

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

## Series II - Volume XXVIII - No. 6

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Westchester  
**AMIGA**  
Users Group

**June 2025**

### **Versatile Amiga Test Program v 6.53β**

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



Developer J.J. Caspers has released version 6.53β of his **Versatile Amiga Test Program** for all Amigas. Remove hardware from the parallel port when doing tests on this port and real interrupt testing.

Don't use Amitestkit or DiagROM testplugs (ROM version can switch to other plug). This is a free download at the link below.

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

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### **The Angel of Death v1.1**

<https://quantumcodemonk.itch.io/the-angel-of-death>

Developer Quantum Code Monk has released version 1.1 of **The Angel of Death**. The game is based on Police Quest 1, a game created and published by Sierra On-Line in 1987, but with the roles reversed. In **The Angel of Death** you play as Jessie Bains, the antagonist, a drug dealer and a card shark with the intention to take control of the drug trafficking in the city of Lytton.



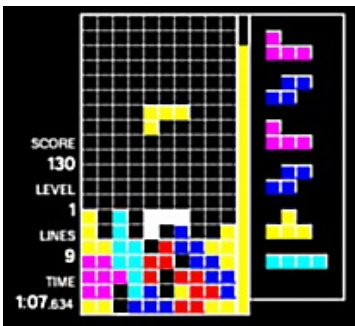
The game is point and click, similar to the game Myst. Some would say it's a fusion of an old text adventure and Myst. Solve the puzzles and find a way to take control over the city. This was an entry to AmiGameJam 2024. The game is written using Scala MM400 and it requires a copy of Scala or Scala Player to run (not included). Download for free at the title link above.

YouTube video: <https://tinyurl.com/yeym6xe4>

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### **MorphOS: Falling-Bricks v 1.0.2**

<https://www.morphos-storage.net/?id=2368397>



Developer papiosaur (Yannick Buchy) has released version 1.0.2 of **Falling Bricks** for MorphOS. This game was developed for fun and is provided for free, as-is, and with no warranties or guarantees of functionality or support. Feel free to play and explore.

This is another Tetris type game. Clear rows by filling them with blocks. Each cleared row adds to your score. As rows clear and blocks split, gravity can cause more rows to fill up and clear, granting combo bonus points. After clearing a certain number of lines you level up. The game gets faster as your level increases. It takes more line clears each level to level up to the next level. The game ends when blocks reach the top, or the gamemode goal is reached.

Download: <https://www.morphos-storage.net/dl.php?id=2368397>

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## WhatIFF? Issue 16, April 2025

<https://www.whatiff.info/>

The current issue (no. 16 - April 2025) of WhatIFF?, a modern Amiga Guide magazine for creative Amiga users, is now available as a free download at:

<https://www.whatiff.info/Issues/WhatIFF4.16.lha>



### Reviews:

- AKUA Amiga Keyboard to USB Adapter
- OpenPSX2Amiga Pad Adapter
- AMI-RGB2VGA Ultimate
- Tikus USB Mouse/Joystick Adapter
- TechnoSound Turbo Re-release
- Amiga OS3.2 Reference Manual

### Guides:

- Upgrade a PiStorm32 with Raspberry Pi3A+ to PiCM4 Module
- OpenURL - setting up OpenURL in AmigaGuide
- DigiPaint: Basics Part 1
- Accessing BBSs Without a Modem

### Articles:

- DELL Monitors and 15Khz - Part 1: Will It Work?
- The Amiga, you, us, the community
- ChatGPT and Amiga: How Wrong Can It Get It?
- Increase interest in your pixel art

### Interviews:

- Paul Vince - Amiga Game Selector
- Rob Cranley - SOLAS
- Timothy Deters - FinalWriter

### Cover Disk:

- Example pixel art
- Disk label PDF
- New music in the playlist drawer

### Authors:

Andy Vaisey, Ivan Sorensen, John Scolieri, Kevin Saunders, Kristian Hesketh, Martyn Bampton, Roald Strauss, Rob O'Malley, and Timo Paul.

## PDF magazine: REV'n'GE #168 &169

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



The PDF magazine **REV'n'GE** ("Retro Emulator Vision and Game") is available in English or Italian. The magazine's reviews compare, when available, the different ports of classic games to the various platforms of their time. There is also a focus on relatively unknown retro games.

**Issue 168** contains an MSXdev24 special as well as reviews of Amiga games: Apocalypse, Maths Adventure, and Helm; the Amiga CDTV game Super Raid IV; and the C64 games Arnie and Mike Mech 2.

**Issue 169** includes reviews of the Amiga game Archon, and the Amiga CDTV game Murder Makes Strange Deadfellows.



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## MorphOS: **Scalar** v 1.02

<https://www.morphos-storage.net/?id=2368715>

Developers Herbert Klackland and Papiosaur (Yannick Buchy) have released version 1.02 of the MorphOS game **Scalar**. The goal of the game is to assemble the picture from pieces. Each picture is divided into pieces which are shuffled. You need to get each piece back to its original position. You accomplish that by swapping pieces (exchanging their positions). You have a limited number of swappings for each picture.



If you have a hard time playing this, you can look at the images directory and see what the final picture looks like. You can also add your own pictures to the images directory and play with them (images can be in .jpg, .gif, .png, .bmp, any many other graphics formats).

Download: <https://www.morphos-storage.net/dl.php?id=2368715>

## Hack and Slay v 1.1

<https://quantumcodemonk.itch.io/hack-and-slay>



Developer quantumcodemonk has released the role playing, single player, dungeon crawler game **Hack and Slay**. It should run on almost any Amiga with a minimum resolution of 640x400 running AmigaOS 2.0 or greater, and having at least 1 MB RAM.

The game features 2 difficulty levels, 4 playable characters, and 5 levels to explore. It is a totally free download at the link below.

Download: <https://aminet.net/game/role/hack-and-slay.lha>

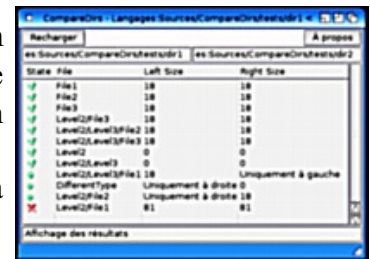
## OS4: **Comparedirs** v 1.13

<https://os4depot.net/?function=showfile&file=utility/filetool/comparedirs.lha>

Developers Martin Gierich and Alexandre Balaban have released version 1.13 of **Comparedirs**, an Amiga OS4 utility which allows you to compare the directory structure of two directories. It compares all files that can be found in both directories and all subdirectories, byte by byte.

CompareDirs provides either a text interface (to work in a shell) or a Reaction GUI. This program is a free download at the link below.

Download: <https://os4depot.net/share/utility/filetool/comparedirs.lh>



## RedPill v 0.9.52

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



The game construction kit **RedPill**, developed by Carlos Peris, is now at version 0.9.52. This program allows the development of games from various genres. RedPill is compatible with AGA and ECS, the "player" for playing the finished creations requires a total of 1.5 MB RAM. You can now use the program from the CLI, to generate your projects without loading the editor. You can also build your projects from the CLI.

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



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## AROS: **Portable AROS** v 2.8

[https://www.arosworld.org/infusions/forum/viewthread.php?thread\\_id=1419&pid=8335](https://www.arosworld.org/infusions/forum/viewthread.php?thread_id=1419&pid=8335)

There is a new portable **AROS** distribution, which contains AROS ONE 2.8 (32-bit) and can be run directly from a USB stick. This project was created for users who want to explore AROS without the need to install it on a hard drive or invest in dedicated hardware. This is not meant to replace existing AROS distributions, but rather to complement them. It's a convenient tool for discovering and using AROS.

System requirements: A reasonably modern x86\_64 (64-bit) computer, USB 3.0 support (both host and USB stick), and a 1920×1080 display. It provides a quick and easy boot from USB – no installation required, a ready-to-use graphical environment upon launch, and a user experience similar to that of dedicated hardware.

YouTube video: <https://youtu.be/0OeMbB2rGXc>

Download: <https://axrt.org/download/arosq/v0/20250517-arosoneq.img.7z>

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## Amiga CD32: **Pixel Playback**

<https://www.youtube.com/watch?v=ernId0Qw6Lc>



A new video from the Pixel Playback YouTube channel features the **history of the Amiga CD32**, a groundbreaking 32-bit gaming console that combined CD-ROM technology, multimedia functionality, and the Amiga 1200 computer—all in one sleek unit.

This video explores why the Amiga CD32 was considered ahead of its time, featuring CD-quality audio, full-motion video, and expandability that turned it into a full-fledged personal computer. Learn how its advanced graphics, region-free gaming capabilities, and modular design set it apart from other 1990s consoles. Discover how legal issues, poor marketing, and company missteps led to its untimely demise. Whether you're a retro gaming fan or a curious tech historian, this deep dive into the Amiga CD32 will leave you wondering what could have been in the console wars.

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## MorphOS, AROS: **Protrekk** v 2.8.3

<https://github.com/hitchhikr/protrekkr>

Version 2.8.3 of ProTrekkr has been released. This tracker program combines a software synthesizer together with a traditional samples tracker which can be used to create electronic music targeting small sized intros, demos or games. It's a heavily modified version of the old NoiseTrekker 2 which was made by Juan Antonio Arguelles Rius aka Arguru.

The MorphOS version was developed by Franck Charlet; and the AROS version was developed by Franck Charlet. The tracker itself requires at least a 1,5ghz processor to run properly. This is a freeware tool, this means that you can use it for whatever you want and for free. There's no guarantee that this program will perform well or even run on your computer.

Download AROS: [https://aminet.net/mus/edit/Protrekkkr\\_AROS\\_i386.zip](https://aminet.net/mus/edit/Protrekkkr_AROS_i386.zip)

Download MorphOS: [https://aminet.net/mus/edit/Protrekkkr\\_MOS.lha](https://aminet.net/mus/edit/Protrekkkr_MOS.lha)



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## **vAmiga** v 4.1 & 4.1.2

<https://dirkwhoffmann.github.io/vAmiga/>



The Amiga emulator for the Apple Macintosh computer, **vAmiga**, is now at version 4.1.2b1. Changes in v4.1 & 4.1.2 include improvements for the RGB color palette, HAM, DDF/DMA, CIA and the RetroShell debugger. Also added were the AROS ROMs and fixed a crash during hibernation. vAmiga now supports folder import for hard drives

To run the emulator, a Kickstart Rom is required. The original Amiga Roms are the intellectual property of Cloanto. By purchasing a license of Amiga Forever™ you can acquire a legal Kickstart license. Rom image files can be added to vAmiga via drag and drop.

This program is a free download at the link below. vAmiga is open-source and published under the terms of the GNU General Public License.

Download: <https://github.com/dirkwhoffmann/vAmiga/releases/download/v4.1.1/vAmiga.app.zip>

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## **NeonWorld**

<https://github.com/cobour/neon-world>

Developer Cobour has made available a shoot-em-up hobby-project for the Amiga called **Neon World**. This game features difficult areas to traverse, multiple enemy types, great tunes by Krzysztof Odachowski and so much more. It should run on any PAL-Amiga with at least 512kb Chip-RAM and another 512kb RAM of any type.

The game uses a DOS disk, so it should be no problem to install the game on a harddisk. When running the game in an emulator there could be some slight stuttering. This is a problem because of most modern systems having a framerate higher than 50Hz. This game is a free download at the title link above.

YouTube video: <https://youtu.be/TxS-cpymj2w?t=9>



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## **MorphOS: Falling Time** v 1.0.2

<https://github.com/cxong/FallingTime>



Developer papiosaur (Yannick Buchy) has released version 1.0.2 of **Falling Time** for computers operating under MorphOS. This game was inspired by the arcade game Fall Down.

In this game you control a ball that must fall through gaps of levels for as long as you can. If you do not fall down fast enough, you are crushed by the top of the screen. On the way down, you score points by reaching lower levels and collecting eggplants. This game is free (GNU General Public License) at the download link below, but the developer welcomes any donations at [this link](#).

Download: <https://www.morphos-storage.net/dl.php?id=2370142>

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## MorphOS: **Super-Haxagon** v 3.9.1

<https://github.com/cxong/FallingTime>

Developer papiosaur (Yannick Buchy) has released version 3.9.1 of Super-Haxagon for computers operating under MorphOS. Like the original game (i.e., Super Hexagon by Terry Cavanagh), this port has only one goal, which is to survive as long as possible by avoiding the falling walls in a trippy, spinny frenzy!

**Warning:** Super-Haxagon contains intense visual effects including rapid rotations, flashing patterns, and geometric perspective shifts that may disturb the vestibular system. Players sensitive to motion sickness, vertigo, dizziness, or seizures should exercise caution when playing. These visual stimuli can potentially trigger vestibular disturbances in susceptible individuals. This game is free (GNU General Public License) at the download link below, but the developer welcomes any donations at [this link](#).

Download: <https://www.morphos-storage.net/dl.php?id=2369736>

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## MorphOS: **Video Slot Machine** v 1.20

<https://www.morphos-storage.net/?id=2365067>



Developer Templario (J.C. Herran Martin) has released version 1.20 of his video slot machine game for computers operating under MorphOS. In his **Video Slot Machine** game, the player can customize the slot machine with his or her own videos and play those videos while earning money with the spins on the slot machine.

The game is available in English or Spanish. It was created using Hollywood and requires these Hollywood v8.0 plugins: avcodec.hwp, oggvorvis.hwp, and oggtheora.hwp, in addition to a graphics card.

Download: <https://www.morphos-storage.net/dl.php?id=2365067>

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## Gemdalus

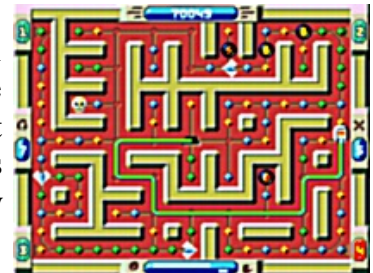
<https://retream.itch.io/gemdalus>

The aim of developer RETREAM's maze game **Gemdalus** is to collect all the gems scattered around a labyrinth. While doing so, however, you are dragging a kind of rubber band behind you that cannot be crossed. However, it is possible to snap the rubber band back to take a different path. Gemdalus has been written in AMOS Professional 2.00 and M68k assembly, without third-party add-ons.

This game can be purchased for at least five US dollars (\$5.00 USD) at the download link below. (At this same link you can also support the developer by paying more than the minimum price.) The game requires the AGA chipset and 1.6 MB of chip RAM, as well as 320 KB of additional RAM.

YouTube video: <https://youtu.be/Zz6nm0MxYT8>

Download: <https://retream.itch.io/gemdalus/purchase>





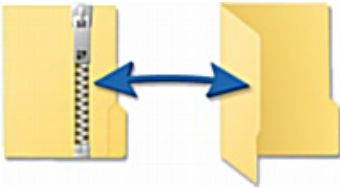
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## MorphOS: **ppcrack** v 1.0a

<https://www.morphos-storage.net/?id=2369830>



Developer Kyzer (AKA Stuart Caie) has released version 1.0a of his MorphOS utility **ppcrack**. This is a portable program that decrypts or unpacks PowerPacker files, without any need for a password. On a modern PC, it takes a few seconds. The program also comes with a tool called ppsimilar, which will give you the correct decryption key immediately, should you have an unencrypted PowerPacked file which "similar" enough to the encrypted one. There is a set of benchmarking and test files for people volunteering to port ppcrack to other platforms.

This program was placed in the public domain by Stuart Caie and is free at the link download below, version 1.0a is an update to the source code to make it compatible with C89 compilers, there are no visible changes.

Download: <https://www.morphos-storage.net/dl.php?id=2369830>

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## Icon-Made v 0.9

<https://tukinem.itch.io/icon-made>

Developer Pawel 'tukinem' Tukatsch has submitted **Icon-Made** as his entry for the Amiga 40 Tools Jam competition. This is a simple tool which creates standard icons from IFF image files for the Workbench. Version 0.9 now runs on a separate OCS Intuition screen or on a window in WB, the latter allows the tool to be used with graphics cards. In addition, a simple help window has been added, along with patterns for file requesters. A Polish-language video interview with the developer has been published on YouTube, which can be viewed with English subtitles.



The program should run on any Amiga (actual or emulated) having Workbench 2.0 or greater and "some free RAM" (minimum amount not specified). This program is still under development and is a free download at the title link above.

YouTube video: <https://youtu.be/jRmp6E8IY7U>

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## OS4: **Breakhack** v 4.2.1r1

<https://git.walkero.gr/walkero/breakhack>



Developer George Sokianos has released version 4.2.1r1 of **Breakhack**, a small roguelike dungeon crawler game for AmigaOS 4.1. Just enter the dungeon, kill all of the monsters, and get the loot. Dungeons are procedurally generated on every playthrough. You will always get a unique new dungeon to explore every time you play.

The game is free, but the developer writes: "If you enjoy what I am doing and would like to keep me up during the night, please consider to buy me a coffee at: <https://ko-fi.com/walkero>"

Download: <https://www.os4depot.net/share/game/roleplaying/breakhack.lha>

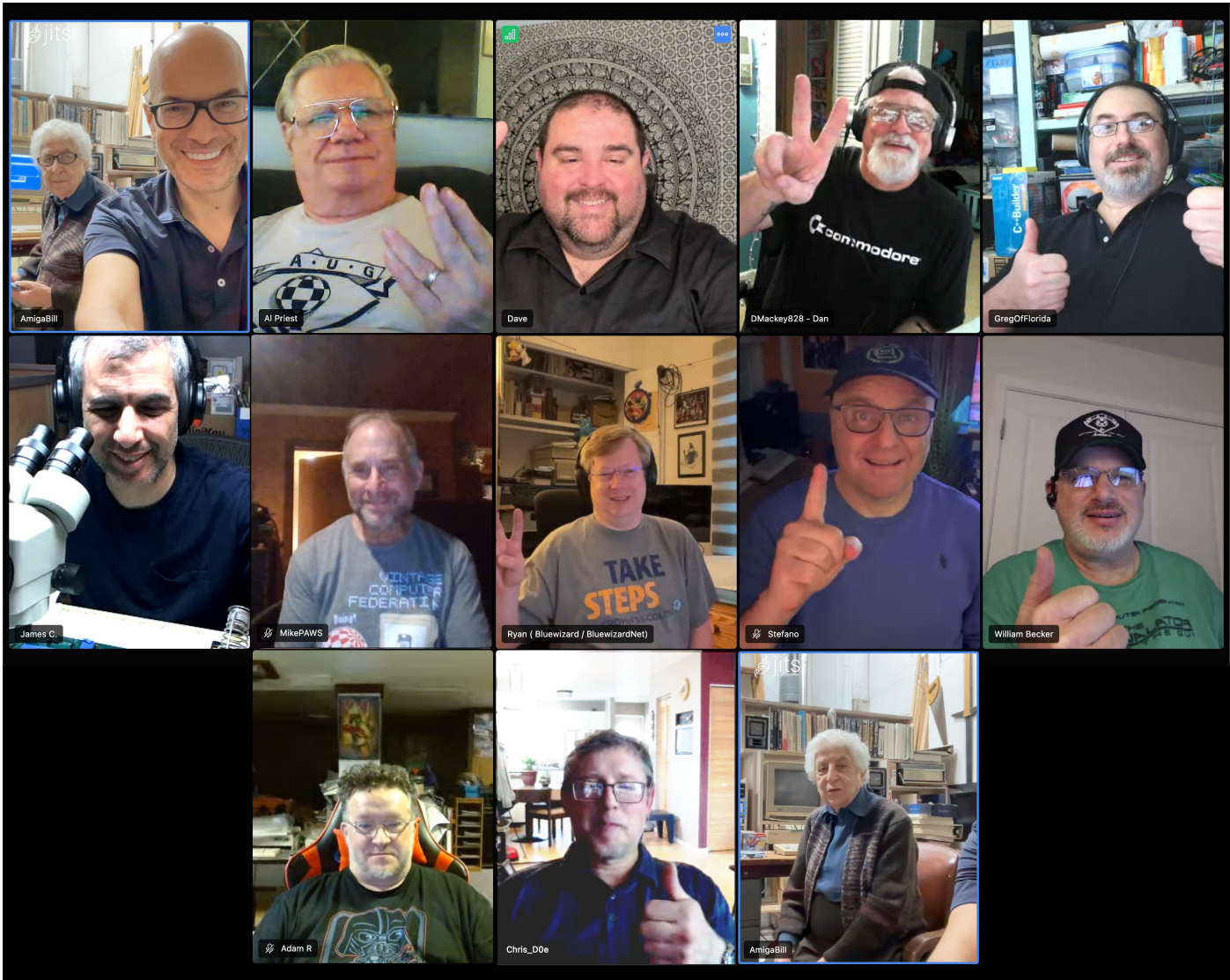
YouTube video: <https://www.youtube.com/watch?v=0Z7pYLPVtc>

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### Screenshots from WAUG's last virtual meeting



## OS 4.1 (PPC), AROS (x86): **BOH**

<https://retream.itch.io/boh>

RETREAM has released an update to BOH, a dungeon crawler for AmigaOS 4 and AROS. In this game, you need to solve puzzles, collect items, open passages, avoid traps, kill the Evil Masters and the minions they generate, and ultimately come out of the mazes in one piece.

This game is free but the developer accepts your support by letting you pay what you think is fair (with \$3.00 USD being a suggested donation),

YouTube video: <https://www.youtube.com/watch?v=1j39yyZKJo0&t=4s>

Download: <https://retream.itch.io/boh/purchase>





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## Westchester Amiga Users Group

“Amiga Soccer” (A.K.A. “Co-Prez”)

Bill Winters

“Wild Cup Soccer” (A.K.A. “Co-Prez”)

Anthony Becker

“Kick Off” (A.K.A. “Editor”)

Al Priest

*\*(These are all Amiga soccer 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**

### **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](mailto: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/>

**Twitch:**

<https://www.twitch.tv/amigabill>

and **X (formerly Twitter):**

[https://x.com/AmigaBill\\_](https://x.com/AmigaBill_)

*Hope to see you there!*





**Westchester Amiga Users Group**  
**% Alexander Priest, Editor**

**aapriest@usa.net**

**TO:**

**DATED AND TIME SENSITIVE INFORMATION**