

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

Series II - Volume XXVIII - No. 8

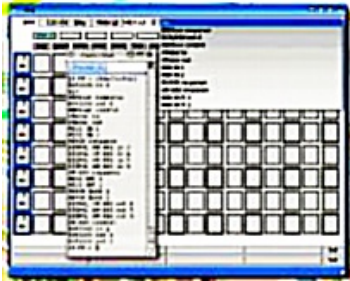
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Westchester
AMIGA
Users Group

August 2025

OS4: **Seq** v 3.2

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



Version 3.2 of the MIDI sequencer **Seq** by Tuomas Hokka is now available for AmigaOS 4. This simple utility allows you to create and edit MIDI sequences and is aimed at musicians who want to use their Amiga as a creative tool.

Seq is offered as freeware and can be downloaded from OS4Depot at the link below.

All changes of versions 3.1 and 3.2 summarized:

- Fixed: drawing onetime track steps
- Changed: how MIDI devices are selected, changes to the project file format
- Requires: re-saving all projects
- loading project will try go get the correct MIDI device selection automatically

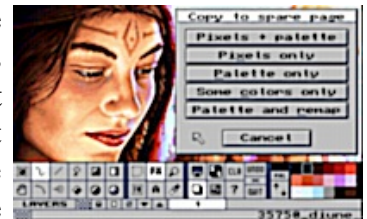
Note that selecting MIDI device has changed! Select MIDI device: Click MIDI button and select MIDI device to 8 different preset slots. Everywhere else select the preset slot number which one will be used.

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

OS4: **grafX2** v 2.9

<https://gitlab.com/GrafX2/grafX2>

The GrafX2 team have released version 2.9 of the pixel paint program, **grafX2** for Amiga OS4. GrafX2 is a 256-color bitmap paint program dedicated to pixel art and low-color graphics. Its layout is very similar to that of the famous Deluxe Paint or Brilliance, so it should be quite easy to use, if you know at least one of these programs.

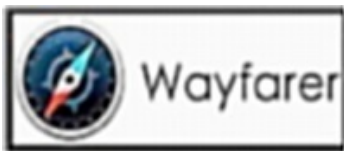


The program includes a very large number of tools and effects that make it particularly suitable for pixel art, game graphics, and generally any detailed graphics painted with a mouse. The program is free (GNU General Public License) at the OS4 Depot download link below.

Download: <https://os4depot.net/share/graphics/edit/grafx2.lha>

MorphOS: **Wayfarer** v 10.2 / 10.3

<https://wayfarer.icu/>



Jacek 'jacadcaps' Piszczek has updated his web browser **Wayfarer**. Wayfarer is a free web browser for users of the MorphOS operating system.

Version 10.2 brings targeted improvements that enhance usability and performance. That update refined HLS playlist parsing, an important upgrade for smoother streaming experiences. It also resolved a specific issue related to handling fragment identifiers in file URLs when opened through openurl.library or ARexx scripts. Version 10.3 improved HLS stream quality selection.

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

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PRESS RELEASE July 3, 2025 (edited - see the link below for a complete description)

Amiga Forever and C64 Forever 11 Released

<https://www.amigaforever.com/news-events/af-11/>

Cloanto has released version 11 of **Amiga Forever** and C64 Forever. More than two years in the making, this new generation expands into the physical world with high-fidelity virtual printers, touchscreen input, and handheld device support, bridging classic computing with modern interaction. Each of the new virtual printers (EpsonQ, MPS 803, and CBM 8026) was engineered to be best in class, delivering vector-sharp text, high-resolution color graphics, and live previews. These are not only unmatched in the emulation space, but also raise the bar for what virtual printing can achieve overall.



For advanced Amiga users who prefer PostScript printing, a new integration with the optional Ghostscript software makes it possible to render Amiga PostScript to non-PostScript printers, or to convert the output to vector-based PDF.

For maximum nostalgia, a virtual fanfold paper option renders perforations and cut marks to recreate the ultimate "retro printer" effect. As one enthusiastic user put it: "I've always wanted to print in the old dot matrix style on modern printers." Thanks to Cloanto's RetroPlatform framework, which provides shared access to virtual devices like modems and printers across systems, it's even possible to connect 8-bit printers to the Amiga, or to have older systems like a PET or a C64 use EpsonQ or PostScript emulation (geoPublish and geoWrite, anyone?)

Version 11 also adds native touchscreen input, with support for swipe, pan and pinch gestures, plus multi-touch functionality for the virtual keyboard. The keyboard itself can now be operated in a new Overlay mode (in addition to Docked and Floating), designed for fullscreen use and interaction via touchscreen or game controller. With 2025 shaping up to be a pivotal year for handheld devices, Amiga Forever 11 and C64 Forever 11 bring together touchscreen features, the new overlay virtual keyboard, and expanded game controller shortcuts (including multi-button combinations) into a unified experience optimized for portable use.

Hundreds of smaller new features and refinements also made it into these new versions. Windows too went through several new releases since the previous major release of Amiga Forever and C64 Forever, and the new code base provides better support for features introduced in Windows 11 and Windows 10 versions up to 25H2.

Amiga Forever 11 is available now in three editions:

- Value Edition (downloadable installer)

- Plus Edition (downloadable installer with optional DVD ISO image)

- Premium Edition (downloadable Plus Edition, plus boxed software and additional videos on 3 DVDs)

C64 Forever 11 is available now in three editions:

Free Express Edition (feature-limited version)

- Downloadable Plus Edition (downloadable installer with optional CD ISO image)

- Boxed Plus Edition (downloadable Plus Edition, plus boxed CD)

Both packages recognize and work with each other, with options to merge the different platforms into the same interface.

Prices start from \$9.95. Version 11 is free for Lifetime Upgrades customers and to anyone who purchased version 10 on or after March 1, 2025.

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RedPill v 0.9.53

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

Version 0.9.53 of **RedPill**, a game construction kit, has been released. RedPill is compatible with AGA and ECS, the "player" for playing the finished creations requires a total of 1.5 MB RAM. The developer has also released three videos to show improvements and changes which, briefly, are:



- Added Spawn tiles functionality in Tile Properties screen.
- Added support for games in Dutch language.
- Added condition trigger Last Tile Collided to check if the object collided with a tile in the last frame.
- Added a new action trigger Change Col Tile to change the last tile the object collided with.
- Added a new action trigger Mouse Follow me that makes the object position be controlled by the Mouse.
- Added an action trigger Stamp Frame to stamp a frame in the screen using the object position.
- Now scrolling is allowed to go twice as fast (half a tile each frame).
- Updated shotemup, ex_mapenemies and blockbreaker projects with the new map and trigger possibilities.
- In Object screen, press space to display only the objects that are present in the current level.
- Loading screens can now be bigger, the code will center them automatically.
- Different fixes in the profiler screen.
- Reduced the logo size in the distribution executable to save some memory.
- Small optimizations in object drawing.
- Optimizations when using a big amount of variables.
- Fixed an issue in object initialization that could lead to crashes.
- Fix for the editor not starting right in RTG configurations.
- Fix in audio 3D export not working in distribution.
- Fix for palette being the wrong one in some cases when getting back to the main menu.

RedPill is still in development, It is free and will continue to be free at the download link below.

Youtube video #1: <https://www.youtube.com/watch?v=4prBoQT-BMo>

Youtube video #2: <https://www.youtube.com/watch?v=girLM8rcHsw>

Youtube video #3: <https://www.youtube.com/watch?v=BwADeFD3wwc>

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

WinUAE v 6.0.0

<https://www.winuae.net/>



The most comprehensive update to date of the Windows Amiga emulator, **WinUAE** has been released. Version 6.0.0 of WinUAE includes a full rewrite of the custom chipset emulation, resulting in improved accuracy and performance.

It also introduces expanded hardware support and provides better debugging tools.

The update introduces new handling for display sync, interlace modes, and display counter emulation. Even obscure edge cases, like UHRES DMA behavior and long-line states in NTSC, are now accurately simulated. Other technical additions in 6.0.0 include full support for AGA bitplane and sprite resolution features, more accurate blitter operation timing, and faster collision emulation. The update also enables enhanced keyboard emulation.. Bugs are very possible, especially in very rarely used features. A detailed description of the updates is available at the title link above.

Download: <https://www.winuae.net/download/>

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Hundra

<https://amiga-factory.itch.io/hundra>

Using the REDPILL game creation engine, the developer Amiga Factory has ported the 1988 Amstrad horizontal scrolling platformer game **Hundra** for play on Amiga computers. The minimum system requirements are: having Advanced Graphics Architecture (AGA), 2Mb Chip RAM, and a 020+ CPU. This new port uses entirely new graphics created by Amiga Factory in 64 colors.

The goal of this game is to rescue Jorund, king of the Vikings of the North, who has been imprisoned. That rescue task falls to Hundra, Jorund's daughter, who is told by the sorcerer Kaldar that she must first find three sacred gems.

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

YouTube video: <https://youtu.be/bWjiiOL3BrM?t=15>

Download: <https://amiga-factory.itch.io/hundra/purchase>



SwitcherBoy

<https://www.indieretronews.com/2025/07/switcherboy-charming-wip-arcade-puzzler.html#more>



Developer Tecniman has released **SwitcherBoy**, a game for AGA-based Amiga systems. SwitcherBoy is a work-in-progress game, currently for only for AGA-based Amiga systems with some fast RAM, but the developer is aiming for broader compatibility with ECS/OCS setups in the future.

In this game you must not only avoid the enemies spread throughout the level, but you are tasked with flipping switches for the exit to open, before the time runs out.

YouTube video: <https://youtu.be/h08NqE8S1Y8?t=36>

Download: <https://aminet.net/game/jump/SwitcherBoy.lha>

Ninjyations AGA

<https://s0yamigamsx.wordpress.com/ninjyations/>

Developer Soy has released **Ninjyations AGA**, a horizontal scrolling game that placed first in the Posadas 2025 Homebrew Games competition. In this horizontal scrolling platformer game, Ninja, the assassin, aims to gain control of the entire country. However, the "Kogo" stronghold must be conquered first. Maybe the magic scrolls will help.

The developer notes that: "The game is completely FREE and may not be sold. If you've been charged for it, you've been scammed, so keep that in mind.."

YouTube video: <https://www.youtube.com/watch?v=Jh9JPgGq8rY>

Download: <https://tinyurl.com/zwck2fk3>



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Team17TributePart1

<https://aminet.net/package/game/think/Team17TributePart1>



This is first part of Petr ("pecaN") Kaderka's "humble, yet sincere tribute to all Team17 Amiga games. Created with AMOS Professional and intended as a loving memory of Mr. Martyn Brown who sadly passed away recently."

Team17TributePart1 is a very simple puzzle game. It will guide you through all the games released by mighty Team17 for our beloved Amiga. For more information, click on "MANUAL" in the game menu.

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

Download: <https://aminet.net/game/think/Team17TributePart1.lha>

GoSnap v 0.16

<https://bitplan.itch.io/gosnap>

Developer Krzysztof Donat has released version 0.16 of **GoSnap**, a program that brings to AmigaOS a window snapping feature known from modern operating systems, allowing windows to snap to the edges of the screen. The program runs as a commodity and can be managed through the system Exchange utility, where it can be paused or disabled.

It requires AmigaOS 3.1.4 or newer (AmigaOS 3.2 is recommended, but it should work under AmigaOS 4.1). In the system preferences (IControl), the option to allow windows to be dragged beyond the screen edge should be enabled. To install, just copy GoSnap to any location and run it. If you want GoSnap to start automatically with Workbench, copy it to the WBStartup drawer.

GoSnap is freeware, but if you find this tool useful, you are welcome [to donate](#) and help keep the author caffeinated.

YouTube video: <https://youtu.be/hqOuVz3D1YI>

Download: <https://aminet.net/util/cdity/GoSnap.lha>



GrabScreen

<https://aminet.net/package/util/cdity/GrabScreen>



Developer Alain Conod has released **GrabScreen**, a commodity to take, save, or print screenshots of public or private active screen. GrabScreen can be called from Workbench or CLI. After starting it, press its defined hotkey to grab the active screen as a screenshot. The GrabScreen window appears displaying the screenshot of the grabbed active screen to be fully or partially saved or printed.

GrabScreen has been tested with Enforcer and on KickStart 3.0, 3.1 and on AGA chipset only (meaning, it might not work with KickStart ROMs 1.2 or 1.3 or with the OCS chipset). It is a free download at the link below.

Download: <https://aminet.net/util/cdity/GrabScreen.lha>

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MorphOS: MissDriller2

<https://github.com/yui0/missdriller>

Developer Yannick 'papiosaur' Buchy has released **MissDriller2** for computers operating under MorphOS. This game is a clone of MrDriller, a 1999 puzzle video game, originally released as an arcade game.

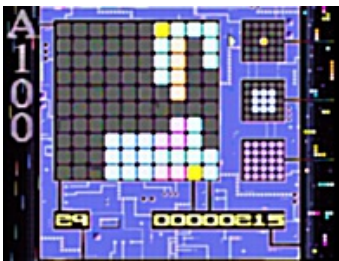
In this game, the player must dig to the bottom of the screen by destroying colored blocks that litter the playfield. Blocks will be cleared if four or more are touching each other, which can be used to cause chain reactions.

This game is a free download from the MorphOS-Storage website, at the download link below. However, the developer does accept donations at: <https://www.paypal.me/Papiosaur>
Download: <https://www.morphos-storage.net/dl.php?id=2390814>



A100

<https://cobour.itch.io/a100>



Developer cobour has released the block-dropping puzzle game **A100**. Players must place different shaped blocks on a 10x10 grid to create and clear lines both horizontally and vertically. Once all positions in a column or row are occupied, the column/row is emptied.

Please read the instructions in the main menu. The game can be played using joystick or keyboard (joystick is preferred). It should run on any PAL-Amiga with at least 512kb chip RAM. This game is free but the developer accepts your support by letting you pay what you think is fair (\$2.99 USD suggested).

YouTube video: <https://youtu.be/n4m8yUrvA0>

Download: <https://cobour.itch.io/a100/purchase>

Denise v 2.6

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

Denise is a cycle accurate and platform independent emulator. Since version 2.0 it can emulate an Amiga 500 and Amiga 1000 (Kickstart disks required) in addition to a C64. Version 2.6 offers, among other things, support for the Hires Denise chip (ECS) and hard drive support for the first time on the Amiga side. All changes:

- Amiga: added hddisk emulation
- Amiga: added ECS Denise emulation (A500+/A600)
- Amiga: added option to overclock CPU
- Amiga: support for floppy disks in SCP format
- Amiga: added CD32 gamepad support
- Amiga: added option to show Caps Lock LED in status bar
- Windows 10/11: added dark UI mode
- added LHA support: added option to convert LHA archives to Amiga native filesystem
- APP can be used fully or partially portable
- added file history to make it easier to re-insert files

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



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AmigaOS/68k: **NetSurf** v 3.11

<https://www.amiga-news.de/en/news/AN-2025-07-00087-EN.html>



Version 3.11 of the web browser **NetSurf** was released for AmigaOS 4 at the end of 2023. Now the program has also been updated for AmigaOS/68k.

In addition to the general changes of the 3.11 version, AmiSSL has also been updated (version 5.20 is required), the CPU load management has been improved, and a crash on exit under AmigaOS 3.2 has been fixed. In addition, a simple JavaScript engine can be used, but more for testing purposes, as it slows everything down without providing any major benefit.

Download: <http://netsurf.baderman.net/NetSurf-m68k-3.11.lha>

OS4: **PCMaziacs**

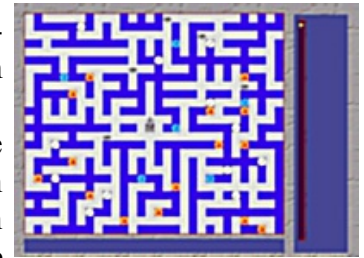
<https://os4depot.net/?function=showfile&file=game/action/pcmaziacs.zip>

Developer S. Romero has released **PCMaziacs**, a remake for Amiga OS4 of the 2002 Linux and Windows systems game Maziacs. The game takes place in a randomly generated maze.

Your goal is to find gold and then exit the level. To find the route to the gold, you can lean onto specific icons of human prisoners in the maze, and then parts of the route will light up for a limited time. You can also find food which increases health, as well as swords. Beware though, there are monsters everywhere and if you lose the fight, you are dead.

If you are uncertain where you are (it is a maze after all), you can press M to see a map. Being a remake, the game has an old-school mode where you can play the game like it was back in the day. It also has a modern mode with updated graphics.

Download: <https://www.os4depot.net/share/game/action/pcmaziacs.zip>



Xenomorph 2025 v 0.151

https://aminet.net/package/game/misc/Xenomorph_2025_Redpill



Developer juande3050 has submitted **Xenomorph** in the the Amigawave Redpill Contest. This game is inspired by Alien Breed, although a darker, more tense setting was sought. Because the graphics are dark and low-contrast, it's difficult to distinguish the Alien, so you have to be very careful not to get too close to one without realizing it.

Due to the limited time available for development, the game is quite short, has some bugs, and lacks optimization. Future optimizations and expansions of the levels are expected, thus offering a more complete and well-rounded game.

YouTube video: <https://youtu.be/j8axjy2xUXM>

Download: https://aminet.net/game/misc/Xenomorph_2025_Redpill.zip

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AROS, OS4: **V.A.M.P.** v 3.25

<https://www.os4depot.net/?function=showfile&file=video/play/vamp.lha>

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

The Virtual Amiga Multimedia Player (**V.A.M.P.**) is a media player programmed with Hollywood 10.0. It has now been updated to version 3.25. Changes in this version include: Fixed a bug with the configuration file, and again fixed some problems with the special video sizes to play the videos downloaded from: Facebook Reels, Tik Tok, CapCut, Instagram Reels, Kwai, and Whatsapp videos. (NOTE: The video sizes recommended are 360xNNN pixels. Sizes greater than the width of 360 will play slow, depending on CPU speed.)



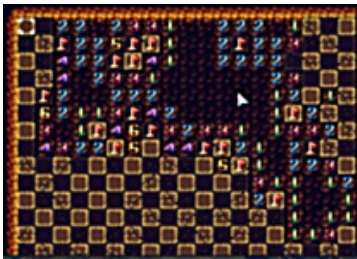
This utility is a free download at the links below, Note, however that. at either of the two links above, there is the option for making a donation, if you wish to support the developer.

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

Download AROS: <https://archives.arosworld.org/share/video/play/vamp.lha>

Master of Minefields

<https://reborn80.itch.io/masterofminefields>



Developer Reborn80 has released a Minesweeper type game for the Amiga. **Master of Minefields** brings not only classic gameplay but also unique and challenging variants in total 10 game modes. Take the adventure of mastering minesweeper in JOURNEY mode. Help the Grand Master Sapper to escape from mine prison, in ESCAPE mode. Take the challenge of sweeping the CAMPAIGN mode ultimate minefield. Over 350 level are waiting for you and if you would like to enjoy the game with your friend there is also two players VERSUS mode.

Download this game (an AmiGameJam 2024 2nd Place Winner!) by purchasing it for \$7.99 USD or more at the download link below.

YouTube video: <https://www.youtube.com/watch?v=S2pdD7QCMcQ>

Download: <https://reborn80.itch.io/masterofminefields/purchase>

Track'N'Field

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

Developer JOTD has released version 1.01 of the 1984 arcade sports game **Track'N'Field** for the Amiga. In this game, players compete in a series of events, most involving alternately pressing two buttons as quickly as possible to make the onscreen character run faster. This horizontal side-scrolling game displays one or two tracks at a time, a large scoreboard that shows world records and current attempts, and a packed audience in the background.

This game is free but the developer accepts your support by letting you pay what you think is fair for the game (with €4,00 Euro, or about \$4.70 USD being a suggested donation amount).

YouTube video: <https://youtu.be/1jDxk0skViv?t=13>

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



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Westchester Amiga Users Group

“Dungeon Master” (A.K.A. “Co-Prez”)

Bill Winters

“Hired Guns” (A.K.A. “Co-Prez”)

Anthony Becker

“The Bard's Tale” (A.K.A. “Editor”)

Al Priest

**(These are all Amiga role-playing games)*

Meetings are held once a month usually 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/>

Twitch:

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

and **X (formerly Twitter):**

https://x.com/AmigaBill_

Hope to see you there!

From the Editor:

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