

The newsletter of the **Westchester AMIGA Users Group**

Series II - Volume XXVIII - No. 4

**W
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Westchester
AMIGA
Users Group

April 2025

SQLMan

<https://www.kezdobetu.hu/software/sqlman.php>



Symbiose Software has released **SQLMan**, an application based on the SQLite database engine. This program lets you create, view, and modify databases. The database handling can happen via the GUI or there is an SQL command shell to serve any needs.

There is a preliminary support for open xml spreadsheet files which can be converted to databases and even to native Amiga spreadsheets.

This application is free (click on "Downloads" at the above title link), but the developer accepts donations to support this work. Donations (no amount suggested) can be made at: <https://tinyurl.com/464fnn92>

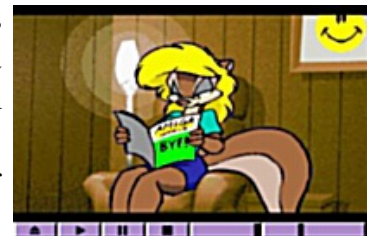
AROS, OS4: **V.A.M.P.** v 3.20

<https://www.os4depot.net/index.php>

<https://archives.aros-exec.org/?function=showfile&file=video/play/vamp.lha>

Developer Juan Carlos Herran Martin has released a new version of his Virtual Amiga Multimedia Player, or **V.A.M.P.** This is a media player made with the help of Hollywood.

Changes in this version: Improvements for special video sizes and new logos. This application is freeware, but the developer welcomes your support in the form of a PayPal donation at: <https://www.paypal.com/paypalme/morguesoft>



Download OS4: <https://www.os4depot.net/share/video/play/vamp.lha>

Download AROS: <https://archives.aros-exec.org/share/video/play/vamp.lha>

AROS: **Cave Story**

https://archives.aros-exec.org/?function=showfile&file=game/platform/cavestory.x86_64-aros-v11.zip



Developers Daisuke Amaya and Caitlin Shaw have released **Cave Story**. This is a 2D platform game in the "metroidvania" tradition, with a classic, world-saving hero and an emphasis on exploration and discovery.

This is a game for AROS, based on the NXEngine, a complete GPL open-source clone/rewrite of Cave Story. The English translated version of the game data is included.

Download: <https://tinyurl.com/33wv7b43>

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MorphOS, AROS, OS4: **Piramide**

<https://os4depot.net/?function=showfile&file=game/card/piramide.lha>

Developer Domenico Lattanzi has released **Piramide**, a solitaire card game played with 28 French cards placed in the shape of a pyramid. The player's goal is to remove all the cards that make up the pyramid. Draw a card from the remaining cards by clicking on the deck. If an uncovered card in the pyramid is either immediately before or after the discard card (no matter the suit), that card can be discarded by selecting it with the mouse. The player can continue to discard cards until finding uncovered cards in sequence. Piramide is released as freeware and can be distributed in any non-commercial form.



Download OS4: <https://os4depot.net/share/game/card/piramide.lha>

Download MorphOS: <https://www.morphos-storage.net/dl.php?id=2334373>

Download AROS: https://www.aminet.net/game/think/Piramide_AROS.lha

Denise v 2.5

<https://sourceforge.net/projects/deniseemu/>

Denise is a cycle accurate and platform independent emulator which since version 2.0 can emulate an Amiga 500 and Amiga 1000 (Kickstart disks are required) in addition to a C64. Version 2.5, which has now been released, offers the following changes:



- added 1581 floppy drive
- added SuperCPU
 - o support SuperCPU + REU (e.g. Sonic without slowdowns)
 - o added option to boost DRAM accesses (speedup Wolf3D)
 - o support Metal Dust burst loader (new CIA's only and in UI check CIA Burst modification)
- added Final Chesscard
 - o support options to overclock (up to 115 MHZ)
 - o hint: latest BROM v3.6 from IBM PC ISA - cartridge can be used too
- added MagicDesk 2 (SNK vs CAPCOM Stronger Edition)
- added Easycalc, Hyperbasic, Businessbasic cartridges
- added StarDOS, SuperCard+
- added 4 and 8 player adapter for C64
- added option to toggle 1541C track zero sensor
- additional sound profile for C64 added to differentiate between 5 1/4" and 3.5" drives
- configurations are shown in a tree view for subfolder support
- updated reSID code
- hide mouse cursor after 2 seconds of inactivity and becomes visible again when moved
- fix VIC - II sprite collision bug
- fix A1000 blitter busy bug
- fix A1000 WOM lock during reset instruction

Download: <https://sourceforge.net/projects/deniseemu/files/latest/download>

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REV'n'GE Issue #167

<https://sites.google.com/view/retro-emulator-vision-and-game>

The PDF magazine **REV'n'GE** ("**R**etro **E**mulator **V**ision and **G**ame") is available in English and Italian. The magazine's reviews compare, if available, the different ports of classic games to the various platforms of their time. Furthermore, a focus is on rather unknown retro games.

Issue 167 (February 2025) contains numerous game reviews for other retro systems as well as reviews of three Amiga games: Cyber Man, Riviera '79, and Tony: Montezuma's Gold. In addition, there is a game review for the Commodore 64 game Spike's Peak. The magazine is a free download at the link below.

Download: <https://tinyurl.com/mryc2vp7>



OS 4, MorphOS: MailSender v 1.03

<https://kezdobetu.hu/software/mailsender.php>



The program **MailSender** minimizes the effort required to send files and images by e-mail and offers a user-friendly interface. This new program from Zoltan Lazar offers the following functions, among others:

- image conversion: automatic conversion of images to JPG format
- resizing: on-the-fly image size adjustment
- archiving: optional zipping of files in a ZIP archive or creation of a PDF before sending.

The user simply has to drop the file(s) or entire directories into the program window and specify an e-mail address for the recipient. Optionally, a password can be set and a subject and content text can be written. The e-mail is sent by clicking on the Send button.

Download AmigaOS 4: http://aminet.net/package/comm/mail/MailSender_OS4

Download MorphOS: [http://aminet.net/package/comm/mail/MailSender MOS](http://aminet.net/package/comm/mail/MailSender_MOS)

Sky Shapers

<https://www.digiliciousnibbles.net/index.html>

Norwegian developers Digilicious Nibbles have released **Sky Shapers**, a vertical scrolling 'shoot 'em up game. A mission to Mars brought a deadly virus to Earth that infected and killed all insects. Before he died a scientist invented a poison that neutralizes the virus. You play as Tycho, his pet hawk whose mission is to locate the last remaining seed vault and release the seeds.

Compatibility: A1200, A4000, Win-UAE, FS-UAE and MiSTer (does not work on Amiga 500 mini). Extract the LHA archive, and run the HDinstall to install the game to hard drive. AGA only, requires kickstart 3.0 or higher, minimum 1877 KB of free CHIP memory, 1MB of FAST, Hard Drive only, playable on 14Mhz 020, but a 25Mhz 030 recommended.



To download this game you must purchase it at or above the minimum price of \$1.00 USD (with \$3.99 USD the suggested amount). A physical box of Sky Shapers is available on CD with a printed manual and an A3 poster for €29.00 Euro (about \$31.28 USD) at Amigashop.org. Digital download at the link below.

YouTube video: <https://youtu.be/N6xjAuYV440>

Download: <https://digiliciousnibbles.itch.io/sky-shapers/purchase>

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RedPill v 0.9.48

<https://aminet.net/package/dev/misc/REDPILLGameCreator>

Carlos Peris has released version 0.9.48 of **RedPill**, a game construction kit written in Amibltz. This program allows the development of games from various genres. It is compatible with both AGA and ECS. The "player" for playing the finished creations requires a total of 1.5 MB RAM. Among other things, Version 0.9.48 adds the possibility of realistically resolving circular collisions.



All changes:

- Includes trigger help in PDF, thanks to Andres De Pedro.
- First version of the thumbnail system, for screen to screen games, in Level Properties screen.
- Action trigger Play Anim now supports playing an animation backwards.
- Added new action trigger Resolve Col(lisions) for realistic circle collision behaviour.
- Added example ex_action_resolve to show how to use the new trigger
- Added action Set Text Image to set an image to be used in the dialogs.
- Updated ex_UI_bars project to show Set Text Image trigger usage.
- Changes in scroll to allow bigger sprites.
- Image to tiles improvements.
- Changes in file requesters to improve RTG compatibility.
- More safe code when parent of an object is being deleted in the editor.
- Fix for action trigger impact.
- Fix for pick frame in spritesheets bigger than zero.
- Fix for show tile collisions not being updated during runtime.
- Now particles are cleaned when moving to another level.
- UI improvements
- Code refactor
- Amigaguide helper corrections.

System requirements: Amiga with OCS or AGA; 68020 Processor or better; 2MB of RAM for the Player; 3MB of RAM for the Editor that gets installed on your AmigaOS compatible hard drive.

YouTube video: <https://www.youtube.com/watch?v=4XuwarwBjoA>

Download: <https://aminet.net/dev/misc/REDPILLGameCreator.lha>



AMI Tech-Gazette Issue #13

<https://sabrina-online.com/amitech/index.html>



The latest issue of the **AMI Tech-Gazette** is now available as a free PDF download. The AMI Tech-Gazette is a magazine like a user group newsletter, with that personal, not-fully-professional touch, covering the Amiga and its relatives.

In this edition: Holiday wish list, Graphics Workshop: Starship Textures, Amiga News & Views, Brought to you by Amiga - Emulation, Nostalgia Bait: Holiday edition, Amiga review: Worms and The Directors Cut, Retro Toy Review: Optimus Prime x2, and The Canine Perspective.

Download: <https://tinyurl.com/2bw9ua76>

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Icons for Classic Amiga Games

<https://amigaworld.net/modules/news/article.php?storyid=9142>

Enhance your Amiga with a collection of high-definition Dual-PNG icons! **Deluxe Icons** is back with a brand new set of Dual-PNG icons for many of the greatest classic Amiga games, designed to captivate your Amiga passion with a unique and smart design. Each icon features HD remastered pictures with a remarkable level of details, while respecting the original visuals.



Download:

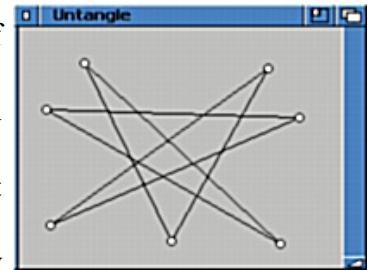
Collection one 146 icons for 59 Games: <https://tinyurl.com/p38756up>

Collection two 127 icons for 50 Games: <https://cutt.ly/DeluxeIconsVolume2>

Untangle v 1.2

<https://github.com/grzegorz-kraszewski/untangle>

The October 2024 issue of WAUG News reported on version 1.0 of Grzegorz Kraszewski's logic game **Untangle** for the Amiga. In this game, the player has a number of dots in front of him/her, which are connected by lines and cross each other. The aim of the game is to untangle the lines by moving the dots so that no line intersects with another. Version 1.2 has now been released, and it offers 25 new levels, for a total of 200 levels, along with Polish localization.



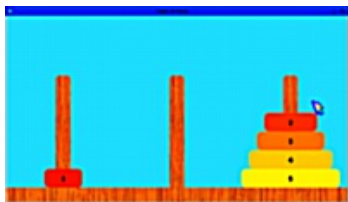
The minimum system requirements to run this game are an Amiga with any processor (code is compiled for 68000), and Kickstart/Workbench 3.0 or higher.

This game is still a work in progress and is a free download at the link below.

Download: <https://tinyurl.com/wzdfsrb7>

MorphOS: Tower-of-Hanoi v 1.1

<https://www.morphos-storage.net/?id=2340842>



Developer Papiosaur has released **Tower-of-Hanoi** for MorphOS. In this puzzle game, there are three rods and a number of disks of various diameters, which can slide onto any rod. The puzzle begins with the disks stacked on one rod in order of decreasing size, the smallest at the top, thus approximating a conical shape.

The objective of the puzzle is to move the entire stack to one of the other rods, obeying the following rules: 1) Only one disk may be moved at a time; 2) Each move consists of taking the upper disk from one of the stacks and placing it on top of another stack or on an empty rod; and 3) No disk may be placed on top of a disk that is smaller than it.

Download: <https://www.morphos-storage.net/dl.php?id=2340842>

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Trapped in the Tomb

<https://marggines.itch.io/trapped-in-the-tomb>

Developer Marggines has released **Trapped in the Tomb** for the Commodore Amiga. This game is available in a boxed edition with goodies, or as a completely free download (donations accepted). In this game, the player is trapped in a dark labyrinth under a tomb filled with mysteries, traps, and riddles of the past. To escape to the surface, the player must find crystal skulls that will unseal the closed passages. The tomb is never the same twice—each time you enter, the artifacts are hidden in different locations, and the journey begins from a new starting point.



The digital download of this game is free, but the developer accepts your support by letting you pay what you think is fair (with a suggested donation of \$2.00 USD). The boxed edition includes a floppy disk with the full game, a USB pen drive, featuring the ADF version of the game (ready to play on the A500 Mini), the HDD version of the game, a custom Amiga emulator, allowing you to launch the game with a single click on Windows and Linux, the full game soundtrack, an instruction manual, a collectible sticker, and a commemorative token, designed like an ancient coin with a skull motif—a small treasure from the tomb itself! This boxed edition can be purchased for €25.00 (about 27.08 USD).

YouTube video: https://youtu.be/DBz3b_MDxfE

Digital Download: <https://marggines.itch.io/trapped-in-the-tomb/purchase>

Boxed game download: <https://tinyurl.com/3vvp84uv>

AmiKit v 12.8

<https://www.amiga-news.de/en/news/AN-2025-03-00037-EN.html>



Version 12.8 of the Workbench distribution **Amikit** is available to all registered users free of charge. The software collection has been expanded to include the Jump'n Run "Absolute Zero" and the "World Construction Set" as well as a utility that enables the use of joypads. You can now switch between different windows with the key combination LeftAmiga-Tab.

Download: <https://file.amiga.sk/amikit/doc/changelog.html>

OS4: Viivi v 2.1

<https://os4depot.net/?function=showfile&file=graphics/viewer/viivi.lha>

Developer Tuomas Hokka has released version 2.1 of **Viivi**, a picture viewer, for AmigaOS 4. This is the first revision of this program since it was rewritten from scratch, back in October, 2023.

Changes in this version:

- Fixed iconification/uniconification in full screen mode
- Fixed drag&drop with multiple files
- Don't show popup menu when activating the window if it was inactive

The program is freeware and is available at the link below.

Download: <https://os4depot.net/share/graphics/viewer/viivi.lha>



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Screenshot from last month's virtual WAUG meeting



Pjusk

<https://zooperdan.itch.io/pjusk>

Developer zooperdan has released **Pjusk**, a small puzzle game for the Amiga 500 KickStart 1.3 (+512 slow mem) and up. In this game, the aim is to find your way through a labyrinth by tackling enemies in a carefully considered sequence in order to open doors and collect resources.

This game is free but the developer accepts your support by letting you pay what you think is fair for it (with a suggested donation of \$2.00 USD).

YouTube video: <https://youtu.be/CR-CvevpSQM>

Download: <https://zooperdan.itch.io/pjusk/purchase>



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BDTZ

<https://acneproduction.itch.io/bdtz>



Acneproduction has released a new playable demo of the (still in development) game **BDTZ (Better Dead Than Zed)** with three selectable levels each related to a different week of the game.

This is a mouse-controlled shooter in which the character has to be controlled from a bird's eye view through a zombie-infested maze of streets. To take down a zombie you have to hit it in the head. You will find various weapons but be careful, ammunition is limited. However, zombies are attracted to noise. The more you shoot the more they will arrive. The game should run on any classic Amiga format (A500+, A600, A1200) or emulator having 1 MG RAM and a mouse plugged into port1. This game is free but the developer accepts your support by letting you pay what you think is fair for the game (with \$2.00 USD being the suggested amount).

YouTube video: <https://youtu.be/LSPksWJIZnI>

Download: <https://acneproduction.itch.io/bdtz/purchase>

MorphOS: Asylum

<https://www.morphos-storage.net/?id=2346519>

Developer Papiosaur (Yannick Buchy) has ported the computer game **Asylum** to MorphOS for the Amiga. Asylum was written originally by Andy Southgate in 1994 for the Acorn Archimedes and is now public domain.

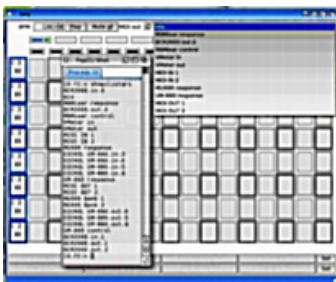
In this game, young Sigmund has a few problems. To help him resolve his mental instability you must enter the surreal world of his inner mind and shut down the malfunctioning brain cells which are causing him these problems. The object of the game is to find things that look like brain cells and shut them down. The game revolves around shooting anything which moves, collecting anything which doesn't move, and, most importantly, finding your way to each of the eight pulsating neurons scattered through the immense map.

Download: <https://www.morphos-storage.net/dl.php?id=2346519>



OS4: Seq v 3.0

<https://www.os4depot.net/?function=showfile&file=audio/misc/seq.lha>



Developer Tuomas Hokka has released version 3.0 of his program, **Seq**. Seq is a simple MIDI sequencer. It provides quick editing, and has many features for a live performance.

This program is freeware and can be downloaded from the link below, with no restrictions on its non-commercial use or distribution.

Download: <https://www.os4depot.net/share/audio/misc/seq.lha>

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Westchester Amiga Users Group

“F-15 Strike Eagle II” (A.K.A. “Co-Prez”)

Bill Winters

“F-16 Combat Pilot” (A.K.A. “Co-Prez”)

Anthony Becker

“F-19 Stealth Fighter” (A.K.A. “Editor”)

Al Priest

**(These are all Amiga flight simulators)*

Meetings are held once a month on the first Thursday of the month, starting at: 7:30 PM.

➡ ***NOTE: Until further notice, all WAUG meetings will be virtual***

The *Amiga* community is made up of so many great people and we are excited to meet many more of you. If you are interested:

Our web site is:

<http://www.TheGuruMeditation.org>

YouTube:

<http://www.youtube.com/TheGuruMeditation/>

Facebook:

<http://www.facebook.com/TheGuruMeditation/>

and **X (formerly Twitter):**

https://x.com/AmigaBill_

Hope to see you there!

From the Editor:

Thanks to WAUG Co-President Bill Winters (AKA AmigaBill) for the screenshots from our last virtual meeting.

What about **your** contributions to WAUG News? You don't need to write an original article (which would be **much** appreciated), just e-mail me any links or photos relating to the Amiga that you come across. But, what about reviewing some new (at least new to you) piece of hardware, or software, or Amiga related book?

If you are NOT yet registered on WAUG's Google group:

<https://groups.google.com/group/waug>

then, you should **sign up**.

If a meeting is cancelled or rescheduled a notice will usually be sent to our **WAUG Google Group members**.

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Westchester Amiga Users Group
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TO:

DATED AND TIME SENSITIVE INFORMATION