

The newsletter of the Westchester AMIGA Users Group

Series II - Volume XXVII - No. 6

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Westchester
AMIGA
Users Group

June 2024

Win, macOS, & Linux: **Ami Sampler** v 0.7.1

<https://bedroomproducersblog.com/2024/04/22/ami-sampler/>

Astriid has released version 0.7.1 of **Ami Sampler**, a free 8-bit sampler inspired by the sound of the Commodore Amiga personal computer from 1985. The sampler is available for Windows, macOS, and Linux.



Astriid states that the sampler brings the sound and feel of the Commodore Amiga to modern productions. The Ami Sampler is not an emulation or recreation of the Amiga's capabilities, but instead "the Ami Sampler strives to take the classic sound of the Amiga but still allow it to stand up with a modern DAW setting."

Download: <https://github.com/astriiddev/Ami-Sampler-VST/releases>

TankX v 1.1

<https://aminet.net/package/game/2play/TankX>



Developer K-P Koljonen has released version 1.1 of **TankX**, a free 1 to 7 player game for the Amiga computer. In this game, you can fight with other players or against the computer.

The game is inspired by the MS-DOS game Tankkk. It works on Amigas operating under kickstart

1.2, OCS, 68000, 0.5+0.5M memory.

YouTube video: <https://www.youtube.com/watch?v=9JHcbwQJ8qk>

Download: <http://aminet.net/game/2play/TankX.lha>

REV'n'GE # 157

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

The April 2024 issue of the PDF magazine **REV'n'GE** ("Retro Emulator Vision and Game") is now available in English as a free download. REV'n'GE tries to compare ports of old games to various classic platforms or review lesser known titles from the home computer era.

This issue is dedicated to space flight simulators. Amiga games Duck Hunt and Knights of the Sky, as well as Commodore 64 games ATF: Advanced Tactical Fighter and Kennedy Approach, and the Commodore Plus/4 game Giana Sisters are among the games featured in this issue.

Download: <https://tinyurl.com/3jy7py7x>



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Amiga Rulez #2 now Available in English

<https://amiga-rulez.de/>



The second issue of the disc magazine **Amiga Rulez** is now available in English. In this edition: Programming with Hollywood, Glücksrade, Familienduell, The Lost Vikings, Turbo-cards, RAM-expansions, Amiga38, Amiga-magazines, and Sysop-stories. In addition, the event section has been expanded and initial bugs have been fixed.

The magazine was written in AMOS and is available in ADF format (880 KB). It can be downloaded free of charge from the link below.

Download: <https://amiga-rulez.de/wp-content/downloads/2401/EN/AmigaRulez-2401EN.adf>

Phoenix500 now also for AGA-Amigas

<https://jotd666.itch.io/phoenix500>

Jean-Francois 'jotd' Fabre has updated the arcade classic **Phoenix500**, released a few days ago for ECS-Amigas, with a version optimized for AGA systems. The top-down space shooter now includes new graphics by Toni Galvez in its AGA mode.

Phoenix500 can be downloaded from the website under the title link in return for a voluntary donation to the developers (4.00€ Euro, or about \$4.27 USD is suggested).

YouTube video: <https://www.youtube.com/watch?v=v-8gZTvBRJ8>

Download: <https://jotd666.itch.io/phoenix500/purchase>



ZombieSurvivor v 0.69 β

<https://8080.itch.io/>



Developer 8080 has released a playable game that still is in early development (version 0.69 beta). **Zombie Survivor** currently has a world with 99 levels.

In this game, for Amigas with a graphics card, you have to fend off an endless army of the undead.

Requirements:

- Amiga RTG (Emulated 250MIPS)
- AHI installed
- AmigaOS3.x
- 640x360 RTG

In order to download this game, you must purchase it at, or above, the current minimum price of \$3 USD (price may change as game is developed further).

YouTube video: <https://www.youtube.com/watch?v=GJSvIc0pixw>

Download: <https://8080.itch.io/zombiesurvivor/purchase>

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MorphOS: **Screengrabs Pack**

<https://amiga-look.org/node/804>

Here are Cool_amigaN's almost 130 **screen grabs** showcasing more than 400 programs, utilities, commands, commodities, scripts, games, mods, and demos for MorphOS. From ClassAct and ReAction to MUI 5.x and from 68k OS friendly mainstream apps to fully native PPC ones. It's all here! Download and be inspired.



Download: <https://amiga-look.org/sites/default/files/%5Buid%5D/morphos-grabs.lha>

OS4: **High-Low-Equal Poker** v 2.10

<http://www.os4depot.net/?function=showfile&file=game/card/hle-pokercard.lha>



The July 2020 issue of WAUG News reported on version 1.10 of the card game **High-Low-Equal Poker**, written by Juan Carlos Herran Martin. In this game, the player has to guess if the next card is higher or lower, and earn points.

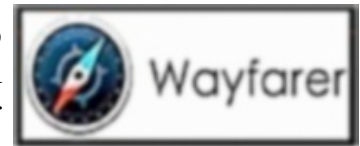
Now, the author has released **Version 2.10 Special Version** for Los Malditos del Cerro game. This game is very easy to play and intuitive.

Download: <http://os4depot.net/share/game/card/hle-pokercard.lha>

MorphOS: **Wayfarer** v 8.5

<https://wayfarer.icu/>

Jacek 'jacadcaps' Piszczek has released version 8.5 of his **Wayfarer** web browser for MorphOS. Wayfarer is now based on the WebKit engine WebKitGTK 2.44.0, and the Beacon API is now supported, plus there are improvements for caching (CSS) and curl.

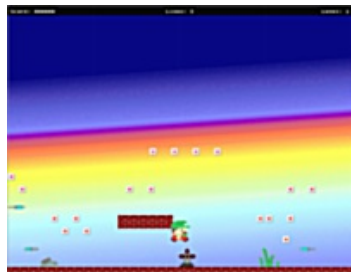


As the developer explains, it is becoming increasingly difficult to update WebKit and more work is required than for the upgrades of versions 5, 6 or 7. See the May 2024 issue of WAUG News for a description of prior version 7.8. Anyone who appreciates the work of Jacek Piszczek is invited to make a [donation](#).

Download: <https://wayfarer.icu/wayfarer.lha>

AROS: **GI Omino Stage**

<http://aminet.net/game/jump/GIOminoAros.zip>



Author Giovanni Iacobelli has released a new game for Amiga computers operating under AROS. In his **GI Omino Stage** Game the player needs to avoid threatening syringes and face the evil virus in the final levels.

To launch this game, just double click on its icon. The game was written in C++ and requires no installation. Once launched, the game will open a window. The Game is freeware, so it can be freely distributed on the net or in collections of P.D. and Shareware on CD-Rom. Please distribute the program together with all

other files included in the package.

Download: <https://www.iacosoft.com/dwload.asp?url=giominoaros.zip>

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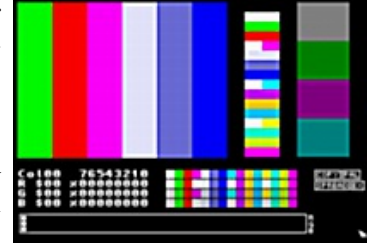
Versatile Amiga Testprogram v 5.92 β

<https://aminet.net/package/util/misc/VATestprogram>

WAUG News last reported on **Versatile Amiga Testprogram** in our February 2024 issue (version 5.8 beta). This test program for all Amigas is now up to version 5.92 beta, and is available as a free download from Aminet. A full description of the changes in this version can be found at the link above.

Remove hardware from the parallel port when doing tests on this port and real interrupt testing. Don't use Amitestkit or diagram testplugs! Remove parallel port test plug when done using the program.

Download: <http://aminet.net/util/misc/VATestprogram.zip>



MorphOS: Iris v 1.26

<https://iris-morphos.com/>



Version 1.26 of the **Iris** Suite for Amigas operating under MorphOS is now available as a free download from AmiNet. Iris is a modern IMAP (Internet message access protocol) for receiving email that allows users to access their emails from different devices.

The features are: Support for Gmail, Outlook.com, and Yahoo!, multiple accounts, HTMLemail, spell checker, attachments, offline mode, and PDF export. Iris combines several contemporary technologies like WebKit, OAuth2, ObjectiveC++ and VMIME to form the most advanced native application for Amiga®-compatible operating systems.

To review the changes and fixes go to "[Version History](#)."

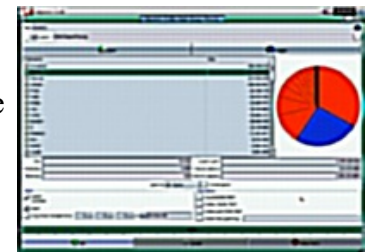
Download: <https://iris-morphos.com/iris.lha>

AmigaOS3+, OS4, MorphOS: Report+ v 8.49

<https://amigan.1emu.net/releases/#reportplus>

Report+ is a freeware ReAction-based utility with nine functions:

- It is an enhanced, reverse-engineered, 100% byte-compatible replacement for the official Commodore bug reporting tool (V40.2).
- It can generate/edit Aminet-style readmes.
- It can edit A3000/A4000-type battery-backed memory.
- It can access the official manufacturer and product ID registries.
- It can view IFF/RIFF files and their component chunks.
- It can perform batch processing on icon files.
- It can convert between various ASCII formats.
- It can show directory byte usage for any path, optionally also fixing protection bits.
- It can take a snapshot of a path and later compare the path against this, showing added, missing and changed files.



Download Report+ 8.49 for AmigaOS 3.2/3.9: <https://amigan.1emu.net/releases/ReportPlus.lha>

Download Report+ 8.49 for AmigaOS 4.0+: <https://amigan.1emu.net/releases/ReportPlus-OS4.lha>

Download Report+ 8.48 for MorphOS: <https://amigan.1emu.net/releases/ReportPlusMOS.lha>

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AROS: **wipEout Rewrite**

http://archives.aros-exec.org/?function=showfile&file=game/driving/wipeout_rewrite.i386-aros.zip



This is a re-implementation of the 1995 PSX video racing game **wipEout** for Amiga computers operating under AROS.

Note that this AROS package does not contain the assets (textures, 3d models etc.) required to run the game. Visit the blog <https://phoboslab.org/log/2023/08/rewriting-wipeout> where you can download a ZIP file with all the data needed to play, and unzip it into the "wipeout" directory.

Download: http://archives.aros-exec.org/share/game/driving/wipeout_rewrite.i386-aros.zip

King and Balloon v 0.9

<https://rmjoejoe.itch.io/kingandballoon500>

This is a 1:1 arcade port, for the Amiga 500, of the game King&Balloon, originally released by Namco in 1980. **King and Balloon** is written in 68k assembler, based on the original Z80 code. The current version (0.9) still lacks the title music and joystick support. In this game, the player battles with attacking colored balloons, protecting his king while destroying as many balloons as he can.

This game is free but the developer accepts your support by letting you pay what you think is fair for the game (€3 Euro, or about \$3.25 USD is suggested).

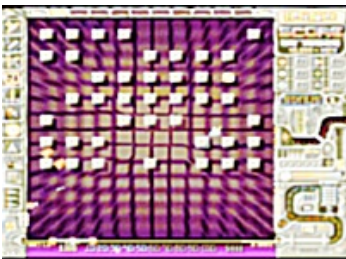
YouTube video: <https://www.youtube.com/watch?v=Qy4kFuXhMaA&t=34s>

Download: <https://rmjoejoe.itch.io/kingandballoon500/purchase>



BabeAnoid v 2.0

<https://aminet.net/package/game/misc/babeanoid>



After eight years of work, Richard 'Dawnbringer' Fhager has just released, to Aminet, the final version of his Arkanoid/Breakout clone, **BabeAnoid v2.0**. The game is a 32-color/ECS game written in AMOS and is aimed at a minimum of 020 CPU and 2MB of Fast RAM.

Hopefully, it should be possible to play it on 1MB CHIP by reducing settings in the preferences (e.g., turning off Music & SFX in the Options will save a lot of Chip RAM).

Most of the things you will need to know are explained in the game, or are meant to be a learning experience. However, it should be noted that in changing the direction of the ball, BabeAnoid does NOT use the classic way for this, but rather real physics – meaning: hit the ball with a moving bat and you will change its direction accordingly - and increase its speed.

YouTube video: <https://www.youtube.com/watch?v=8ViJLmuCf38>

Download: <https://aminet.net/game/misc/babeanoid.lha>

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Beat 'em Up

<https://www.amiga-news.de/en/news/AN-2024-05-00068-EN.html>

In late January, developer 'Prototron' released an improved version of Capcom's Final Fight written in machine language. Now the developer has added some small fixes, a new move, and a new music track.

An overview of the changes:

- added new music to the elevator stage
- added guy and Maki's "off the wall jump"
- fixed a bug that crashed the game when Belger was killed with a regular punch
- removed some superfluous collision checks from Belger in an attempt to fix the stall
- some minor animation fixes
- checks added to prevent some bugs that didn't halt the player during level transitions

The developer points out that the realization is explicitly a private, non-commercial project. An ECS or AGA Amiga with 2MB Chip RAM and 512KB Fast RAM is required.

YouTube video: https://www.youtube.com/watch?v=XFoSMxz_WI

Download: <https://drive.google.com/uc?export=download&id=11HVewUPWfT9vYGphz-9XI0u0YuYtrtq0>



LoView v 2024



Developer Simone "Tuxedo" Monsignori has updated his **LoView** Suite, which is an easy to use viewer designed to let the user choose what to do in a fast and comfortable way. The program supports many file format (depending on the DataTypes you installed) and may save in JPG, PNG, IFF, or BMP file format, so you can also delete/copy/move/rename/save a rotated or flipped image, for example, or maybe only convert an image in another format.

This "2024" version of LoView is based on the developer's 2.85 version. Anyone still using the 2.91 version is encouraged completely remove the 2.91 version and replace it with this 2024 version, if possible.

Download AROS: <http://aminet.net/gfx/show/LoViewAROS.lha>

Download MorphOS: <http://aminet.net/gfx/show/LoViewMOS.lha>

Download OS3: <http://aminet.net/gfx/show/LoViewOS3.lha>

Download OS4: <http://aminet.net/gfx/show/LoViewOS4.lha>

Download PPC: <http://aminet.net/gfx/show/LoViewWOS.lha>

Amiga Point of View - issue 5

<https://apov.itcl.io/apov5>

The fifth issue of **Amiga Point of View**, a magazine all about the Amiga, contains, among other things, a Magnetic Fields interview, various game reviews and the start of a series that briefly introduces 50 games that have been released exclusively for the Amiga.

To download this 72-page PDF magazine, you must purchase it at or above the minimum price of \$2.50 USD, at the link below. You can also download a free 16-page preview to allow you to get an idea of the magazine before buying it. The free demo issue can be downloaded at a link at the bottom of the [above link](#).

Download full issue (\$2.50 minimum): <https://apov.itcl.io/apov5/purchase>

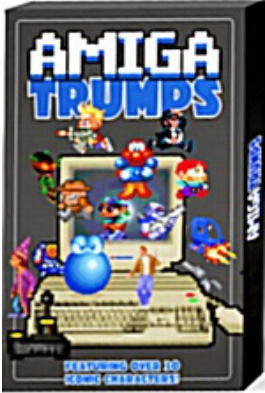


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Amiga Trumps

<https://www.kickstarter.com/projects/amiga-mark/amiga-trumps-card-game>



A Kickstarter crowdfunding campaign for the new card game **Amiga Trumps** has been successfully launched. The funding goal of €1,762 Euro (about \$1,916.30 USD) has already been reached, but the campaign will continue until 23 July 2024.

The "Amiga Trumps" card deck brings the brilliant characters from the classic Amiga games to the stage: Inspired by the classic Trump card games of the 1980s, this deck brings 34 heroes from well-known Amiga titles into the hands of gaming fans.

For those unfamiliar with Trump card games: They are very easy to play. A deck is dealt evenly to all players. One player names a value from their top card (e.g. strength, heroism), and the other players read out the corresponding value from their cards. The highest value wins the round and the winner collects all the cards played. This continues until one player has won all the cards.

The special highlight of this deck are the cards themselves. Each card features a hero, villain or other main character from a classic Amiga title against a background image of the game. In addition to the character, the cards contain values in five categories: Strength, Heroism, Skill, Agility, and Weapons. The game includes characters such as Guybrush Threepwood, Turrican, Rick Dangerous, Soccer Kid, Superfrog and Zool. A special option is the purchase of the deck with a golden trump card: LeChuck, with artwork from "Monkey Island 2: LeChuck's Revenge".

The cards are to be printed on laminated playing card in the finished product and come in a fully printed folding box. The project can still be supported until July 23, 2024 on Kickstarter under the title link, above.

AROS: Sequence Memory v 1.1

<https://www.iacosoft.com/home/aros.asp#SEQUENCE>

Developer Giovanni Iacobelli has released version 1.1 of his memory game, **Sequence Memory**, for Amiga. This game helps train your mind. The aim of the game is to repeat the displayed color sequence.

To launch it, just double click on its icon. The game was written in C++ and requires no installation. The game, once launched, will open a window. To start playing you just need to press the [START] button.

This game is freeware, so it can be freely distributed on the net or in collections of P.D. and Shareware on CD-Rom. Please distribute the program together with all other files included in the package. The author assumes no responsibility for any damage that the program or its use could cause.

YouTube video: https://youtu.be/U_h7iJa06Nk

Download: <https://aminet.net/game/board/GISquenceMemoryAros.zip>



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Screenshots from our last virtual WAUG meeting:



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Westchester Amiga Users Group

“VirusZ III” (A.K.A. “Co-Prez”)

Bill Winters

“VirusChecker II” (A.K.A. “Co-Prez”)

Anthony Becker

“VirusExecutor” (A.K.A. “Editor”)

Al Priest

**(These are all Amiga anti-virus programs)*

Meetings are held once a month, usually on the 1st Thursday of the month, starting at 7:00 PM.

➔ **NOTE: Until further notice, all WAUG meetings will be virtual due to NY State COVID-19 public meeting restrictions.**

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 Twitter:

<https://twitter.com/TheGuruMeditate>

Hope to see you there!

From the Editor:

Thanks to WAUG Co-President Bill Winters (AKA AmigaBill) for the screenshot from our last virtual meeting. And thanks to Bela Erdos for cluing me into the lead article this month.

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**.

Al Priest, Editor
aapriest@usa.net





Westchester Amiga Users Group
% Alexander Priest, Editor

aapriest@usa.net

TO:

DATED AND TIME SENSITIVE INFORMATION