

The newsletter of the Westchester AMIGA Users Group

Series II - Volume XXVIII - No. 5

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Westchester
AMIGA
Users Group

May 2025

Bolminok's Kingdom 2 v 0.49

<https://8080.itch.io/bolminoks-kingdom-2-resurrection>

Developer 8080 (Sami Vehmaa) has released version 0.49 of the dungeon crawler game **Bolminok's Kingdom 2**. This game is free but the developer accepts your support by letting you pay what you think is fair (with \$2.00 USD being suggested). The game requires, in addition to an AGA Amiga with some Fast RAM, 2MB of Chip RAM, and Amiga OS 3.x.



The game is not only a continuation of the story, it also has an improved game play. It's free to current Bolminok's Kingdom game owners. After killing Bolminok you are on your way home. It resembles your way home, but something has changed. You have to be wise, fast and swift to make your way home alive.

Download: <https://8080.itch.io/bolminoks-kingdom-2-resurrection/purchase>

AROS: xRick

https://archives.arosworld.org/?function=showfile&file=game/platform/xrick.x86_64-aros-v1.1.zip



Rick Dangerous was the Indiana Jones of computer games. **xRick** from developer BigOrno is a new game for AROS, and is a clone of Rick Dangerous.

In this game, you'll be running away from rolling rocks and avoiding traps all the way from South America to a futuristic missile base via Egypt and the Schwarzendumpf castle.

Download: <https://tinyurl.com/5t5xwry9>

Classic AmigaOS Programming: The Network

<https://www.edsa.uk/blog/classic-amigaos-programming-the-network>

Author Edwin van den Oosterkamp has released the third book in his Classic Amiga Programming series. **Classic AmigaOS Programming: The Network** is about adding network and Internet functionality to Amiga programs. This book is aimed at coders who are familiar with creating software for the OS of the classic Amiga but have no experience with using the network and the Internet in their programs.

The book assumes that there already is a working Internet connection on the Amiga. For Amigas that are emulated with WinUAE, there is a short appendix that shows how to enable the built-in network stack of WinUAE.

The book is available to purchase at Amazon.com as a 174 page paperback book for \$22.00 USD at the link below. There currently is no e-book version.

Download: <https://tinyurl.com/mu4s48f2>



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RedPill v 0.9.49

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



Carlos Peris has released version 0.9.49 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, changes in version 0.9.49 include:

- Action trigger Color Cycle to cycle colors in the paletter.
- Added example for color cycle, ex_colorcycling.
- Action trigger Set Text Image to set the image to be used in the dialog.
- Added help for particle editor.
- Maximum number of song modules increased from 16 to 24.
- Optimization for lateral scrolling games.
- Particles are now cleaned when switching levels in runtime.
- Now compiled with AmiBlitz 3.10.0.
- Fix when exporting images in multi-language games.
- Fix for show tile collisions in level editor.
- Fix for pick frame when spritesheet is not the first one.
- Fixes in frame editor, pick frame and copy and paste frame.
- Fixes in dialog engine.
- Fixes in the thumbnail system.
- Fix for selecting game objects above 78.
- Updated documentation.

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.

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

PRESS RELEASE - Brussels - April 2, 2025

Operating system: AmigaOS 3.2.3

<https://www.hyperion-entertainment.com/index.php/news>

Hyperion Entertainment CVBA is proud to provide the third free update for **AmigaOS 3.2**. This update includes two years' worth of fixes and enhancements to AmigaOS 3.2.2 since the previous update.



Some of the highlights in Update 3:

- ReAction classes have received numerous updates
- TextEditor now allows users to define a custom menu with macros
- 12 KB of Chip RAM is no longer reserved
- A new Kickstart 3.2.3 ROM
- At least 50 other fixes, including updates to DiskDoctor and HDToolbox

Registered users can download Update 3 for AmigaOS 3.2 at the link below.

Download: <https://www.hyperion-entertainment.com/index.php/downloads>

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OS3, OS4, MorphOS, AROSx86: **PolarPaint**

https://amigaworld.net/modules/newbb/viewtopic.php?topic_id=45462&forum=2



Developer Anbjørn Myren has released **PolarPaint**, an experimental paint program made with Hollywood, with versions for 68k, AmigaOS4, MorphOS, and AROSx86. Requirements: A fast computer with RTG (ReTargetable Graphics), minimum display of 1440x900x16 (program window is 1400x820); minimum 40MB of free RAM, (64MB or more is recommended).

There is an Information icon that will display some basic information about the program, and while the icon is highlighted (info mode) the user can click any icon to get some pop-up information about each button. Click the info icon again to exit information mode.

Download: OS3: https://aminet.net/gfx/edit/PolarPaint_68k.lha

OS4: <https://os4depot.net/share/graphics/edit/polarpaint.lha>

AROS: https://archives.arosworld.org/share/graphics/edit/polarpaint_aros.lha

MorphOS: <https://www.morphos-storage.net/dl.php?id=2354044>

AMIner

<https://lastminute creations.itch.io/aminer>

Last Minute Creations has released the final version of **AMIner**, an arcade mining game for an Original Chip Set (OCS) Amiga, with 1MB Chip RAM and 1MB other RAM. In this game, you (the player) have been sent to a mining facility by a Communist government to mine for gold and other valuables. AMIner was first submitted during the 2018 RetroKomp Gamedev Compo as a work in progress, where it scored 2nd place.

This game is free but the developer accepts your support by letting you pay what you think is fair, with \$5.00 USD being the suggested donation amount.

YouTube video: <https://youtu.be/u6TEJ3vYmOI?t=9>

Download: <https://lastminute creations.itch.io/aminer/purchase>



Phantom Leap v 1.4

<https://hoogames2017.itch.io/phantom-leap>



Developer hoogames2017 has released a playable demo of Phantom Leap, a work in progress of a classic Amiga jump and run platformer puzzle game developed with the Scorpion Engine,

The game is set deep within moss-covered ruins and ancient trees. As a fearless explorer, you leap into this adventure, jumping over deep chasms, climbing towering platforms, and searching for the hidden paths that lead to valuable coins. But beware—the forest is teeming with strange creatures that don't take kindly to intruders. Minimum requirements: Commodore Amiga 500 (512 KB Ram extension) and Kickstart 1.3.

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 a suggested amount.

YouTube video: <https://youtu.be/gnukH9Az7wA?t=45>

Download; <https://hoogames2017.itch.io/phantom-leap/purchase>

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ham_convert v 1.11.0

http://mrsebe.bplaced.net/blog/wordpress/?page_id=374

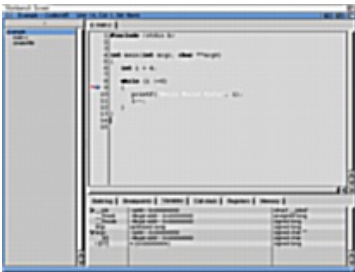
Developer Sebastian Sieczko has released version 1.11.0 of **ham_convert**, a freeware (also free for commercial use) graphic converter that can convert a normal jpg/gif/png image to one of the graphic modes of the Commodore Amiga.

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). This program requires Java and should work on any operating system supported by JRE8 or newer.

Download: https://aminet.net/gfx/conv/ham_convert.zip



Codecraft v 1.16



<http://boemann.dk/codecraft/>

Developer Camilla Boemann has released version 1.16 of **Codecraft**, a powerful IDE (Integrated Development Environment) for developing software natively on the Amiga. This program makes it easy to write code, then build, execute and debug the resulting program. All of the tools needed are available in a single unified user interface.

The program:

- Shows your project tree as a hierarchical list of source files
- Provides easy modern text editing
- Builds the project tree invoking your build system
- Runs your resulting program
- Does source level debugging with breakpoints and inspection of variables

The software is free (open-source GPL), but since it works as an extension to TextEdit, AmigaOS 3.2.3 or better is required, as is 1MB free HD, and 1MB free FastRAM.

Download: <http://boemann.dk/codecraft/Codecraft.adf>

UserGuide (PDF): <http://boemann.dk/codecraft/Userguide.pdf>

MorphOS: Breaker v 1.5.0

<https://github.com/AdsGames/breaker>

Developer Papiosaur (Yannick Buchy) has released version 1.5.0 of **Breaker**, a simple clear the board style breaking game for MorphOS. The game is free at the download link below. Also free is a link to a playable 'web demo' of this game, requiring no download or installation.

Web Demo: <https://adsgames.github.io/breaker/>

Download: <https://www.morphos-storage.net/dl.php?id=2356207>



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Screenshot from last month's virtual WAUG meeting



MorphOS: **Blips** v 2.0

<https://www.morphos-storage.net/?id=2349982>



Developer Papiosaur (Yannick Buchy) has just released **Blips**, a remake of the DOS Bips game made by Bryant Brownell. The aim of the game is to collect all the dollar coins in a level. In order to do that, you need to create pathways to these coins by pushing boxes around or even make them explode by pushing them into the dynamite. This is a Sokoban style puzzle game (Sokoban means 'warehouse keeper' and a Sokoban game is a puzzle video game in which the player pushes boxes around in a warehouse, trying to get them to storage locations). The game features 26 levels from the original Bips game; a Level Editor (Create your own Level Packs), and autosaves.

Download: <https://www.morphos-storage.net/dl.php?id=2349982>

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Cockbusters

<https://www.ppa.pl/aktualnosci/cockbusters-wersja-final.html>

This demo for an Original Chipset (OCS) Amiga by developer Ghostown was the first prize winner in the Demo category at the 2024 Xenium party in Poland. A final version of the **Cockbusters** demo video has just been released for download, or for just plain viewing on YouTube.

YouTube video: <https://www.youtube.com/watch?v=P67tYU1hiG4>

Download: <https://tinyurl.com/3k67yksx>



OS 3.x: The Hobbitron Chronicles

<https://quantumcodemonk.itch.io/the-hobbitron-chronicles>



Developer quantumcodemonk has released **The Hobbitron Chronicles**, a point and click version of the text adventure game Adventure 3 written with Scala MM400.

To complete the game, you must find three magical rings and destroy them. Each ring is hidden in a different time period. One is hidden in the past (The Hobbit), one is hidden in the present (Leisure Suit Larry), and the last one is hidden in the future (Space Quest). Find them all and destroy them.

The game requires a copy of Scala or Scala Player to run (not included). If you are using Scala MM300 (v50.2) then use the included compatibility file. The compatibility version has some minor graphic glitches but it plays fine. It should run on almost any Amiga with at least 4 MB RAM (more is better), a minimum resolution of 640*256 (with at least 16 colors), AmigaOS 3.x and Scala MM300/MM400. Free download at the above link.

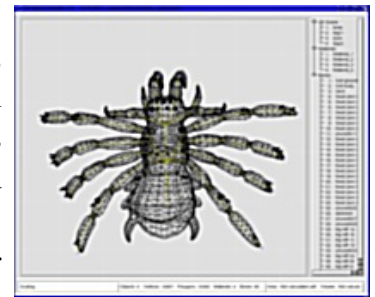
OS 3.0+: gfx/3d/3doc_m68020 v 1.30

https://aminet.net/package/gfx/3d/3doc_m68020_v1.30

Developer Zoltan Karpati has released version 1.3 of **gfx/3d/3doc_m68020**, a 3D Object Converter for AmigaOS. that supports 915 file formats. It is a powerful 3D polygon model translation and interactive viewing shareware tool that allows arbitrary 3D model data to be imported from external sources, and/or to be exported to various industry standard 3D file formats.

Minimum program requirements: a 68020 CPU or higher, AmigaOS 3.0 or higher, Magic User Interface (MUI) 3.8 or higher, 32 MB RAM, RTG card, and TCP/IP Stack (Internet connection for the web updater).

Download: https://aminet.net/gfx/3d/3doc_m68020_v1.30.lha



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Amiga m68k: **GI CryptoFileX** v 1.0

<https://www.iacosoft.com/home/amiga.asp>



Developer Giovanni Iacobelli has released GI CriptoFile Cross Edition (**GI CryptoFileX**), a program to encrypt your files using a proprietary 128-bit symmetric key algorithm.

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

Note: The author assumes no responsibility for direct or indirect Hardware and Software damages that the programs or their use could cause. Use this software at your own risk.

Download: <https://tinyurl.com/5k79man3>

AROS: **meteMP3** v 1.5

<https://tinyurl.com/57xhyns3>

Developer serk118 has released version 1.5 of **meteMP3**. This program can be used to play MP3, Flac, and Wav files on an AROS computer. The program is still under development, but a working version is available for testing.

The program is free to download at the link below. Note that the author cautions you to use it at your own risk (which should be minimal).

Download: <https://tinyurl.com/3pa5338u>



Noisy Rabbit

<https://robsmith-dev.itch.io/noisy-rabbit>



Developer Robert Smith has released another Easter game this year. In **Noisy Rabbit**, you have to collect large and small eggs in PacMan style. However, these are difficult to recognize as they are drawn in black and white, just like the playing field. You need to avoid spiders. Carrots restore your vision temporarily. Don't stand still, don't try to pause it, and certainly don't try to take a photo. This game came in 8th out of 16 in the Game category at the Revision 2025 Party.

System Requirements: any Amiga with 1MB RAM.

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/H26wRJDOypl>

Download: <https://robsmith-dev.itch.io/noisy-rabbit/purchase>

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AROS, MorphOS, OS4: **Baccarat** v 2.05

<https://www.morphos-storage.net/?id=2358683>

Developer J.C. Herran Martin has released version 2.5 of the board card game **Baccarat** for computers operating under AROS, MorphOS, or Amiga OS4. This is a little tribute to mythical card game, popularized by James Bond's movie Dr. No with the great Sean Connery. To download extra decks you can visit the support site: www.morguesoft.eu/barajas/extradecks.html

This game is free, but the author accepts donations at [this link](#).

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

Download AROS: <https://archives.arosworld.org/share/game/card/baccarat.lha>

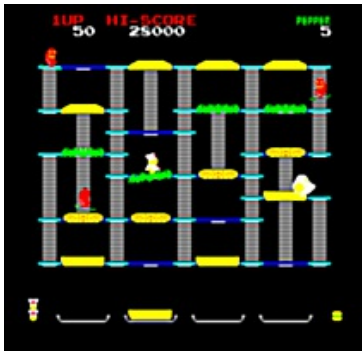
Download MorphOS: <https://www.morphos-storage.net/dl.php?id=2358683>



Burger Time 500

<https://jotd666.itch.io/burgertime-500>

Developer jotd666 has transcoded the 1982 game of **Burger Time** for 68000/020 Amiga machines. This game was originally released for the Intellivision, Apple II, Atari 2600, TI-99/4A, Commodore 64, ColecoVision, and many other systems.



The player controls chef Peter Pepper who walks across oversized ingredients in a maze of platforms and ladders, causing them to fall and stack on buns below, eventually creating complete burgers. The chef is pursued by anthropomorphic hot dogs, fried eggs, and pickles. A limited supply of pepper can be thrown at aggressors immediately in front of Peter, briefly stunning them.

This game is free but the developer accepts your support by letting you pay what you think is fair (with €3,00 Euros, or about \$3.44 USD a suggested amount).

YouTube video: <https://youtu.be/yuED43MqAhQ>

Download: <https://jotd666.itch.io/burgertime-500/purchase>

Wings of Fear

<https://roartj.itch.io/wings-of-fear-demo>



Developer Roartj has released the first playable demo of a top down scrolling shoot 'em up game called **Wings of Fear**. The player, controls a WWI Sopwith Camel aircraft on a secret mission to find a hidden German base. Minimum system requirements: ECS (Amiga Enhanced Chip Set), and 1MB chip and 1MB fast RAM (with a CPU of 68000 being very slow and not recommended). Recommended system requirements: AGA (Amiga Advanced Graphics Architecture). 2MB chip and 1MB fast RAM, and CPU 68020.

It's important to remember that the game is still in Alpha stage. 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 suggested).

YouTube video: <https://youtu.be/90UpFnu0esk>

Download: <https://roartj.itch.io/wings-of-fear-demo/purchase>

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Westchester Amiga Users Group

“Shanghai” (A.K.A. “Co-Prez”)

Bill Winters

“Pipe Dream” (A.K.A. “Co-Prez”)

Anthony Becker

“Bill’s Tomato Game” (A.K.A. “Editor”)

Al Priest

**(These are all Amiga brain/puzzle games)*

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>

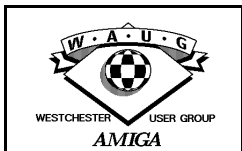
then, you should **sign up**.

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

Al Priest, Editor

aapriest@usa.net





Westchester Amiga Users Group
% Alexander Priest, Editor

aapriest@usa.net

TO:

DATED AND TIME SENSITIVE INFORMATION