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Ah, Ambrosia! Andrew Welch's creation is seen by most as the premiere shareware publishing company on the Mac. With titles like Maelstrom, Chiral, and more recently Swoop, Welch and his wacky team of programmers are respected and admired by Mac gamers all over the world. But its not admiration that drives this company, it's producing quality shareware. They've currently got three games in development (Avara, Barrack, and Escape Velocity) and more to come. We spoke to Welch recently about Ambrosia, shareware, and Apple...

IMG: Why shareware, why doesn't Ambrosia do comercial games?

Welch:

MG: These days you seem to be doing more games and less utilities (like in the past). Are games more lucrative?

Welch:

MG: How has the Internet impacted your business?

Welch:

MG: What's the most difficult part about publishing shareware titles?

Welch:

MG: What do you think about Apple's current problems? Got any advice for Apple?

Welch: