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

W A U G

Westchester
AMIGA
Users Group

December 2024

BUG (Bronx User Group) Holiday Disks

https://www.patreon.com/posts/happy-holidays-95195900
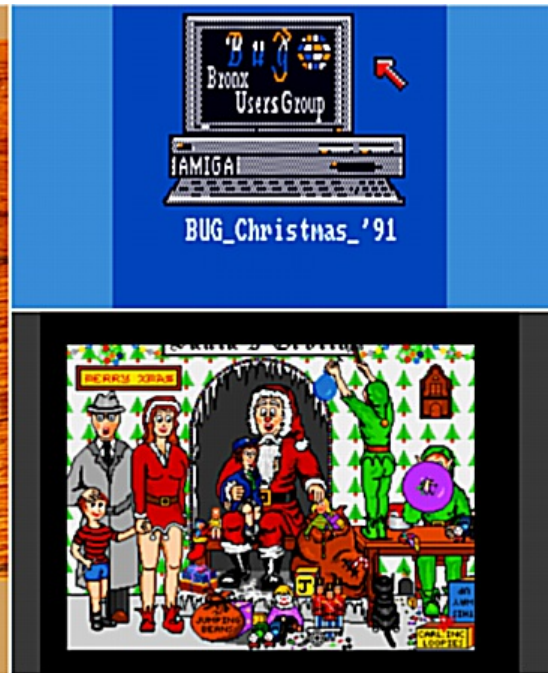
From AmigaBill 12/23/2023:

"I was recently digging through some floppy disks and stumbled upon the Bronx User Group's collection of **Christmas/Holiday disk**s. BUG was a very active user group in The Bronx, NY that started with and was primarily C64, but did Amiga as well. They were known for their awesome blue jackets that were easy to spot at computer shows around the New York area.

They were also known to have a great PD library including "BUG Disks of the Month" thanks to Al Priest, who is the current WAUG newsletter editor. In an effort to preserve these historical disks, I converted them to .ADF fi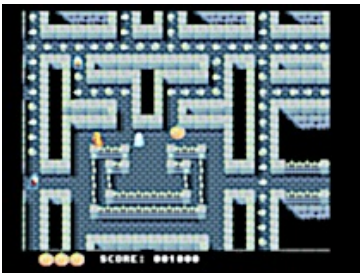les. Most are bootable, but a couple are not. Some are designed for Workbench 1.3 while the later ones work with OS 3.x.

Have fun and experiment with them. I haven't gotten through all the material yet myself. Thank you all from the bottom of my heart for your generous support throughout the year. I am wishing each and every one of you a very happy holiday and New Year."

Download: https://www.patreon.com/file?h=95195900&m=258455923

Pumpkin

https://electricblacksheep.itch.io/pumpkin

Developer Electric Black Sheep has released **Pumpkin** for Amigas having at least 1Mb Chip RAM. This game is a 2024 Halloween edition of the classic Pac-man. What makes this a 'Halloween edition' are the creepy ghosts chasing you (as a pumpkin) while you gobble up skulls (instead of just plain dots) to munch on.

This game is free but the developer accepts your support by letting you pay what you think is fair for the game ($2.00 USD is the suggested amount).

YouTube video: https://youtu.be/zkW5zcFvyQQ?t=18

Download: https://electricblacksheep.itch.io/pumpkin/purchase

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OS3/OS4, MorphOS, AROS: **Legadon** v 0.3

https://blog.alb42.de/programs/#legadon

Marcus 'ALB42' Sackrow's reader for e-books in ePub format, **Legadon**, /has been updated for all Amiga systems (see WAUG News, November 2024). While this version 0.3 is still text only plus cover art, it transforms some UTF-8 characters that have no direct equivalent in the Amiga character set into corresponding characters - for example various forms of quotation marks, dashes, and accents.

Download links:
Amiga 68020+ OS3.x: http://home.alb42.de/files/Legadon03.lha
Amiga 68000 OS3.x: https://home.alb42.de/files/Legadon03_000.lha
MorphOS: https://home.alb42.de/files/Legadon03_MorphOS.lha
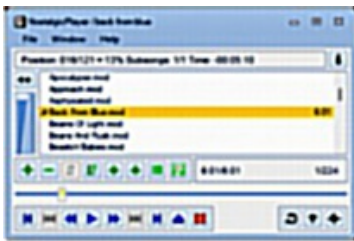AROS i386: https://home.alb42.de/files/Legadon03_AROS.lha
AROS x86-64 ABIv11: https://home.alb42.de/files/Legadon03_AROS64.lha
AROS ARM: https://home.alb42.de/files/Legadon03_AROSARM.lha
Amiga OS4: https://home.alb42.de/files/Legadon03_OS4.lha

Win10/11: **NostalgicPlayer** v 2.5.0

https://nostalgicplayer.dk/

The May 2024 issue of WAUG News reported on version 2.3.0 of author Thomas Neumann's **NostalgicPlayer**, a program for playing Amiga music modules under Windows 10 or 11. It is based on the Amiga program APlayer, which was started back in 1993. NostalgicPlayer is written in C# and is open source. You can download modules from the author's home page (top link).

In addition to updating important program components, version 2.5.0 now makes it possible to have a question mark in the file name (to separate the file name and the standard sub-song) and to drag and drop a link to a module into the module list. An installation package can be found on Microsoft Store, the .NET Desktop Runtime V8 is required.
Download: https://apps.microsoft.com/detail/9n1tngt8pkc8?hl=en-us&gl=US

La Noche de los Pequeños Espectros

https://amiten.itch.io/la-noche-de-los-pequeos-espectros

Amiten Games has released a Halloween-themed platform game, **La Noche de los Pequeños Espectros** (The Night of the Little Ghosts). This game will run on any ECS Amiga with at least one megabyte of memory. This game is free but the developer accepts your support by letting you pay what you think is fair (€ 2.95 Euros or about $3.21 USD is suggested).

Note that while the game's text is in Spanish, this is like many other platform games and is fairly easy to understand and play, whether you can read Spanish, or not.

YouTube video: https://youtu.be/AJIbTEyioL8
Download: https://amiten.itch.io/la-noche-de-los-pequeos-espectros/purchase

Amiga Rulez #3 now Available in English

https://amiga-rulez.de/

The third issue of the disc magazine **Amiga Rulez** is now available in English. The current issue features game tests (Sensible Soccer) and a review of the best scene productions of 2023. Amiga Rulez is a disk magazine in .adf format. The magazine is free of charge and is filled with your own and guest contributions.

The aim of the magazine is to be a relaxed division of information and opinions in style of the magazine discs of the 90s. The magazine is 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/2402/EN/AmigaRulez-2402EN.adf

OS4: **ALittleRememberGame**

https://www.os4depot.net/?function=showfile&file=game/misc/a_little_remember_game.lha

Developer Thomas Kölsch has released a new game for computers operating under Amiga OS4. This game is based on the memory game Simon Says. In this game, titled **ALittleRememberGame**, the player must select the correct colors and in the right order.

You can choose your own music in the menu. The game is a free download from the OS4Depot website (where its license is shown as "Emailware" whatever that means).

Download: https://www.os4depot.net/share/game/misc/a_little_remember_game.lha

Labyrinth64 v 1.6.2

https://aminet.net/package/game/misc/labyrinth64

Author Kim Fastrup Larsen has released version 1.6.2 of **Labyrinth64**. This game is a remake of a Commodore 64 game published by Commodore in 1983 (not to be confused with the 1986 game of the same name by LucasFilm), which was itself a souped-up version of an earlier public domain game originally written in BASIC for the Commodore PET. In this game, you must find your way through a randomly generated maze of your chosen size, playing from a first person view.

The game is written entirely in Kickstart 1.2 compatible code. It runs on all classic Amiga models, adapts to PAL/NTSC and overscan, and is 100% OS and multitasking friendly. The program file can simply be dragged anywhere to install it where you like. The game is free (under GNU General Public License 3.0). The game will try to use a font called Proptopaz (included in this distribution). It is optional, but if you don't install it, Labyrinth will try to use Newtopaz instead. If that font is also not available, it will just use Topaz (the font already built into Amiga systems).

YouTube video: https://youtu.be/DwnX4N3Hitk?t=12
Download (as .LHA): http://aminet.net/game/misc/labyrinth64.lha
Download (as .ADF): https://www.dropbox.com/s/3yqlf0hynjax0hd/Labyrinth.adf

MorphOS: **Pang**

https://www.morphos-storage.net/?id=2256967

Developer Papiosaur (Yannick Buchy) has released the game **Pang** for Amiga computers operating under MorphOS. Originally released in Japan as Pomping World and known in North America as Buster Bros., Pang is a 1989 action game released by Mitchell Corporation for arcades in 1989. In this game, players must finish a round-the-world quest to destroy bouncing balloons that are terrorizing several of Earth's landmarks and cities.

This game is free to download at the link below. However, the developer does accept contributions via PayPal to support his work.

Download: https://www.morphos-storage.net/dl.php?id=2256967

MorphOS: **BoulderDash** v 1.1

https://www.morphos-storage.net/?id=2256307

Developer Papiosaur (Yannick Buchy) has released the game **BoulderDash** for Amiga computers operating under MorphOS. BoulderDash is a maze-based puzzle video game originally released in 1984 by First Star Software for Atari 8-bit computers. It was created by Canadian developers Peter Liepa and Chris Gray.

The player controls the character of Rockford, who tunnels through dirt to collect diamonds. Boulders and other objects remain fixed until the dirt beneath them is removed, then they fall and become a hazard. Puzzles are designed around collecting diamonds without being crushed and exploiting the interactions between objects. The game's name is a pun on balderdash (meaning senseless talk or writing).

This game is free to download at the link below. However, the developer does accept contributions via PayPal to support his work.

Download: https://www.morphos-storage.net/dl.php?id=2256307

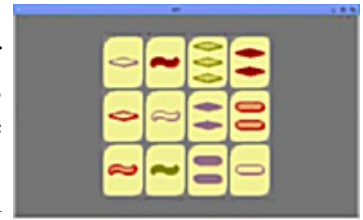## MorphOS: **Set**

https://www.morphos-storage.net/?id=2254344

Developer Papiosaur (Yannick Buchy) has released the game of **Set** for Amiga computers operating under MorphOS. In this game, cards have symbols with different colors, shapes, numbers, and shading. A Set is three cards where every feature is either all the same, or all different.

The object of the game is to grab as many Sets as you can. The player with the most Sets at the end wins!

This game is free to download at the link below. However, the developer does accept contributions via PayPal to support his work.

Download: https://www.morphos-storage.net/dl.php?id=2254344

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MorphOS: **SimplePool** v 1.0

https://www.morphos-storage.net/?id=2253967

Developer Papiosaur (Yannick Buchy) has released the game **SimplePool** for Amiga computers operating under MorphOS. This is a simple 2D billiards game made with C++ and SDL2. The game simulates a game of pool (billiards). This is version 1.0; the developer plans a full-screen version in the future.

This game is free to download at the link below. However, the developer does accept contributions via PayPal to support his work.

Download: https://www.morphos-storage.net/dl.php?id=2253967

MorphOS: **Maze-Runner**

https://www.morphos-storage.net/?id=2252681

Developer Papiosaur (Yannick Buchy) has released the game **Maze-Runner** for Amiga computers operating under MorphOS. This is a simple maze speed-running game made with C and SDL2.

This game is free to download at the link below. However, the developer does accept contributions via PayPal to support his work.

Download: https://www.morphos-storage.net/dl.php?id=2252681

RetroMagazine World issue #23

https://www.retromagazine.net/retromagazine-world-23-eng-october-2024/

The latest issue (# 23) of **RetroMagazine World** is now available in English. RetroMagazine World is a free PDF magazine that appears at irregular intervals, and is dedicated to technology and games for 8- and 16-bit computers and game consoles.

Issue #23, published at the end of October 2024, can now be downloaded at the link below. Among other things, this issue features an easy-to-understand deep dive into FPGA technology, reviews of current books, a review of the Amiga 38 in Mönchengladbach and a test of the shoot'em'up Reshoot Proxima 3.

Download: https://www.retromagazine.net/getrm.php?id=23_eng

ham_convert v 1.10.3

https://aminet.net/package/gfx/conv/ham_convert

The July 2024 issue of WAUG News reported on version 1.10.1 of Sebastian Sieczko's Java-based tool **ham_convert**. This utility converts graphic formats into the Amiga's HAM format, and is now at version 1.10.3.

The program is freeware. It can convert a normal jpg/gif/png image to one of the graphic modes of the Commodore Amiga. Its main use is to produce high-quality hold-and-modify (HAM) images using brute-force search. It can produce ILBM IFF files (Amiga graphic modes: EHB, HAM6, HAM8, 2/4/8/16/32/64/128/256-color indexed, PCHG - 4/8/16/32/EHB modes). The program requires Java and should work on any operating system supported by JRE8 or newer.

Download: http://aminet.net/gfx/conv/ham_convert.zip
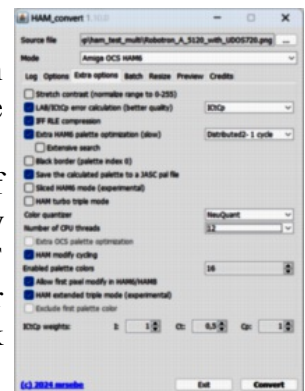
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AmigaOS3+, OS4, MorphOS: **Report+** v 8.6.1

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

Report+ is a freeware utility that is a compatible replacement for the official Commodore bug reporting tool (V40.2). This utility is now at version 8.6.1. Among other things. Since the WAUG News, report on version, 8.5 in our August 2024 issue, the following fixes and/or improvements have been made:
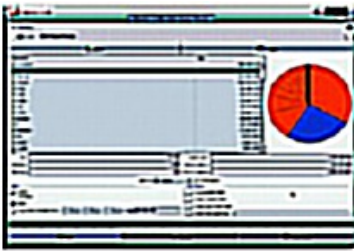
- fixed incorrect library base name
- some spaces were incorrectly converted to EOLs
- import and export buttons have been added
- error reporting for nonvolatile.library operations improved
- user can now deselect items.
- revised gadget layout somewhat.

Download AmigaOS 3.2/3.9: https://amigan.1emu.net/releases/ReportPlus.lha
Download AmigaOS 4.0+: https://amigan.1emu.net/releases/ReportPlus-OS4.lha
Download MorphOS: https://amigan.1emu.net/releases/ReportPlusMOS.lha

MorphOs: **Iris** v 1.39

https://www.morphos-storage.net/?id=2257121

Jacek 'jacadcaps' Piszczek has released version 1.39 of his e-mail client Iris for Amiga computers operating under MorphOS. Iris is a modern IMAP based email client for MorphOS. It requires MorphOS 3.19 and at least 512MB of RAM, with 1GB recommended. A list of changes and bug-fixes can be found at the above link.

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

Fast Food 2

https://acidbottle.itch.io/fast-food-2

Author AcidBottle has released a game titled **Fast Food 2**, developed by using the Scorpion Engine. This game is based on the game Fast Food, originally created by the Oliver Twins for CodeMasters in 1989.

In the game your character is called Dizzy, and you are given the task of chasing down and scarfing up as many pizzas, burgers, and fizzy drinks as you can, while avoiding the slimes that will often chase you around. Please note, while the game itself is complete, audio is a work in progress. The developer promises that a final version of the game will be released in the very near future. Recommended requirements: A suitable one button controller, an a1200 or a4000 AGA Amiga (should also work on any device capable of AGA, such as CD32 and Amiga Mini), and any CPU at running at 14MHz or better (fast ram is nice and harddrive highly recommend).

This game is free, but the developer accepts your support by letting you pay what you think is fair for it ($3.00 USD is suggested).

YouTube video: https://youtu.be/v8OB_d5zzBw?t=25
Download: https://acidbottle.itch.io/fast-food-2/purchase

OS 3.x: **TuneFinder** v 1.1

https://github.com/sandlbn/TuneFinder

Marcin Spoczynski's **TuneFinder** enables users to search internet radio stations with various filter options. Results are displayed in a list with detailed station information, and the app includes options to save selections as either a complete PLS playlist for playing them via AmigaAMP directly from within Tunefinder or as individual station files.

Version 1.1 provides the following changes:
- Redefined GUI to single screen layout
- Added configurable result limit in settings
- Improved save settings functionality
- Enhanced GUI highlighting and visibility
- Improved REXX communications
- Added German translation (Thomas Blatt)
- Added Polish translation
- Added Amigaguide doc

Minimum requirements: AmigaOS 3.x, 68020 CPU or better, At least 4MB RAM, Internet connection, and a working TCP/IP stack.

Download: https://github.com/sandlbn/TuneFinder/releases/download/v1.1/TuneFinder.lha

AROS (64-bit): **Odyssey** v 2.1

https://archives.aros-exec.org/?function=showfile&file=network/browser/owb-2.1.x86_64-aros-v11.zip

The October 2024 issue of WAUG News reported on the first beta version of a 64-bit **Odysssey Web Browser** for computers operating under AROS. This program, from developer Krzysztof Smiechowicz is now up to version 2.1.

Odyssey Web Browser is a WebKit-based browser originally based on OWB from Sand-Labs/Pleyo. Since then, it has been extensively developed to become a full-blown desktop browser with modern functionality.

Download: https://archives.aros-exec.org/share/network/browser/owb-2.1.x86_64-aros-v11.zip

Tetra Zone

https://weiju.itch.io/tetrazone

Developer Wei-ju Wu is in the process of writing a Tetris clone called **Tetra Zone**. His game extends the original with three preview stones, a hold function, a "ghost stone," and support for "wall kicks." Another goal was to achieve a stable frame rate of 50/60 fps on a 5-bitplane screen. He has now released a first pre-release version (without sound).

This game is free but the developer accepts your support by letting you pay what you think is fair ($2.00 USD is suggested). Minimum system requirements: Amiga OCS (e.g. 1000, 500, 2000) NTSC and PAL, 512 KB Chip RAM, 512KB Fast RAM or higher, and Kickstart/Workbench 1.3

YouTube video: https://www.youtube.com/watch?v=SJN3jRP2Z0A

Download: https://weiju.itch.io/tetrazone/purchase

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Screenshots from last month's virtual WAUG meeting

WB2.1+: **ADF-Blitzer** v 3.10

https://aminet.net/package/disk/misc/adfblitzer

Author Andreas Gouders has updated Magnus Lundin's utility, **ADF-Blitzer**, for handling ADF files. This utility is simple to use. It looks best in 640x480 or up, but is perfectly usable in 640x200, too. 1 MB RAM is plenty, even with only 512 kb (and a HD) it's still usable. It has been tested and found to work under Kickstart/WorkBench 3.2. To install ADF-Blitzer, just drag it to the preferred drive or directory. No external files are needed.

ADF-Blitzer is provided "AS IS" without warranty of any kind and the author is not responsible for any data loss or damage this software may do. Commercial use of ADF-Blitzer without the author's permission is not allowed.

Download: http://aminet.net/disk/misc/adfblitzer.lha

AmigaOS 3.0+: **DiskCopier**

https://aminet.net/package/disk/bakup/DiskCopier10a

Developer Felice Murolo has released **DiskCopier**, a floppy disk copier that uses the functions provided by the system trackdisk.device to copy 80-track, 2-sided, 11-sector-per-track disks. In order for this utility to work, it requires the standard Amiga Operating System, version 3.0+. This utility is free to download and use (under LGPL License V 3.0).

Download: http://aminet.net/disk/bakup/DiskCopier10a.lha
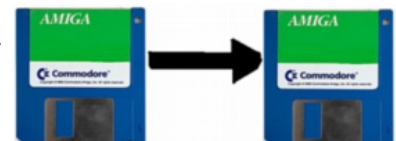
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Series II - Volume XXVII - No. 12

From the Editor:

    Thanks to WAUG Co-President Bill Winters (AKA AmigaBill) for the screenshot 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.

Al Priest, Editor
aapriest@usa.net

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!

Westchester Amiga Users Group
℅ Alexander Priest, Editor

aapriest@usa.net

TO:

DATED AND TIME SENSITIVE INFORMATION