

W A U G

Westchester
AMIGA
Users Group

November 2025

Tombstones

<https://docster.itch.io/tombstones-amiga-version>



Developer Docster has released **Tombstones**, a shooter game for the Amiga.

In this game, you play as EL GRINGO, who is infamous for being the fastest and most dangerous gunslinger in the west. But, having this reputation tempts outlaws from the whole wide west to seek him down for duels!

To win EL GRINGO has to gun down 6 outlaws on 3 different stages. The aim is to draw faster than your opponent in a classic Wild West duel. You draw and shoot against increasingly difficult opponents by quickly typing a random letter that appears on the screen.

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

YouTube video: <https://youtu.be/X6a-9YTWoVk>

Download: <https://docster.itch.io/tombstones-amiga-version/purchase>

Old Blue Workbench

<https://triumph.no/oldblue/>

Developer Mats Eirik Hansen has released **Old Blue Workbench**, a Workbench replacement for Amigas running Kickstart 1.3. It has the following features:

- Enhanced menus similar to Workbench 2.0.
- Enhanced Workbench window and drawer windows
- Browser windows for browsing the file system.
- Enhanced Info windows
- User defined menus.
- Docks with support for drag and drop of icons.
- Support for launching tools at startup.



Requirements:

- Minimum 1MB of memory.
- reqtools.library (version 38.390 for Kickstart 1.3 included).
- ifffparse.library (version 37.1 for Kickstart 1.3 included).
- Default icons in ENVARC:Sys (included)

Download: <https://triumph.no/oldblue/Files/OBWorkbench.lha>

RedPill v 0.9.58

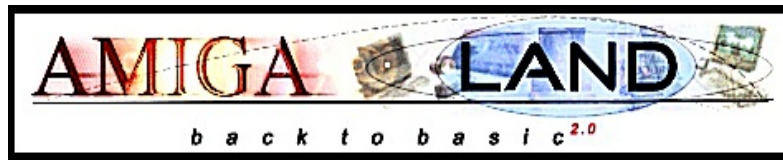
<https://aminet.net/package/dev/misc/REDPILLGameCreator>



The game construction kit **RedPill**, developed by Carlos Peris, is now up to version 0.9.58. Changes in this version include: Improvements for save (levels), files, bitmap (font), sprite sheet, memory (bit planes), Camera Follow Me trigger, flood fill, tile properties, collision, export and all example projects have been updated.

YouTube video: <https://www.youtube.com/watch?v=RZ7VZPcCBXA>

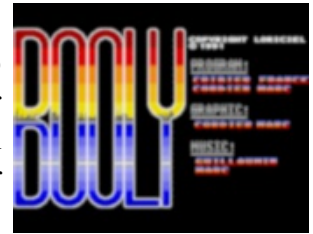
Download: <https://aminet.net/package/dev/misc/REDPILLGameCreator.lha>



Mirko Engelhardt has made the following four games, from the former French video game developer Loriciel, available on his website: **Amigaland.de**

Booly

Booly is a puzzle game with a similar concept to Gem'X . You will see a top view of a series of interconnected blocks, shown in different colors. The goal is to color them all gray. By clicking on it (with the mouse cursor), the color of other squares often changes in the order. There is a time limit for each of the 300 levels. A level designer allows you to create your own sequence of up to 1000 levels.



Download: <https://tinyurl.com/59rswate>

Adrenalynn

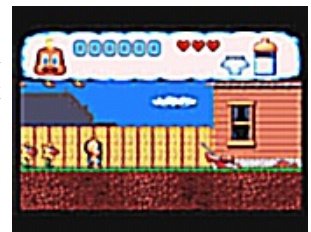


Adrenalynn is a futuristic, action-packed sports game. Artificial intelligence has conquered Earth and the winner of the „Adrenalynn“ Championship could decide the future of humanity. So of course the player takes part with the aim of winning the top league (there are three in total with increasing difficulty). The game itself is similar to indoor football with four athletes (armed with guns) on a smaller field with boards. A game lasts 120 seconds and there are various power-ups to collect. Each player controls only one athlete. The athletes are shown on the screen as balls.

Download: <https://tinyurl.com/46224ypv>

Going Home

Going Home is a side-scrolling platform game. As Baby Jo, you pick up rattles and throw them at enemies (such as bees, lawnmowers or spiders). In addition to the baby's declining health (represented by an increasingly tearful face), one must be careful that the baby's diaper becomes wetter over time and thirst increases. If the diaper becomes too wet or the baby becomes too thirsty, the player immediately loses a life. Therefore, it is important to collect fresh bottles and diapers.



Download: <https://tinyurl.com/bddx24rp>

Tennis Cup 2



Tennis Cup 2 replicates all the rules of the sport, from tie breaks to break balls. The gameplay is viewed from behind, with a split-screen option also available. You can play singles and doubles matches over 1, 3 or 5 sets. There are 4 different types of courts: grass, fast court, hard court, and clay court.

You can play individual games, practice with a ball machine that fires a series of punches at you, or play a season of major tournaments such as the Grand Slam tournaments, the Masters, and the ATP Cup. Players' skills can be adapted to different play styles.

Download: <https://tinyurl.com/3t7xvad4>

SwitcherBoy v 1.1

https://aminet.net/package/game/jump/SwitcherBoy_AGA_1.1

Developer C.R.A.N.E has released his final version (v1.1) of **SwitcherBoy**, an arcade type puzzle game for AGA-based Amiga systems with some fast RAM.

In this game, the player must avoid enemies spread throughout the level, while flipping switches for the exit to open before the time runs out.

SwitcherBoy is built using the Redpill engine and is compatible with AGA-based Amiga systems, though future versions may support ECS/OCS systems.

YouTube video: <https://tinyurl.com/ysesneb6>

Download: https://aminet.net/package/game/jump/SwitcherBoy_AGA_1.1.lha



AmigaOS 3: MultiRename

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



MultiRename is a tool for renaming multiple input files and directories according to a user defined pattern. It is inspired by the MultiRename tool of TotalCommander (Windows), but does not yet have all of its functions.

To run it, an Amiga with AmigaOS 3.2.3 is needed. MultiRename uses BOOPSI objects (Reaction) and needs a recently updated function of 'string.gadget' which was released in the 3.2.3 update in April 2025. This tool is free at the download link below.

Download: <https://aminet.net/util/misc/MultiRename.lha>

Chaotic Crazy Castle

<https://fourseasons.itch.io/chaotic-crazy-castle-for-commodore-amiga-500>

Inspired by the great 8-bit classics Manic Miner and Jet Set Willy by Matthew Smith, developer Fourseasons (Alberto Sgaggero) has released **Chaotic Crazy Castle**, a platformer game for the Amiga 500. This game was programmed with AMOS BASIC. In this game, the player guides a little mage with a big hat on his quest for magical herbs that will allow him to brew a potion to make himself grow taller.

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

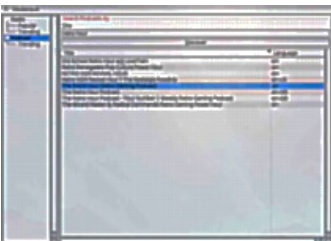
YouTube video: <https://youtu.be/7-KoOdr5HFI?t=41>

Download: <https://fourseasons.itch.io/chaotic-crazy-castle-for-commodore-amiga-500/purchase>



Amiga OS4: MediaVault v 1.6.0

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



Developer George Sokianos has released version 1.6.0 of MediaVault, an open-source desktop application for AmigaOS 4, which can be used to discover online audio and video content. This tool is free at the download link below, but the developer welcomes your support by making a donation at [this link](#)

YouTube video: <https://youtu.be/Utoc6lxHUg4>

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

APCComm v 3.1.3

<http://www.boomerangsworld.de/cms/apccomm/index.html>

Version 3.1.3 of **APCComm** is now available. This is a program for transferring files between Amiga and PC running GNU/Linux using the parallel or serial port and a LapLink cable or null-modem cable. It is relatively fast (up to 38 KByte/s), compared to other connection methods available for stock Amiga systems. It is easy to use (no configuration required), and there is a GUI for the Amiga. The Amiga GUI was created with GadToolsBox V2 and also uses the reqtools.library

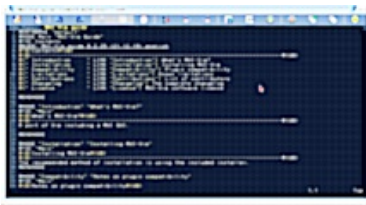


APCComm can transfer files and directories so it can be used for easy backup/restoring. Since version 2.4.0 it can also read and write ADF disk images. APCComm is free software, distributed under the GNU General Public License V2 or later.

Download: <http://www.boomerangsworld.de/cms/apccomm/downloads/apccomm-3.1.3.lha>

AROS: Vim v 9.1

https://archives.arosworld.org/index.php?function=showfile&file=development/edit/vim_9.1-i386-aros.lha



Developer sodero has released version 9.1 of **Vim**, the ubiquitous text editor for Amiga computers operating under AROS.

Vim is a highly configurable text editor built to make creating and changing any kind of text very efficient. Vim is rock stable and is continuously being developed to become even better.

Among its features are:

- * persistent, multi-level undo tree
- * extensive plugin system
- * support for hundreds of programming languages and file formats
- * powerful search and replace
- * integrates with many tools

Please note that this is not a straight port of the upstream version. It includes a full MUI GUI with most of the bells and whistles found in Vim on any of the major platforms.

Download i386: <https://tinyurl.com/w4dcpw4h>

Download x86_64: <https://tinyurl.com/4z5myry3>

MorphOS: CPU-M v 0.1.8

<https://www.morphos-storage.net/?id=2460680>

Developer TDolphin (Rafal Zabdyr) has released version v 0.1.8 of **CPU-M**, a System Information Tool for Amiga computers running under MorphOS. This tool displays useful information about your system. It serves as a comprehensive example of using MUI C++ wrapper classes and AmigaOS C++ wrapper classes.

CPU-M is licensed under the MIT License, allowing users to use, copy, modify, merge, publish, distribute, sublicense, and sell copies of the software, provided that the original copyright notice and the license text must be included.

Download: <https://www.tdolphin.org/download/cpu-m.mos.lha>



OS 4: Mouse driver w/ horizontal scroll wheel support v 1.1



Achim Pankalla has updated **mouse drivers** for various USB mice for AmigaOS 4 based on open source code from various authors. In addition to changing some outdated functions, the developer has modified some lines of code to adapt them to different mouse types (source code in the archive, based on the Xeromouse driver by W. Hosemann and thus also enable horizontal scrolling, which can be used in directory windows or in Notepad, for example.

The following mice are supported:

- Logitech B100/M100
- Logitech RX-250
- Logitech Optical Tilt Wheel Mouse or AEON Amiga-Maus
- Cherry MC3000
- Microsoft's standard three-button mouse with scroll wheel
- PixArt: FairMouse

Download: <https://aminet.net/driver/input/MouseDriver.lha>

WhatIFF? Issue 17, April 2025

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

The current issue (no. 17 - October 2025) of **WhatIFF?**, a modern Amiga Guide magazine for creative Amiga users, is now available as a free download at: <https://aminet.net/mags/misc/WhatIFF4.17.lha>

Reviews:

- PowerShark USB
- HID2AMI v4
- Amiga 1200 Backgrounds
- Amiga OS3.2.3 Update
- SONY PCMCIA CD Drive and driver
- Game: A100
- Game: pjusk
- Game: YEET

Guides:

- Creating multiple filetypes of your tracks
- Most Noiseless Sine
- AmigaGuide Deep Dive
- DigiPaint: Basics Part 2

Articles:

- Is the Amiga getting out of Reach?
- New Ways to Read WhatIFF?
- 40 Years of Amiga: A Personal Viewpoint

Interviews:

- Boris Krizma: Furia Developer
- Frank Neumann: A100 Developer
- Szilard Biro: Game developer

Cover Disk:

- DigiPaint 3 PAL and NTSC
- Disk label PDF
- New music in the playlist drawer
- Perfume HiresLaced backgrounds

Fight!

<https://docster.itch.io/fight-amiga-version>

Developer Docster has ported his C64 game **Fight!** to the Amiga, by means of the Scorpion Engine. In this game, a small group of innocent homeless people have been kidnaped and forced to participate in a live reality show. You control two stickmen simultaneously. To avoid dying, you must ram the ninja stars before they hit you in the face.

This game 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).

Video: <https://www.youtube.com/watch?v=v0c9xAS7Q00>

Download: <https://docster.itch.io/fight-amiga-version/purchase>



MagicUAE v 26

<https://www.intense-creative.com/t76-magicuae-26-the-ultimate-amiga-emulation-experience>



Developer Intense Creative has released **MagicUAE 26**, an optimized set of ready-to-use Amiga configurations for using WinUAE 5.3 and 6.0. This bundle provides 22 ready-to-use WinUAE configurations for Classic Amigas and enhanced Amigas. Setups for PowerPC Amigas with AmigaOS 4.1 are also included in the collection. The package bundles the required WinUAE versions and configurations; users must manually add the necessary ROM files.

This program is a free download at the link below. However, the developer accepts donations at [this link](#)

Download: <https://cutt.ly/MagicUAE26-O>

HyperSports v 0.9

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

Developer Jean-François Fabre (AKA jotd666) has released **HyperSports**, a playable work in progress Amiga version of Konami's arcade Olympic themed sports game, which was released by Konami for arcades in 1984.

In this game, players compete in various events and try to score the most points based on performance criteria, and by beating the computer entrants in that event. Also, the player tries to exceed a qualification time, distance, or score to advance to the next event. If all of the events are passed successfully, the player advances to the next round of the same events which are faster and harder. The download contains a readme file on how to play.



This game is free but the developer accepts your support by letting you pay what you think is fair for the game (with a suggested donation of €5 Euro, or about \$5.83 USD).

YouTube video: <https://youtu.be/66ZXjguSkog>

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

OS3, OS4, MorphOS, AROS: AmiBrixx v 2.31

<http://evil.bplaced.net/index.php?name=AmiBrixx&page=About>



Developer Jörg Renkert has released version 2.31 of **AmiBrixx**, a puzzle game for the Amiga computer. It is a port of the PC-game Joemine.

In a field of stacked stones, your target is to eliminate groups of stones of the same color. Thereby the other stones will fall down and form new groups.

The game ends when no more groups can be eliminated. AmiBrixx now allows you to download and install new skins, and high scores are not only saved locally but will also be uploaded to this webspace. This way, you can now

compete with people all over the world!!

Download:

Amiga OS3 68k: http://evil.bplaced.net/software/AmiBrixx/downloads/AmiBrixx_68k.lha

Amiga OS3 WarpOS: http://evil.bplaced.net/software/AmiBrixx/downloads/AmiBrixx_WOS.lha

Amiga OS4: http://evil.bplaced.net/software/AmiBrixx/downloads/AmiBrixx_OS4.lha

MorphOS: http://evil.bplaced.net/software/AmiBrixx/downloads/AmiBrixx_MOS.lha

AROS: http://evil.bplaced.net/software/AmiBrixx/downloads/AmiBrixx_AROS.lha

MorphOS: **LosMalditos** v 2.00

<https://www.morphos-storage.net/?id=2467656>

Developer J.C. Herran Martin has released version 2.00 of **Los Malditos del Valle del Cerro**, a free adaptation of the mythical books from Timun Mas from the 80s and 90s "Dungeons&Dragons" and "Advanced Dungeons&Dragons." This 2D adventure point and click game is still in development, a process that, according to the developer, will be finished in winter of 2027-28 depending on the interest shown by the fans.

You can choose among several heroes and discover the mysteries in the Vaccei Kingdom, fighting against creatures, zombies, werewolves, wizards, necromancers, recovering magic artifacts, speaking with villagers, etc. The game is made with Hollywood 10 and it needs the plugins to run it. It is available in both English and Spanish. It is a free download at the link below, but the developer accepts donations via PayPal at [this link](#)

Download: <https://www.morphos-storage.net/dl.php?id=2467656>



OS4: **Snoopy** v 54.127

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



Developer Colin Wenzel has released version 54.127 of **Snoopy**, a **SnoopDos** like utility for AmigaOS4. **SnoopDos** is a utility that allows you to monitor a variety of system operations carried out by programs on your Amiga. This includes what files a program is trying to open, and what fonts, libraries, devices, and environment variables it is looking for.

This utility is available as a free download on the OS4depot website, at the link below,

Download: <https://os4depot.net/share/utility/filetool/snoopy.lha>

OS4: **VideoClipper** v 2.6

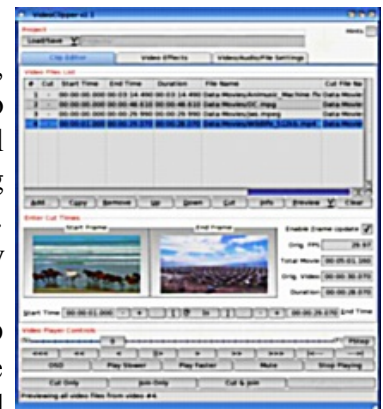
<https://ktadd.weebly.com/ktadds-software-page.html>

Developer Kevin Taddeucci has released version 2.6 of **VideoClipper**, an Amiga OS4 program for cutting and optionally joining various format video files, while converting the files to a common format. During conversion several effects can be applied to the individual files. These effects include adjusting brightness, contrast, gamma, sharpen, blurring, fast/slow motion and rotation. Supports Cut and Video/Audio fade in and out transitions. The ability to apply a subtitle file (.srt/.ass) and audio file to the joined video is also supported.

Version 2.6 includes, among other things, enhancements to help speed up encoding. MPlayer v1.5 is now supported, as is the .ass format for subtitle file encoding. This program is free, but provided without warranty, at the download link below.

YouTube video: <https://www.youtube.com/watch?v=TCq2o-BKKJU&t=2s>

Download: <https://www.os4depot.net/share/video/edit/videoclipper.lha>



PRESS RELEASE :

<https://www.hyperion-entertainment.com/>

Hyperion Entertainment

Update 3 for AmigaOS 4.1 Final Edition Available

Brussels, Saturday, October 18, 2025

Hyperion Entertainment BV is proud to announce the release of Update 3 for AmigaOS 4.1 Final Edition. Update 3 is a maintenance and stability update for AmigaOS 4.1 Final Edition and includes more than 60 new features, 70 updates, and over 135 bug fixes across the system.

Some of the most notable improvements include:

- The TCP/IP stack *Roadshow* has been updated to version 1.15, which among many other things greatly improves network stability and speed.
- New, updated kernels for the X5000, X1000, AmigaOne, Pegasos II, Sam460, Sam440, and Classic Amiga systems, featuring upgraded cache handling and DMA operation on supported hardware.
- An updated and improved USB stack which, among many other new features, performance improvements and bug fixes, now supports isochronous transfers for streaming devices.
- An updated version of AmigaDOS with new features, enhancements, and numerous bug fixes.
- An updated graphics library that now supports automatic detection of 4K/UHD monitors.
- Updated versions of *elf.library*, *intuition.library*, and *newlib.library*, all featuring many new functions and bug fixes.
- And many, many more new features, updates, and bug fixes.

Update 3 is available via AmiUpdate. Registered users can also download Update 3 from the download section at www.hyperion-entertainment.com.

Hyperion Entertainment would like to thank all the hardworking developers and testers for their dedication to this release. You keep the dream alive!



Amiwest is the premier Amiga-focused show in North America. Amiwest has provided a haven for like-minded individuals to come and celebrate all things in the Amiverse: Commodore Amiga's, Emulation, Aros, AmigaOS 4, and MorphOS. The show has become a yearly event in the community, with many new product announcements and introductions expected. Over the years, the show has seen Amiga companies come and go. Our goal has to be to create an environment for the community to come together and share ideas and AAA good times through it all.

[Join our mailing lists](#)

[Check out our ad!](#)

MorphOS: **PastePass** v 2.1

<https://www.morphos-storage.net/?id=2467602>

Developer Stefan Kleinheinrich has released version 4.1 of PastePass, a simple password manager for computers operating under MorphOS. This is a complete reimplementaion using cryptostorage.library instead of a build in Blowfish. It is a free download at the link below.

Download: <https://www.morphos-storage.net/dl.php?id=2467602>



Mutant Monty

<https://cobour.itch.io/mutant-monty>



Developer Frank ('cobour') Neumann has released a playable demo of **Mutant Monty**, a work in progress Amiga conversion of a C64 1984 classic game by Arctic Computing.

The player in this game must dodge dangerous enemies and collect gold. This demo is a free download at the link above.

YouTube video: https://youtu.be/UxVk_EGPnk4

PDF magazine: REV'n'GE # 174

<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 174 (October 2025) is the latest issue. It includes the Amiga game Pinball Wizard, C64 games Create with Garfield and Jet-Boot Jack, VIC20 games Protector and The Red Baron, and the Commodore Plus/4 game Pulsar.

Download the issue for free, at the link below.

Download: <https://tinyurl.com/n3fcv7k7>



MorphOS: AppLauncher v 2.7

<https://igracki.lima-city.de/>



Developer Thomas Igracki has released version 2.7 of **AppLauncher**. Did you ever dream of starting any application from any (public) screen without needing to switch back to the Ambient screen to run it or remember its hotkey? Now you can!

AppLauncher opens a popup menu if you click on the AppLauncher icon in your screenbar, so you can select the application you want to start! Better yet, you are able to configure the menu by editing a simple text file.

This program is free, but if you like this screenbar module and/or if you want to donate some money to motivate the developer, feel free to send any amount via [PayPal](#) (send "as a friend" so the recipient does not have to pay fees)!

Download: <https://www.morphos-storage.net/dl.php?id=2467664>

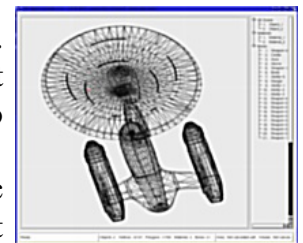
3D Object Converter v 1.50

<http://3doc.i3dconverter.com/>

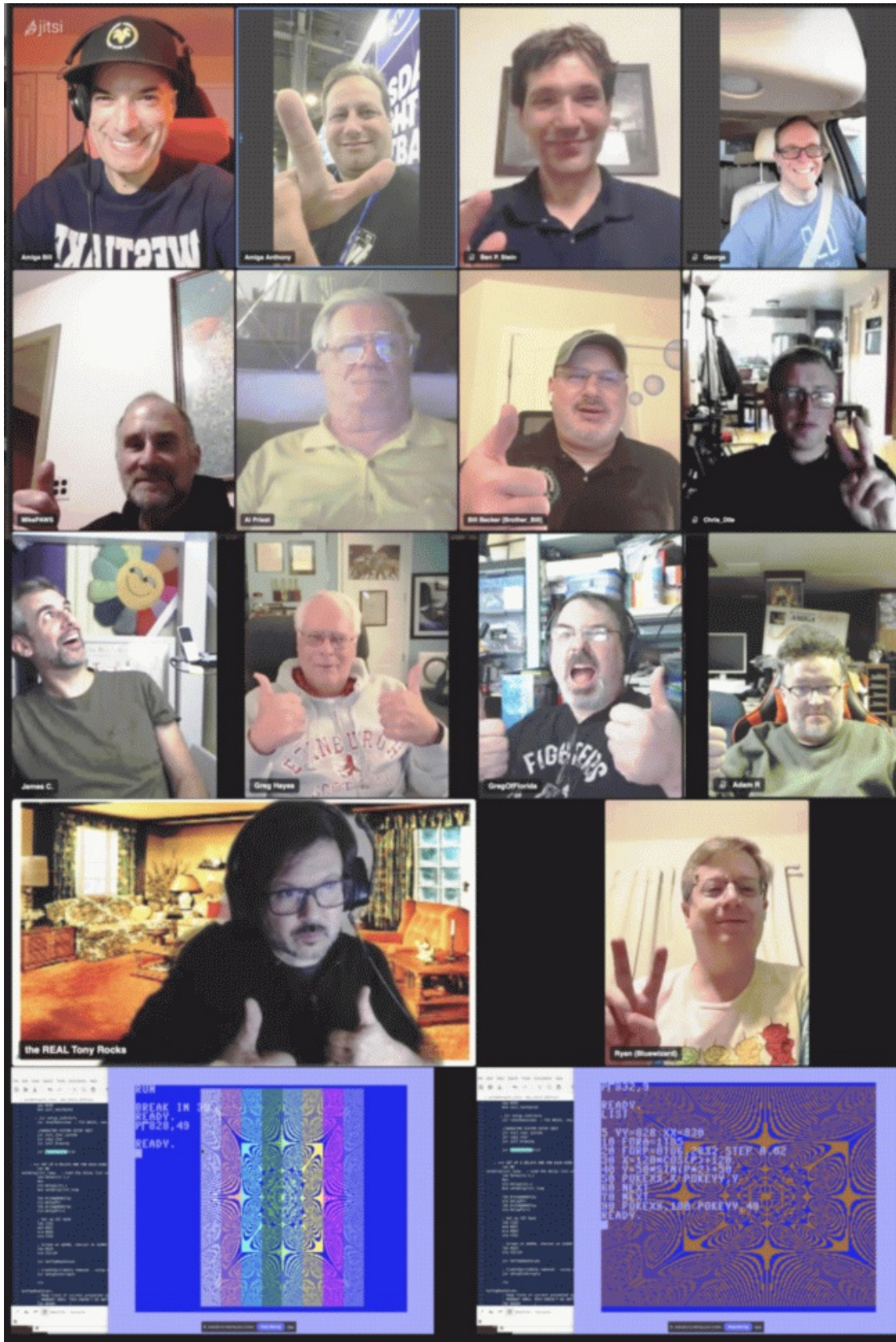
Developer Zoltan Karpati has released version 1.50 of **3D Object Converter**. This is a powerful 3D polygon model translation and interactive viewing program that allows arbitrary 3D model data to be imported from external sources, and exported to various industry standard 3D file formats. The program supports 930 file formats.

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

Download: https://aminet.net/gfx/3d/3doc_m68020_v1.50.lha



Screenshots from the last virtual WAUG meeting:



Westchester Amiga Users Group

“LightWave 3D” (A.K.A. “Co-Prez”)

Bill Winters

“Imagine” (A.K.A. “Co-Prez”)

Anthony Becker

“Sculpt 3D” (A.K.A. “Editor”)

Al Priest

**(These are all Amiga 3D 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.

Al Priest, Editor
aapriest@usa.net





Westchester Amiga Users Group
% Alexander Priest, Editor

aapriest@usa.net

TO:

DATED AND TIME SENSITIVE INFORMATION