

W A U G

Westchester
AMIGA
Users Group

October 2025

OS4: **BeeBase** v 1.2

<https://beebase.sourceforge.io/index.php>



Developer Steffen Gutmann has released version 1.2 of **BeeBase**, a relational, programmable database system with graphical user interface. BeeBase is well suited for managing structured data with clear semantics that can be organized into tables and fields. The strength of BeeBase lies in its graphical user interface and its programming capabilities. There are numerous applications for BeeBase including managing addresses, music and movies, photo collections, your family tree, or your income and expense. Some users run their entire business using BeeBase from project planning to creating offers, article and part management, creating bills and invoices, and tracking their finances.

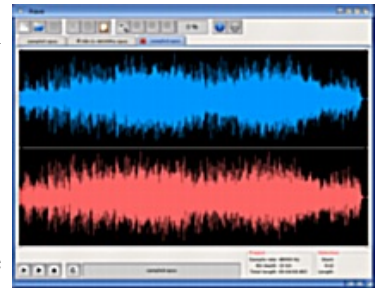
Note that BeeBase requires the Magic User Interface (MUI) V3.8 or better, as well as current versions of the the NList, TextEditor and BetterString classes. These libraries are not part of the BeeBase distribution. BeeBase is open source software distributed under the terms of the GNU General Public License (GPL). However, if you like BeeBase and would like to support it then you are welcome to make a donation at: this link: <https://tinyurl.com/4x5prffy>

Download: <https://www.os4depot.net/share/office/database/beebase.lha>

OS4: **Rave** v 1.8

<https://www.os4depot.net/?function=modules/youtube/display&fileid=13492>

Developer Daniel Jedlicka has released version 1.8 of **Rave**, an editor for AmigaOS4-compatible computers. It provides functionality for manipulating and storing digital audio files. Minimum requirements: AmigaOS 4.1 Final Edition Update 2 or newer; sndfile.library; Enhancer Core classes (toolbar.gadget, infodata.gadget, select.gadget, shared.image).



This program features a modern, configurable graphical user interface (GUI); a tabbed environment for managing multiple projects from within a single program window; a powerful custom file requester with preview playback and other useful features; a wide selection of editing functions with unlimited Undo; asynchronous operation: performing a task in a project doesn't block the other projects; support for multiple clipboard units; modular design with an object-oriented plugin system, which makes the program easy to extend; and a wide range of supported audio file types and formats.

This program is freeware, however the developer accepts your donation to continue his work (with \$3.00 USD being the recommended amount) . See the "Donate" link here: <https://ko-fi.com/rearwindow>

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

Download: <https://www.os4depot.net/share/audio/edit/rave.lha>

Bit by Bit

https://aminet.net/package/game/2play/BitByBit_AGA_Final



Developer Daphne Baelemans (AKA La Guiri), along with and Fermix and Pollohacker have released **Bit by Bit**, a retro-style, two-player asymmetric puzzle-action game for the Amiga. In this game you must try to keep The Eraser from corrupting the screen.

Player 1 controls Red and Blue droplets in sync, while Player 2 becomes The Eraser, corrupting the world tile by tile. Player 1 wins by reducing The Eraser's 16 Bits of Destruction to zero. Player 2 wins if more than 50% of the map is corrupted.

Download: https://aminet.net/game/2play/BitByBit_AGA_Final.lha

Versatile Amiga Testprogram v 6.6β

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

Since WAUG News last reported on J.J. Caspers' **Versatile Amiga Test Program** (version 6.59β) in our September 2025 issue, this useful utility is now up to version 6.60 beta. The Versatile Amiga Test Program is developed for all Amiga computers.

The available tests include: Screen, Audio, Sprite, Blitter, CD32 joypad, Keyboard, CIA, ROM, CPU, FPU, RTC, Memory, Address-line, Real Interrupt, Interrupt Request, Disk-drive, Parallel-port and Serial-Port. Remove hardware from the parallelport when doing tests on this port and real interrupt testing. Don't use Amitestkit or DiagROM testplugs (ROM version can switch to another plug).

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



OS3: Battleship v 1.5.0

<https://github.com/tickBit/Amiga-Battleship/>



Developer tickBit has released version 1.5.0 of a strategy type guessing game for two players. Just as in the paper and pen version which just about all of us have played, **Battleship** is played on ruled grids on which each player's fleet of warships are marked. The locations of the fleets are concealed from the other player. Players alternate turns calling "shots" at the other player's ships, and the objective of the game is to destroy the opposing player's fleet. To position a ship, first click on a ship, then move it with the mouse to the grid and click on the spot where you want to place it.

Please notice, that your Amiga system should have big enough resolution: The inner size of the game window is 800x800 pixels. In the LhA archive there are Amiga executable and info (icon) files for the executable and also the graphics.

Download: <https://github.com/tickBit/Amiga-Battleship/blob/main/Battleship-AmigaOS3.lha>

Mirror v 1.4

<https://zener.itch.io/mirror>

Developer Zener has made available an update to his previously released arcade puzzle game called **Mirror** from 2023. This is a RedPill puzzle created game in which you need to bring both of your robots to the exit using a single control system that controls both robots at the same time. (So basically if you control one robot, the other robots move as well.) The challenge is to get your robots past the enemies and traps while also collecting a key to open the exit.



Mirror should run on any Amiga with 1MB RAM. This game is free but the developer accepts your support by letting you pay what you think is fair (with \$2.00 USD being recommended by the developer as a donation).

YouTube video: <https://youtu.be/38WUBezXfGk>

Download: <https://zener.itch.io/mirror/purchase>

Out Run v 0.9.1

<https://reassembler68k.itch.io/outrun-amiga-edition/devlog/1018884/outrun-amiga-edition-091-released>



In 1986, Sega released **Out Run**, a revolutionary racing game that quickly became a classic. With its vibrant graphics, iconic music, and fast-paced racing, it set the benchmark for arcade racers. Now, more than 30 years later, a programmer known as Reassembler has created a completely new and enhanced version of Out Run specifically for the Amiga. It is a fully rewritten version in assembly code, using the original 68000 assembly from the arcade game itself.

The game runs on mid-range Amigas equipped with a 68030 processor at a minimum of 50 MHz, an AGA chipset, 2 MB chip RAM, and 8 MB fast RAM.

NOTE: players will need the original arcade ROMs for the graphics and sound, which are not included in the release.

YouTube video: <https://www.youtube.com/watch?v=WZzTp3vSC0g>

Download: <https://tinyurl.com/4ad3ukyd>

Jurl

<https://tonsomo.itch.io/jurl-commodore-amiga-edition/devlog/1031068/first-update>

Developer Tonsomo Entertainment is currently working on a “Pacman meets Asteroids” arcade type game for the Amiga. In this game, you have to collect all the space diamonds while avoiding various aliens. An early access release is currently available. However, there are some known issues: there are very limited sound effects; the game is unoptimised; there are some graphical glitches; collision detection needs some work; and, the graphics are a little simple.



This game is free but the developer accepts your support by letting you pay what you think is fair for the game. Presently, a suggested donayion for downloadfing this early access release is \$1.00 USD. I would guess that thid suggested amount will increase as development progresses.

YouTube video: <https://tinyurl.com/2wr67s7e>

Download: <https://tonsomo.itch.io/jurl-commodore-amiga-edition/purchase>

macOS: **vAmiga** v 4.3.1 / 4.4 β 1

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

Dirk Hoffmann has now released Version 4.4 β 1 of his Amiga emulator **vAmiga** for macOS. V4.3.1 fixed a bug with the sprite collision in "Aunt Arctic Adventure" and a problem with the game controller. Version 4.3.2 made 68010 emulation fully compatible with run-ahead mode and resolved a game controller button mapping issue; Version 4.4 β 1 resolved the large toolbar icon issue introduced in version 4.3.2 on macOS Tahoe, and that CPU property irqMode was not saved in snapshots. Also, the Preferences window received a visual overhaul, and built-in screen recording has been removed in favor of RetroVisor.



At least macOS 13.5 is required. To use a joystick within the emulator, either enable keyboard emulation or connect an external USB joystick. vAmiga is open-source and free to download.

Download: <https://tinyurl.com/438bkc3u>

Robot Jet Action 2 Demo version

<https://carrion64.itch.io/robotjetaction2>



Developer C64Portal.pl Games have released a playable demo of **Robot Jet Action 2**, a new Amiga game. This is a work in progress, but this demo gives you a first look at the new and enhanced gameplay, pixel art, and retro charm of this official sequel to the beloved C64 game.

This demo includes eight levels and a simple boss fight to test your skills and to get your feedback. The full version is planned to include four or five unique worlds, each with around 8-10 levels, new locations, new enemies, and upgraded gameplay mechanics. Collect all items in each level to unlock the exit.

Please note that this is an early WIP (work in progress) version of the game. Some elements are still simplified, others might not be working properly yet, and bugs or rough edges may be present, and that some things may not make it to final version.

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

YouTube: <https://youtu.be/IGC5KmPVnSQ>

Download: <https://carrion64.itch.io/robotjetaction2/purchase>

Redpill v 0.9.57

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

Redpill is a tool to empower people to create many games for Amiga without programming knowledge. Easy to use and at the same time allow to do complex things, it allows people to create 2D games with the true Amiga feeling! It supports both ECS and AGA Amigas, it is free and it is still in development. WAUG News last reported on Redpill in our August 2025 issue. Since then, this program has gone from version 0.9.53 to version 0.9.57.

To review the significant changes in each version, go to the Aminet page at the link under this article's title.

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



Bouncy Bonzo's Space Journey

<https://captain-ts.itch.io/bonzo>



Developer Captain-ts has released **Bouncy Bonzo's Space Journey**, a horizontal scrolling game for classic Amigas (AGA) and WinUAE. Note that there are known issues on PiStorm and quite possibly other 'modern' Amigas. There's currently no fix for this, so please consider before buying :).

In this game, you play as Bonzo, on a space journey to destroy evil enemies on three different planets. Pick up as many rewards as possible. Food will earn you score. Treasure will earn you both bonus and score. When bonus is high enough, you'll be granted energy and lives. When score is high enough, your potential maximum energy will grow. Your bonus will be lost if you die - your score is permanent. Look out for the 'clock' reward. It'll make Bonzo fly for a short period of time, able to destroy enemies instantly - but be careful; when the time is up, he'll fall straight down. Once you've completed an entire world, a bonus level will appear, and you'll have the choice of entering it before proceeding to the next world.

Minimum system requirements: an AGA Amiga or capable emulator; 1,75 MB free chip RAM; 512K free other RAM; Hard drive with 6 MB free space (or CD drive); and a standard 1-button controller. In order to download this Amiga game you must purchase it at or above the minimum price of \$7.50 USD.

YouTube video: <https://www.youtube.com/watch?v=7Io4wWumnzI>

Download: <https://captain-ts.itch.io/bonzo/purchase>

OS3: FxBox v 1.13

<https://github.com/marc365/FxBox>

Developer marc365 has released version 1.13 of **FxBox**, a new sound tool for 68k Amigas running AmigaOS 1.3 or higher. It is a real-time multi-loop processor and editor developed with AMOS BASIC.

FxBox imports various file formats, supports AMOS sample banks, and allows mono, stereo, quad, and 4-channel multitrack editing. According to the I developer, real-time editing during playback is even possible on accelerated machines. The tool requires at least 1 MB of RAM and was compiled with AMOS Professional 365. The program is free at the download link below

Download: <https://tinyurl.com/djmn5mpb>



PDF magazine: REV'n'GE # 173

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



The PDF magazine **REV'n'GE** (**R**etro **E**mulator **V**ision and **G**ame) is available in English or Italian. The magazine's reviews compare, when available, the different ports of classic games to them various platforms of their time. There is also a focus on relatively unknown retro games.

Issue 173 (September 2025) is the latest free issue available. It includes the Amiga games Hard 'n' Heavy, Tetrazone, Yoomp! and the the Amiga program Label Designer for designing disc stickers, among other things. Download the issue for free, at the link below.

Download: <https://tinyurl.com/3y6fjbsr>

HippoPlayer v 2.65

<https://aminet.net/package/mus/play/hippoplayerupdate>

Producer K-P Koljonen has released version 2.65 of **HippoPlayer**, a multiformat module player for Amiga, supporting AHI soundcards. It works on any Amiga model. In addition to some additional changes and improvements in the field of scopes, the program has been enriched with support for modules in the Symphony Pro format. Playback is performed via a plug-in from EaglePlayer.

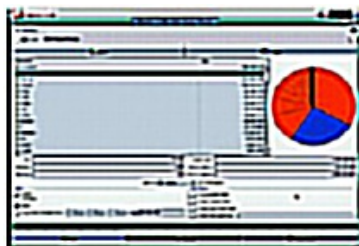


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Download: <https://aminet.net/mus/play/hippoplayerupdate.lha>

AmigaOS3+, OS4: Report+ v 8.6.8

<https://amigan.lemu.net/releases/#reportplus>



Developer James Jacobs has released another update to **Report+**, a utility for Amiga OS3 (3.2/3.9), OS4, and MorphOS (ReAction required). It is a replacement for the Commodore bug reporting tool.

Download Amiga OS3: <http://amigan.lemu.net/releases/ReportPlus.lha>

AmigaOS 4.0+: <http://amigan.lemu.net/releases/ReportPlus-OS4.lha>

Download MorphOS: <http://amigan.lemu.net/releases/ReportPlusMOS.lha>

Apollo A6000

<https://hothardware.com/news/v4-apollo-a6000-most-powerful-68k-amiga-ever>

The Apollo Team behind the Vampire V4 just launched preorders for a new, all-in-one modern Amiga, dubbed the **Apollo V4 A6000**, which is built atop the Apollo V4 platform. The V4 platform, like other standalone boards and Apollo accelerators, offers what the team calls a 68080 processor with AMMX support, which is a 100% code compatible evolution of the latest 68000 series processors, that corrects many of the bugs of the original 680x0 designs, while also adding additional features to increase performance. Although it was just announced, the initial batch of Apollo V4 A6000s has already sold out.



For enthusiasts hoping to acquire an V4 Apollo A6000, you'll need to wait just a bit, and have roughly 960€ Euros on hand, or the equivalent to ~\$1132 USD. Per the official Apollo A6000 page, it looks like the next wave won't be available to order until Friday, October 17th 2025.

YouTube video: <https://youtu.be/-oGdIn1ZYks>

68020+: **Serena OS** v 0.5.0-alpha

<https://github.com/dplanitzer/Serena/wiki>



Dietmar Planitzer is working on an experimental operating system for the Amiga. The focus of the fifth alpha version is on expanding the infrastructure for process and device driver management. There are also various bug fixes and performance improvements.

Serena OS is what you get when modern operating system design and implementation meets vintage hardware. Serena OS is built around a pervasive preemptive multi-user kernel. The kernel features an object-oriented design and implementation to enable easy cross-platform support and to make it future proof. It currently runs on Amiga systems with a 68020 or better CPU installed.

Serena comes with the SerenaFS filesystem which supports POSIX style permissions and user and group ownership information. It is free to download and use (MIT license) from the download link below.

Download: <https://github.com/dplanitzer/Serena/releases/tag/v0.5.0-alpha>

YouTube video: <https://www.youtube.com/watch?v=P8Jf9SdSBgY>

YEET

<https://zooperdan.itch.io/yeet>

Developer zooperdan has released **YEET**, a small but challenging puzzle game for the Amiga. In the country of Nornheim, conflicts are not settled by sword or shield, but by the game of runes. Only a true Runemaster can guide and protect the people - and to earn that title, you must walk the path of the Rune Trial. In a game of runes, the goal is to push all runes off the board until there is only one left. You are not allowed to push a rune directly off the board. A rune can only be pushed off the board by another rune. You are also not allowed to push a rune on to an adjacent rune. There must be a minimum of one tile distance between runes. To push a rune, first position the cursor on top of it. Then hold the interact button while moving on the direction you want to push it. There are 50 levels.



The game can be played on any Amiga with 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 (\$2.00 USD being the suggested donation).

Download: <https://zooperdan.itch.io/yeet/purchase>

YouTube video: <https://www.youtube.com/watch?v=TwIkLO8WODY&t=12s>

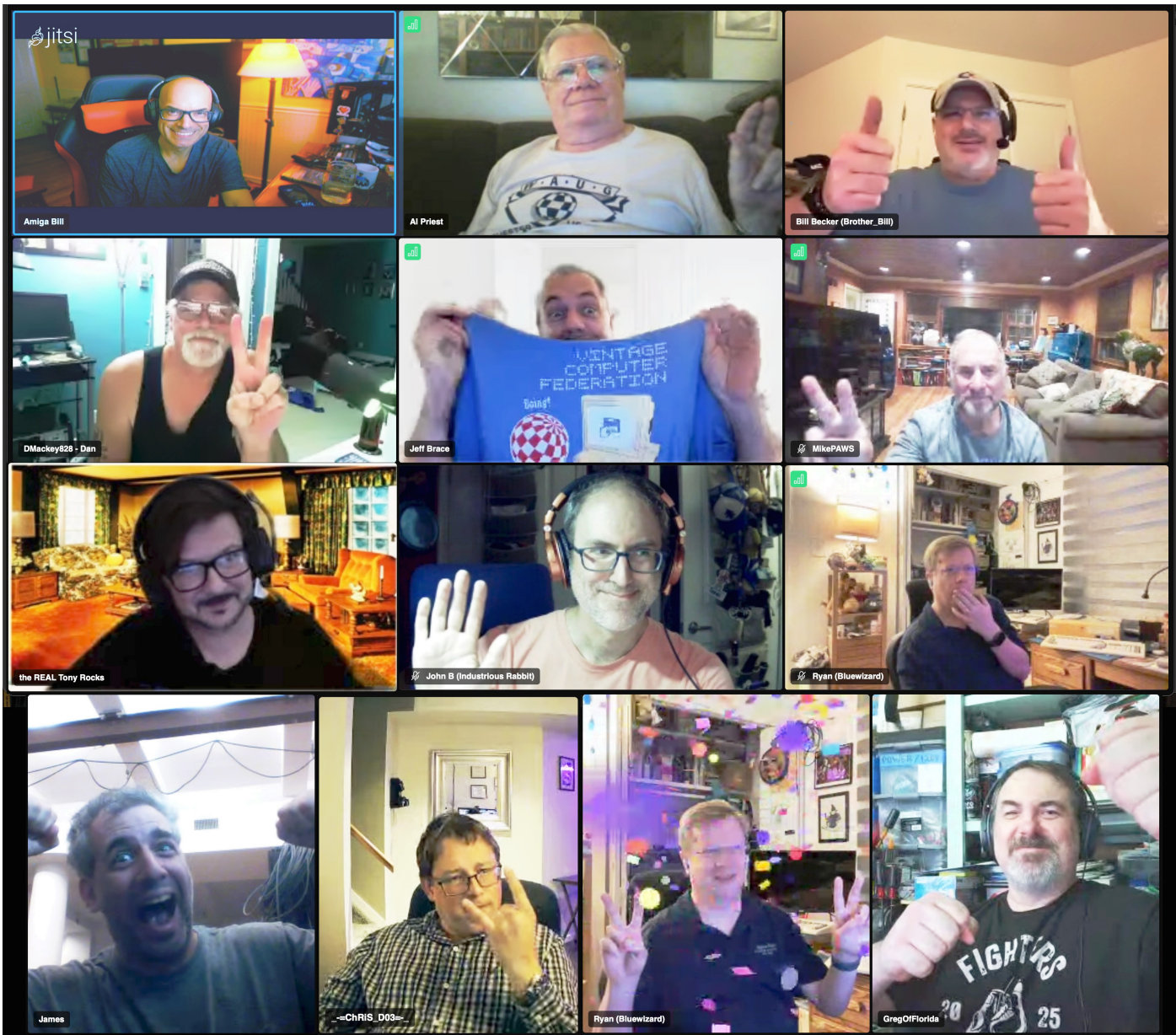
vAmigaWeb: Information for Safari users



The Amiga emulator for web browsers **vAmigaWeb** is currently not working with Apple's Safari browser: Its version 26.0 interrupts the faster and more efficient native WASM exceptions used for emulation, which is why a slower Javascript exception implementation has been used for the time being.

Those affected must therefore open a private Safari tab and add the app to the dock or (on iPadOS) to the home screen again. The developers assume that once Apple has fixed the bug in Safari, the previously faulty vAmigaWeb apps will work again and access to stored snapshot and workspace data will be possible once more.

Screenshots from the last virtual WAUG meeting



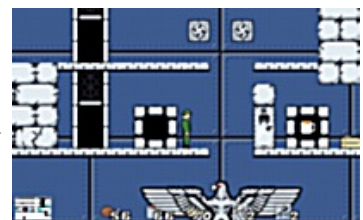
MorphOS: **HansKloss** v 0.20.11.1

<https://www.morphos-storage.net/?id=2378241>

Developer TDolphin has released version 0.20.11.1 of **HansKloss** for computers using the MorphOS operating system. Hans Kloss is a secret agent on a mission to infiltrate a Nazi Germany bunker and recover the plans for the deadly V1 rocket. This 2D action-platformer is a modern reimagining of the classic game from the Atari and C64 era. (The game was created in the early 90s for Atari 8-bit and Commodore 64 computers.)

YouTube video: <https://youtu.be/1SHr4AwnfOM>

Download: <https://www.tdolphin.org/download/hans.kloss.mos.lha>



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Westchester Amiga Users Group

“RedPill ” (A.K.A. “Co-Prez”)

Bill Winters

“Scorpion Engine” (A.K.A. “Co-Prez”)

Anthony Becker

“Backbone” (A.K.A. “Editor”)

Al Priest

**(These are all Amiga game-making programs)*

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:

Thanks to AmigaBill (WAUG’s co-president, Bill Winters) 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.

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TO:

DATED AND TIME SENSITIVE INFORMATION