

Commodore A Company On The Edge

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

In 1853, few Japanese people knew that a country called America even existed. For centuries, Japan had isolated itself from the outside world by refusing to trade with other countries and even refusing to help shipwrecked sailors, foreign or Japanese. The country’s people still lived under a feudal system like that of Europe in the Middle Ages. But everything began to change when American Commodore Perry and his troops sailed to the Land of the Rising Sun, bringing with them new science and technology, and a new way of life.

The first modern biography of an American financial giant.

A single line of code offers a way to understand the cultural context of computing. This book takes a single line of code—the extremely concise BASIC program for the Commodore 64 inscribed in the title—and uses it as a lens through which to consider the phenomenon of creative computing and the way computer programs exist in culture. The authors of this collaboratively written book treat code not as merely functional but as a text—in the case of 10 PRINT, a text that appeared in many different printed sources—that yields a story about its making, its purpose, its assumptions, and more. They consider randomness and regularity in computing and art, the maze in culture, the popular BASIC programming language, and the highly influential Commodore 64 computer.

Lyons Tea Shops and the World’s First Office Computer

The Inside Story of Holden’s All-new VE Commodore

A Design Engineer’s Story of Commodore Computers in the 1980s

A Child Adrift in the Scientology Sea Organization

Insight and Analysis Into the Life and Success of America’s First Tycoon

Commodore

Assembly Language Programming with the Commodore 64

Today, war is more complicated than it has ever been. When considering military strategy, a commander must be aware of several theaters of war. There’s ground strength, air power, naval combat and even cyber warfare. In the late 19th century, however, the true military might of a nation rested primarily on the strength of its navy. In 1890, United States Navy Captain Alfred Thayer Mahan published a book titled "The Influence of Sea Power Upon History." The monumental text addressed the importance of both military and commercial fleets in the success of a nation in war and peacetime. Mahan begins with a discussion of the elements he considers to be the key to a nation’s success on the seas. He theorizes that a ground force could not sustain the pressure of a naval blockade. Mahan then applies his principles to wars of the past. He analyzes the use of a navy in various engagements and considers the resulting influence on the outcome of the wars. The book was readily accepted by commanders and tacticians all over the world and his principles and theories were utilized throughout the 20th century. His arguments, along with technological advances, were influential in the strengthening of the United States Navy. Presently, Mahan’s work is considered the most important work on naval strategy in history.

The latest book in the Key Issues on Diverse College Students series explores the state of Black women students in higher education. Delineating key issues, proposing an original student success model, and describing what institutions can do to better support this group, this important book provides a succinct but comprehensive exploration of this underrepresented and often neglected population on college campuses. Full of practical recommendations for working across academic and student affairs, this is a useful guide for administrators, faculty, and practitioners interested in creating pathways for Black female college student success. Whether this book is read cover to cover or used as a resource manual, the pages contain critical insights that should be taken into serious consideration wherever Black women college students are concerned.

This book tells the story of Commodore through first-hand accounts by former Commodore engineers and managers. Reliving the early years of an icon in the personal computer revolution turns out to be a fascinating and improbably hilarious journey. This gripping tale of ambition, greed, and inspired engineering gives readers a front row seat at the dawn of the personal computer. Engineers and managers relate their experiences through personal first-hand accounts, vividly recalling the most important moments of Commodore’s entry into computers in 1976 until its demise in 1994. The Commodore years are tumultuous, owing to their volatile founder, Jack Tramiel. He pushes his team to extreme limits, demanding that they almost kill themselves to meet his lofty expectations. Against all odds, his engineers deliver more color, more character, and more value than either Apple or IBM. While other companies receive more press, Commodore sells more computers. They cut a path of destruction through the competition, knocking out Sinclair, Tandy, Texas Instruments, and Atari and almost mortally wounding Apple. Unfortunately, Tramiel’s cut throat tactics also prove to be his undoing. He uses up his managers and employees like disposable ink cartridges, producing the highest employee turnover rate in the industry.

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

30th Anniversary Special. the Commodore 64 Book: 30th Anniversary Special

The Influence of Sea Power Upon History, 1660-1783

Commodore 64

The Home Computer Wars

An Inside Look at Apple, Atari, Commodore, Nintendo, and the Greatest Gaming Platforms of All Time

The Exploits of Matthew Calbraith Perry

The A-Z of Commodore Amiga Games: Volume 1

Explains how machine language works, subroutines, address modes, and temporary storage, and shows how to link machine language and BASIC

This is a new release of the original 1935 edition.

Explains how the Commodore 64 home computer works, looks at program writing, data transfer, logic and arithmetic operations, loops, sound generation, and graphics, and introduces assembly language

A sweetly illustrated story with a powerful message. 'My Mummy is an Engineer' is the first title by Butterfly Books. This book introduces children to the exciting world of engineering; creating real things that once were dreams. It will not only educate, but also inspire!This story is all about a Mummy’s adventure as an engineer, from working with her team in the office to visiting a construction site. It covers various fields of engineering, including electrical, civil and mechanical.

Step-by-step Programming, Commodore 64

The Golden Ocean

Cornelius Vanderbilt - The Commodore

The Spectacular Rise and Fall of Commodore

A Computer Called LEO

Mastering the Commodore 64

The Untold Tale of a Computer Giant

Atari Inc. - Business is Fun, the book that goes behind the company that was synonymous with the popularization of 'video games.' Nearly 8 years in the making, Atari Inc. - Business is Fun is comprised of thousands of researched documents, hundreds of interviews, and access to materials never before available. An amazing 800 pages (including nearly 300 pages of rare, never before seen photos, memos and court documents), this book details Atari's genesis from an idea between an engineer and a visionary in 1969 to a nearly \$2 billion dollar juggernaut, and ending with a \$538 million death spiral during 1984. A testament to the people that worked at this beloved company, the book is full of their personal stories and insights. Learn about topics like:
* All the behind the scenes stories surrounding the creation of the company's now iconic games and products.
* The amazing story of Atari's very own "Xerox PARC" research facility up in the foothills of the Sierra Mountains
* The full recounting of Steve Jobs's time at Atari, with comments from the people he worked with on projects and the detailed story of the creation of Atari Breakout, including input by Steve Wozniak on his development of the prototype, and how it couldn't be used and another Atari engineer would have to make the final production Breakout arcade game instead.
* The creation of "Rick Rats Big Cheese Restaurants" which later became "Chuck E. Cheese's"
* How Atari Inc. faltered and took down an entire industry with it before being put on the chopping block. If you've ever wanted to learn about the truth behind the creation of this iconic company told directly by the people who made FUN for a living, then this is the book for you!

New York Times bestselling author and journalist Anderson Cooper teams with New York Times bestselling historian and novelist Katherine Howe to chronicle the rise and fall of a legendary American dynasty—his mother’s family, the Vanderbilts. One of the Washington Post’s Notable Works of Nonfiction of 2021 When eleven-year-old Cornelius Vanderbilt began to work on his father’s small boat ferrying supplies in New York Harbor at the beginning of the nineteenth century, no one could have imagined that one day he would, through ruthlessness, cunning, and a pathological desire for money, build two empires—one in shipping and another in railroads—that would make him the richest man in America. His staggering fortune was fought over by his heirs after his death in 1877, sowing familial discord that would never fully heal. Though his son Billy doubled the money left by “the Commodore,” subsequent generations competed to find new and ever more extraordinary ways of spending it. By 2018, when the last Vanderbilt was forced out of The Breakers—the seventy-room summer estate in Newport, Rhode Island, that Cornelius’s grandson and namesake had built—the family would have been unrecognizable to the tycoon who started it all. Now, the Commodore’s great-great-great-grandson Anderson Cooper, joins with historian Katherine Howe to explore the story of his legendary family and their outsized influence. Cooper and Howe breathe life into the ancestors who built the family’s empire, basked in the Commodore’s wealth, hosted lavish galas, and became synonymous with unfettered American capitalism and high society. Moving from the hardscabble wharves of old Manhattan to the lavish drawing rooms of Gilded Age Fifth Avenue, from the ornate summer palaces of Newport to the courts of Europe, and all the way to modern-day New York, Cooper and Howe wryly recount the triumphs and tragedies of an American dynasty unlike any other.

Written with a unique insider’s viewpoint, this is a rollicking, quintessentially American history as remarkable as the family it so vividly captures.

Commodore the Inside Story contains David’s personal stories and experiences gathered from over a decade at the company in senior positions all over the globe. It also gather insights from other senior management and engineering employees, suppliers and fans of this former giant of home computing. Commodore the Inside Story exposes the naked truth of how mostly through gross mismanagement Commodore went from being a \$1 Billion company into bankruptcy.Forward by Trevor Dickinson - Co Founder of A-EON Technology Ltd. Chapters from the Author David J. Pleasance and many significant Commodore employees, including Dave Haynie, RJ Mical, Gail Wellington, Beth Richard, Dr. Peter Kittel, Wim Meulders and many more.

Filled with first-hand accounts of ambition, greed, and inspired engineering, this history of the personal computer revolution takes readers inside the cutthroat world of Commodore. Before Apple, IBM, or Dell, Commodore was the first computer manufacturer to market its machines to the public, selling an estimated 22 million Commodore 64s. Those halcyon days were tumultuous, however, owing to the expectations and unsparing tactics of founder Jack Tramiel. Engineers and managers with the company between 1976 and 1994 share their memories of the groundbreaking moments, soaring business highs, and stunning employee turnover that came with being on top in the early days of the microcomputer industry. This updated second edition includes additional interviews and first-hand material from major Commodore figures like marketing guru Kit Spencer, chip designer Bill Mensch, and Commodore co-founder Manfred Kapp.

The Penobscot Expedition

Games Book

The Great Commodore

An Insider’s Account of Commodore and Jack Tramiel

My Mummy is an Engineer

Black Women College Students

CommodoreA Company on the Edge

Vintage Game Consoles tells the story of the most influential videogame platforms of all time, including the Apple II, Commodore 64, Nintendo Entertainment System, Game Boy, Sega Genesis, Sony PlayStation, and many more. It uncovers the details behind the consoles, computers, handhelds, and arcade machines that made videogames possible. Drawing on extensive research and the authors’ own lifelong experience with videogames, Vintage Game Consoles explores each system’s development, history, fan community, its most important games, and information for collectors and emulation enthusiasts. It also features hundreds of exclusive full-color screenshots and images that help bring each system’s unique story to life. Vintage Game Consoles is the ideal book for gamers, students, and professionals who want to know the story behind their favorite computers, handhelds, and consoles, without forgetting about why they play in the first place - the fun! Bill Loguidice is a critically acclaimed technology author who has worked on over a dozen books, including CoCo: The Colorful History of Tandy’s Underdog Computer, written with Boisy G. Pitre. He’s also the co-founder and Managing Director for the popular Website, Armchair Arcade. A noted videogame and computer historian and subject matter expert, Bill personally owns and maintains well over 400 different systems from the 1970s to the present day, including a large volume of associated materials. Matt Barton is an associate professor of English at Saint Cloud State University in Saint Cloud, Minnesota, where he lives with his wife Elizabeth. He’s the producer of the "Matt Chat," a weekly YouTube series featuring in-depth interviews with notable game developers. In addition to the original Vintage Games, which he co-authored with Bill, he’s author of Dungeons & Desktops: The History of Computer Role-Playing Games and Honoring the Code: Conversations with Great Game Designers.

In 1982, George Lucas saw potential in the fledgling videogame industry and created his own interactive-entertainment company. Twenty-five years and dozens of award-winning games later, LucasArts has earned a prestigious place in the industry and in the hearts of gamers everywhere. Rogue Leaders is the first substantive survey of a videogame companya deluxe compilation that traces its history through never-before-published interviews. In addition, more than 300 pieces of concept art, character development sketches, and storyboards have been lavishly reproduced to showcase the creative talent behind such videogame classics as The Secret of Monkey Island, Grim Fandango, and Star Wars: Knights of the Old Republic, as well as games that were never publicly released. A thrill for millions of videogame and LucasArts fans around the world.

This accessible compendium examines a collection of significant technology firms that have helped to shape the field of computing and its impact on society. Each company is introduced with a brief account of its history, followed by a concise account of its key contributions. The selection covers a diverse range of historical and contemporary organizations from pioneers of e-commerce to influential social media companies. Features: presents information on early computer manufacturers; reviews important mainframe and minicomputer companies; examines the contributions to the field of semiconductors made by certain companies; describes companies that have been active in developing home and personal computers; surveys notable research centers; discusses the impact of telecommunications companies and those involved in the area of enterprise software and business computing; considers the achievements of e-commerce companies; provides a review of social media companies.

The Story of LucasArts

The Amiga Years

Commodore the Inside Story

A Company on the Edge

Rogue Leaders

Business is Fun

A Commodore 64 Retrospective

Open the door to your retro computing adventure! The Commodore 64 is alive and well in a thriving community of enthusiasts. Updated for 2017 with additional content, the third edition of this book is your gateway to understanding and enjoying the C64 scene today whether it be through emulation or original hardware. With tutorials, reviews, personal stories, interviews, and links galore, the wide world of the C64 is at your fingertips!Have you ever wanted to know more about the Commodore 64 and how you can enjoy the thousands of programs developed for it, or perhaps create your own? Whether you are a newcomer to the still active Commodore scene, or someone who owned a C64 back in the 80s or 90s who would simply like to play an old game once again, this book will set you on the right path.Squarely targeted at the C64 novice, but with plenty for veterans as well, A C64 Walkabout discusses the old and the new, with reviews of great old games and information on new products still being developed for the C64 and VIC-20 home computers of the 1980s.

How did the Commodore 64 conquer the hearts of millions and become a platform people still actively develop for even today? What made it so special? This book will appeal to both those who like tinkering with old technology as a hobby and nostalgic readers who simply want to enjoy a trip down memory lane. It discusses in a concise but rigorous format the different areas of home gaming and personal computing where the C64 managed to innovate and push forward existing boundaries.

Starting from Jack Tramiel's vision of designing computers "for the masses, not the classes," the book introduces the 6510, VIC-II and SID chips that made the C64 unique. It briefly discusses its Basic programming language and then proceeds to illustrate not only many of the games that are still so fondly remembered but also the first generation of game engines that made game development more approachable – among other topics that are often neglected but are necessary to provide a comprehensive overview of how far reaching theC64 influence was. Written in a straightforward and accessible style, readers will relive the dawn of modern technology and gain a better understanding of the legacy that was built, bit by bit, in those pioneering days by computers that had only a tiny fraction of the power modern machines have and, yet, were used to create the technological world we are now living in. With a foreword by Michael Tomczyk

Back into the Storm: A Design Engineer's Story of Commodore Computers in the 1980s brings you on a journey recounting the experiences of working at Commodore Business Machines from 1983 to 1986, as seen through the eyes of a young hardware engineer, Bil Herd. Herd was the lead design engineer for the TED series of home computers which included the Plus/4 and C16. He was also the lead designer for the versatile C128 that sold in the millions and was known fondly as the last of the 8-bit computers. In this book, Bil tells the inside stories that he and his extraordinary team, called "the Animals," lived through at Commodore. These were years when the home computer wars were at their height, technology moved ahead at a fast pace, and Commodore was at its pinnacle. The best-selling computer of all time, the Commodore C64, was in full swing and had blown past the sales numbers of its competitors, such as Apple, Tandy, Atari, and Sinclair, to name a few, in the home computer market. Commodore's founder, Jack Tramiel, was the head of the company when Bil began working there. This book describes with intricate detail how Herd and his team designed and built the computers that they were charged with creating for Commodore. It brings you through the design cycles of the computers that Herd headed up, categorized in the book in three stages--early, middle, and late--starting with the TED series of computers that he inherited in his first week at Commodore. The TEDs are known mostly as the Plus/4 and C16 computers, but there were other models that were designed, such as the C364 with a first-of-its-kind desktop interface that actually spoke, but which never made it into production. The TED series was followed by the Commodore C128, which was Herd and the Animals' invention from start to finish, and amazingly had an unheard of three operating systems. This was a high pressure time, a unique time in computer history, when a handful of (mostly) young individuals could craft a computer using the resources of one of the largest computer manufacturers at the time at their disposal, and yet there were no design committees nor management oversight groups to get in the way of true progress. As corny as it sounds (and it does sound corny), they designed from their hearts and for the five-month period that it took to get a computer from paper to the Consumer Electronics Show (the Super Bowl for the computer industry),

they lived, breathed, and ate everything dealing with how to get their computers done. They added features that they thought were good ideas and did their best to dodge the bad ideas from middle management that were thrust in their direction. They had that cockiness that came from knowing that they would outlive these bosses in the Commodore corporate culture, if they were successful, and providing they survived the highwire, design cycle themselves. They worked hard, they played hard. Come for an insider's ride with Bill Herd and the Animals in this fun adventure!

Patrick O'Brian's Aubrey-Maturin tales are widely acknowledged to be the greatest series of historical novels ever written. Now, for the first time, they are available in electronic book format, so a whole new generation of readers can be swept away on the adventure of a lifetime. This is the seventeenth book in the series.

The Life of Cornelius Vanderbilt

Commodore 64 Assembly Language Arcade Game Programming

Pillars of Computing

Back Into the Storm

Ready

The ZX Spectrum Book

The Final Years

Thirteen year old Katherine Cook sailed to India with her family in 1709 on the first fleet of the newly-formed United Company of Merchants of England trading to the East Indies. Within two years she was twice-widowed, a mother, penniless and alone. She realized the officials of the East India Company cared little for the relics of their servants who braved climate and enemies to acquire their huge profits. When her third husband suffered a violent death she determined to take control of her future. Escaping from the advancing enemy with other wives and children, she took with her all her husband's assets and documents, setting an example soon followed by other widows. As the powerful Company government in Calcutta closed in on her, demanding she hand everything over, a naval squadron appeared in the River Hooghly. She appealed to the Commodore for asylum on board one of the ships. Arrogant and irascible, Captain Mathews relished taking on contemptible merchants. For two years, as the squadron cruised round the Indian coasts, he conducted a robust correspondence with the various subordinate Company Councils, upholding Katherine's right as a British citizen to appeal for justice to the higher authority of the British Crown. The squadron arrived back in England carrying not only Katherine but several others who felt themselves ill-used by the Company.

Continuing the story of Commodore where the previous book, Commodore: A Company on the Edge left off, this book takes a look at Commodore's most tumultuous years up to 1987. How did the Amiga, a computer now widely regarded as having been five years ahead of its competition, fail to win in the marketplace? The author takes an in-depth look at the people behind Commodore's brush with financial bankruptcy and subsequent recovery. The picture that emerges is one of executives who had little understanding of how to market their products to the public and a company struggling to remain relevant. Told through interviews with company insiders, this examination of the now defunct company traces the engineering breakthroughs that made Commodore a favorite among early computer adopters.--flyleaf.

First published in 1983, this user-friendly guide to the Commodore 64 helped many owners of the much-loved home computer understand their machine to a whole new level. The details within the book enabled users to go further than the confines of programming purely in BASIC and is still a highly useful guide for those interested in retro gaming on the classic machine. * * * As the original publisher Interface Publications wrote: This book is a manual for all Commodore 64 users who wish to increase their understanding of how their computer works and how to program it proficiently in BASIC and machine code. The author explains how sound and music synthesis, programmable characters, high resolution graphics, function key programming, animation and sprites are done in both BASIC and machine code. It also contains a full memory map of the Commodore 64 and explains how the full 64K can be used and how to correct errors in both BASIC and the KERNAL ROMs. * * * Acorn Books is proud to present its Retro Reproductions series, a collection of classic computing works from the 80s and 90s given a new lease of life in the 21st century. From standards of programming reference no self-respecting microcomputer coder would be without, to obscure works unavailable for many years, these modern re-prints are perfect for any connoisseur of retro computing.

This is the eccentric story of one of the most bizarre marriages in the history of British business: the invention of the world's first office computer and the Lyons Teashop. The Lyons teashops were one of the great British institutions, providing a cup of tea and a penny bun through the depression, the war, austerity and on into the 1960s and 1970s. Yet Lyons also has a more surprising claim to history. In the 1930s John Simmons, a young graduate in charge of the clerks' offices that totalled all the bills issued by the Nippies and kept track of the costs of all the tea, cakes and other goods distributed to the nation's cafes and shops, became obsessed by the new ideas of scientific management. He had a dream: to build a machine that would automate the millions of tedious transactions and process them in as little time as possible.

Autobiography

A Commodore 64 Walkabout

Commodore Perry in the Land of the Shogun

On the Edge

Machine Language for the Commodore 64, 128, and Other Commodore Computers

The Rise and Fall of an American Dynasty

The Commodore Amiga

At age 12 Janis was thrust into a role that no one, not even L. Ron Hubbard himself, could have predicted the outcome, for within not too many years Janis and her fellow Commodore's Messengers, as they were called, would be running the whole of International Scientology. But that is the story of a later book. Commodore's Messenger begins by taking the reader into the life of the first family of Scientology in Australia, Yvonne and Peter Gillham and their three children, Peter Jr., Terri and Janis. Life for the Gillhams is not without its challenges in Australia, but nothing compared to what happens when the family moves to England after dealing with the banning of Scientology in Victoria. Things spiral out of control as Hubbard leaves England and takes to the sea, to continue his research into higher spiritual states for mankind, as he puts it, or to escape the long arm of the law as many critics contend. Yvonne and her children soon find themselves enmeshed in Hubbard's inner circle, Yvonne with Hubbard himself as one of his trusted aides, and the children with Hubbard's own family. When Yvonne joins the newly established Sea Organization, to support Hubbard in his seafaring adventures, her children find themselves aboard what would become the flagship of Hubbard's burgeoning navy. Having children underfoot does not fit well with the serious nature of Hubbard's plans to expand Scientology's worldwide impact. So, he determines to make these children useful. He begins using them to send messages to various parts of the organization aboard the Apollo, hence the name Commodore's Messenger. With this as a background, know that the story Janis has written comes from the earliest days and the epicenter of Scientology's Sea Organization. As a messenger, Janis was with Hubbard a minimum of 6 hours a day and often times much longer. She was privy to all his moods from sunny to thundering; as a messenger, she was intimately familiar with everything happening on board the ship as well as throughout the Scientology network. But Janis was also her own person and as a teenager, she lived a life that few of her peers could ever hope to have lived. I found myself literally agog at some of the early experiences that Sea Org members somehow survived in the organization's early years. Hubbard's cavalier regard for the lives of others was astonishing, as Janis relates some of the storms encountered by Sea Org vessels ill-equipped to be piloted by those with so little seamanship training. It is a wonder no one was killed. This is the first of three books. Dan Koon Exploring the often-overlooked history and technological innovations of the world's first true multimedia computer. Long ago, in 1985, personal computers came in two general categories: the friendly, childish game machine used for fun (exemplified by Atari and Commodore products); and the boring, beige adult box used for business (exemplified by products from IBM). The game machines became fascinating technical and artistic platforms that were of limited real-world utility. The IBM products were all utility, with little emphasis on aesthetics and no emphasis on fun. Into this bifurcated computing environment came the Commodore Amiga 1000. This personal computer featured a palette of 4,096 colors, unprecedented animation capabilities, four-channel stereo sound, the capacity to run multiple applications simultaneously, a graphical user interface, and powerful processing potential. It was, Jimmy Maher writes in The Future Was Here, the world's first true multimedia personal computer. Maher argues that the Amiga's capacity to store and display color photographs, manipulate video (giving amateurs access to professional tools), and use recordings of real-world sound were the seeds of the digital media future: digital cameras, Photoshop, MP3 players, and even YouTube, Flickr, and the blogosphere. He examines different facets of the platform—from Deluxe Paint to AmigaOS to Cinemaware—in each chapter, creating a portrait of the platform and the communities of practice that surrounded it. Of course, Maher acknowledges, the Amiga was not perfect: the DOS component of the operating systems was clunky and ill-matched, for example, and crashes often accompanied multitasking attempts. And Commodore went bankrupt in 1994. But for a few years, the Amiga's technical qualities were harnessed by engineers, programmers, artists, and others to push back boundaries and transform the culture of computing.

The first novel Patrick O'Brian ever wrote about the sea – and the precursor to the famous Aubrey/Maturin series – is now available in ebook format for the first time.

Cornelius Vanderbilt I had no illusions about his life. He didn't start out with grand plans and ungodly greed. He merely stepped in this world one foot at a time, one boat at a time, one market at a time--one day at a time. He worked sixteen hours a day, seven days a week. He worked hard and played hard. When all was said and done, though, he was a simple man who pushed the world of transportation to be all it could be--to be what it is today. The times he lived through and contributed to is the history that forms the foundation of our present life. He teaches us through his actions how to hit the pavement of life every day relentlessly seeking to do better and to do it with pragmatism and realistic goals. He was tough as nails in body, mind, and spirit. He did what he wanted to and never hid it. Vanderbilt was never a hypocrite. The greatest part of his life are the years when he bounced from shore to shore across all the islands in New York Harbor and then ventured farther inland, farther north, and even farther south until he became the first man to sail a steamboat up the San Juan River in Nicaragua in search of a path to cut from the Atlantic to the Pacific. Vanderbilt was a man of steel, and we can learn incredible things from him so scroll up and click the 'Buy Now' button to start learning about America's first tycoon.

Commodore Saltonstall and the Massachusetts Conspiracy of 1779

A Guide to Student Success in Higher Education

A Compendium of Select, Pivotal Technology Firms

Vintage Game Consoles

Commodore's Messenger

Graphics. Book three

Commodore Business Computer Series 8000

Filled with first-hand accounts of ambition, greed, and inspired engineering, this history of the personal computer revolution takes readers inside the cutthroat world of Commodore. Before Apple, IBM, or Dell, Commodore was the first computer manufacturer to market its machines to the public, selling an estimated 22 million Commodore 64s. Those halcyon days were tumultuous, however, owing to the expectations and unsparing tactics of founder Jack Tramiel. Engineers and managers with the company between 1976 and 1994 share their memories of the groundbreaking moments, soaring business highs, and stunning employee turnover that came with being on top in the early days of the microcomputer industry. This updated third edition includes additional interviews and first-hand material from major Commodore figures like lead engineer Jeff Porter, engineers Bob Welland, Michael Sinz, Hedley Davis and Electronics Arts founder Trip Hawkins.

Naval historian George E. Buker presents a compelling defense of Commodore Dudley Saltonstall—a man court-martialed for the 1779 rout of the U.S. Navy in the Penobscot Bay—with his fascinating study of the naval technology and political intrigues of the time.

The Widow, the Company and the Commodore

The Future Was Here

User's Guide

Atari Inc

10 PRINT CHR\$(205.5+RND(1)); : GOTO 10

The Commodore (Aubrey/Maturin Series, Book 17)

Vanderbilt