

# Become a Patron!

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AOZ excites you? You want to help? Become a patron on [Patreon!](#)

(Please note that my introduction on the Patreon page is old and needs to be rewritten...)

## Benefits

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### Patrons at 5\$ / month

- Get a 3D printed AMOS or STOS keychain as soon as I have my 3D printer (beginning of May), port included...

### Patrons at 10\$ / month

- Get a 3D printed AMOS or STOS keychain as soon as I have my 3D printer (beginning of May), port included...
- Get 1/4 hour of one-to-one support session per month
- Stay 6 month at that rate and all the future commercial products of the AOZ / STOS 2 range are free for you!

### Patrons at 20\$ / month

- Get a full size 3D printed AMOS or STOS logo + a keychain! (beginning of May). port included...
- Get 1/4 hour of one-to-one support session per month
- Get all future AOZ commercial products for free, forever. If you stay more than 6 month, you get GAMOS, the main product for free too.

### Patrons at 50\$ / month

- Get a full size 3D printed AMOS or STOS logo + a keychain! (beginning of May). Port included...
- Get 1/2 hour of one-to-one support session per month
- Will get all of my future products for free.

## Refunding for Patrons over 10\$

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If you have read the section 'Welcome' of this documentation, you know that I intent, after AOZ / STOS 2 to develop GAMOS, a real modern game-engine, and live from it from then if possible.

As soon as the product is on sale (February 2021), I will set aside 10 to 15% of the income (not decided yet) and progressively refund you my patrons. This will certainly be not done in one month, but the flow of money will change direction.

The percentage of refunding will be based on the total amount of money you have spent on Patreon since you registered to my page, so the period necessary to refund everyone will be the same for each one.

## Participate!

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The development of a product such as AOZ cannot be the work of one person only. A programmer needs guidance, debuggers, demos... Your help would be really appreciated there...

Connect to the discussion forum on [amos2.net](http://amos2.net) and please participate:

- test the new commands, report bugs
- make suggestion, comments, critics, I DO listen to all of that!
- port your old AMOS or STOS games, indicate when they crash or when the compiler reports an error whereas it should not
- TALK about the project, share my posts on Facebook, share your games, share your demos!

***The best participants will be rewarded the same way as the patrons, with 3D printed gadgets and free stuff when I publish them!***