tools, and more. Unlike the many game variations of Atari VCS games of the period, Adventure only has three, which translate to difficulty levels. Game 1 is a good introductory game, with only two castles and two slower dragons to contend with, and you are practically walked through it from key to castle to sword to dragon to key to castle to chalice. Game 2 is the 'full' game, with the three castles, additional mazes, including 'dark' mazes where you can only see a short distance around yourself, three dragons including a rocket-fast red guy, and introducing the bat, which add a chaotic element by flying around semi-randomly, grabbing items, including whatever you might currently be holding, and running off with it until it finds another object to swap it with. This can either hinder you by taking away something you need, or possibly help by dropping off just the thing you were looking for. With time and practice, this game can become quite easy as well, as you learn the layout of the



mazes, seal the bat away inside a locked castle, and hunt down the dragons with a sword before finishing the game goal at your leisure. Oddly for a game of this era, if you



are caught and 'killed' by a dragon, you can hit the game reset switch and be back at your home castle without losing any progress you had made up to that point, with the exception that any slain dragons will be revived as well. There can be a mild element of tedium to the game, as the player can only hold one object at a time, so there can be a lot of backtracking involved to get one object to do one job, then go back to where you left something else you need (assuming the bat hasn't moved it elsewhere). Regardless, once you are skilled at game 1 and 2, there is little remaining challenge or replay value - and that is where game 3 comes in. Game 3 is essentially the same as game 2, but with all the objects randomly scattered. This means any given game can be more challenging than usual, or stunningly easy if random chance puts the right objects right in front of you, or on rare occasions impossible, if say - a needed key is locked inside its own castle, for example. The relatively open-ended nature of the game lends itself to playing and experimentation as well. You can go looking for the aforementioned Easter Egg, you can try to complete the game without killing any dragons, or instead of holding the sword, leave it still and try to get a dragon to impale itself chasing you. One thing I enjoy is trying to bring EVERY object in the game back to the yellow castle. This involves carrying the bat, as

the bat can carry objects you can't yourself, such as dragons. The game objects flicker when more than two are on-screen at once, so bringing everything in the game into one room results in some tremendous flickering. I think a lot of people tend to write Adventure off as a simplistic, crude-looking game



from its surface appearance, but in my opinion there is more depth to the gameplay than many realize, and more yet if you dare to experiment with it beyond its immediate stated in-game goal.

(game screenshots from Atariboxed.com)

Retro Review

Optimus Prime (Hasbro/Takara, 1984)
(Version: WalMart vintage reissue, 2019)
 Review by Eric Schwartz

When it comes to the original Transformers toys, I think even most 'casual' collectors have or had a version of the original Optimus Prime toy, or at least wanted one, so it seemed like Optimus would be a good candidate for my first toy review in this newsletter. Those up on their Transformers toy history know the toy that would become known as Optimus Prime got it's start in Takara's Diaclone line as "Battle Convoy", and indeed the character would keep using the 'Convoy' name in Japan for well over twenty years. People who



believe they remember the past much better than they actually remember the past will talk about how these toys were much better back then, because they were completely made out of metal, and indeed Optimus does have a fair amount in its construction, though limited to the

feet and the chest section, which becomes the windows of the truck cab. As mentioned, Optimus Prime turns into a cabover-style semi tractor. It's here that you see a level of attention to detail, as toys from this era treated the transformation as a surprise feature, so the children can amaze their friends and family by showing that a simple toy truck is actually more than it first appears.

Generally, he also includes a trailer, which, when opened contains a bay for other vehicles or robots, an industrial-looking robotic service/repair drone, and a six-wheeled car called 'Roller'. While I am familiar with these, the version I am reviewing now was the truck cab only. You might notice all these parts have noticeable seats and cockpit sections, which was a hold-over from the toy's roots in Diaclone, where all the robots came with tiny driver figures to operate them. Transforming the toy from truck to robot and back is very simple, with the rear of the truck folding down into legs, arms coming out from the sides, and head flipping out on top. One element I've always disliked about this toy, and several others from the early days of Transformers is that the hands are separate pieces to be attached at the ends of the arms, where the truck headlights were.



When the toy is back in truck mode, you have to find somewhere for the fists, either a parts bin, inside the cab substituting for the drivers, or just leaving them stuck in the headlights, giving you a punch-truck. Optimus also comes with a large blaster rifle to hold. This Optimus has hands molded in such a way to better hold this rifle, but not all releases do, forcing it to be inserted in at a slant as to not be blocked by the forearm. The robot form is not exactly a full 'action figure', though it is better articulated than several other toys from the same era. The arms can move at the shoulder and elbow, and wrist as the hands are simply pegged in, but the head is not designed to turn. There are also joints in the knees and feet, but the legs only move backward as part of the transformation. The overall look of the robot is a bit boxy and crude by modern standards, yet it has a classic, iconic charm. It looks best only from the front, however, as the back is a window to the toy's joints and parts, as well as a large gap that



allows you to see clear through, and out the windows on the chest.

If you are looking for a vintage 1980s Optimus Prime toy, be prepared to pay a pretty penny for even a used unboxed toy. If you are less picky, the toy has been reissued multiple times across several different regions through the years, the most recent of this writing being sold through WalMart stores around 2019, so less expensive examples can be found if you look, or a newer release will probably pop up later if you are patient. If you are looking for a 'Prime' example of a classic Transformers toy, either vintage or recreation, you can't really go wrong here. However, if you want something more like the heroic Optimus as he appeared in the cartoon show, there are many more recent toys with more impressive looks and articulation - more than the times the original has been reissued.

Magazine Recap

Amiga World (IDG Communications, 1985-1995)

Written by Eric Schwartz



Amiga World has the honor of being the first (I think) magazine specifically dedicated to the Amiga, notable in part because the first issue came out before the Amiga computer itself was widely available, though from what I've read, the magazine

was not available on newsstands either until it had a few issues under its belt. Those first issues couldn't do a lot more than talk up the machine's specs and pontificate on its potential, before enough software would be released to realize it.

Many Amiga magazines were released in the North American market, especially around the transition between the 1980s and 1990s, but Amiga World would be the default publication most would think of at the time, and the standard by which all others would be judged. Some rival mags would take pot-shots at AW for being the stuffy book that rarely had anything bad to say in their reviews. Truth be told, AW did feel a bit more 'corporate' than some of its rivals, and its support of Commodore and anyone who might buy advertising space was probably second only to Commodore's own in-house magazine. Regardless, it was a respected mag, which added to the community in itself and it's many spin-off publications, including reference books, the Amiga World Tech Journal, and Desktop Video & Animation special issues. Sadly, as a mag from a larger publisher, Amiga World did not last long once it became less profitable, and ceased publication in 1995, barely a year after Commodore filed for bankruptcy. It seems as though the plug was pulled rather quickly, as the final issue had little to nothing to say about actually BEING the final issue, instead headlining a comparison between high-quality color printers. After that, AW subscribers would be offered a US version of the British "Amiga Computing" magazine, but that didn't last long either. It might've had a rather unceremonious ending, but I think most would agree that Amiga World was the high-profile king of the American Amiga magazines during its nearly decade-long run.

YouTube Vid of the Month

"Not even scammers support AmigaOS"

by Stefan Nordlander

<https://youtu.be/WEvSRFGCJqY>

If you've ever had to deal with a computer security phone scam, you just might enjoy how our friend here uses his Amiga to string along his callers.



The Final Word

I hope you enjoyed this inaugural issue of my little 'user group newsletter'. In some ways this is but a preview of what is to come. If you did like it, I hope you'll consider supporting the Ami Tech Gazette on Patreon here:

<https://www.patreon.com/amitechgazette>

Your support as a 'subscriber' or 'sponsor' will give you access to new issues ahead of the general public, as well as downloadable back issues. You will also be able to contact the creators and make your voice heard for what you'd like to see in future issues. You might even be able to advertise within our pages. These all will (hopefully) make it possible for the newsletter to thrive, grow, and improve with a greater level of content and more contributing writers

and creators. With luck, together we can create a new community, an Amiga and retro user group that spans the world, a new implementation of a throw-back concept. I hope you'll be there with the rest of us to see it happen, and not point and laugh should it crash and burn.



Eric Schwartz, Editor



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