

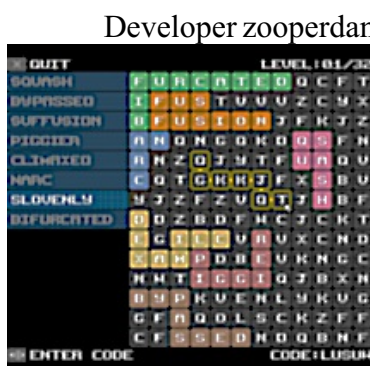
W A U G

Westchester
AMIGA
Users Group

December 2025

Wordz

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



Developer zooperdan has released **Wordz**, a simple word search game for the Amiga, created using Blitz Basic. In this game, the aim is to identify German or English terms (your choice) in rectangular letter fields. However, the words are not only arranged vertically, horizontally, or diagonally, but also around corners. There are 64 levels for you to complete.

While this game is free, the developer accepts your support by letting you pay what you think is fair for the game (with \$2.00 USD being suggested as a donation). This game requires a minimum of a stock

Amiga 500 with a Kickstart of 1.3.

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

Ghostlight

<https://robsmith-dev.itch.io/ghostlight>

Using Amos professional, developer RobSmithDev has created **Ghostlight**, a puzzle maze game for the Amiga. In this game you, the player, awake inside of a cursed labyrinth and you need to escape, or perish. Grab matches to light your way, because the ghosts only hunt at night. This game should be able to run on any Amiga with at least one megabyte of memory.



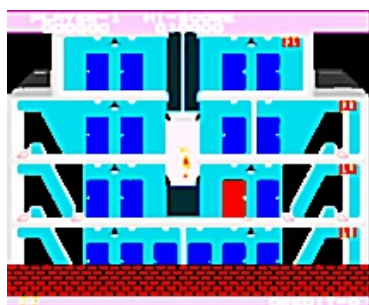
This game is free but the developer accepts your support by letting you pay what you think is fair for it (with \$2.00 USD being the suggested donation).

YouTube video: <https://youtu.be/SPTCVZ3mx7w>

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

Elevator Action

<https://jotd666.itch.io/elevator-action-500>



Developer jotd has reverse-engineered **Elevator Action**, a 1983 shooter platform video game developed and published by Taito for arcades. The player assumes the role of a secret agent infiltrating a 30-story building from the roof, then descending to ground level via elevators and stairways. Enemy agents emerge from closed doors and shoot at the player. The goal is to collect secret documents from specially marked rooms, then escape to a waiting car.

The OCS version runs on any OCS Amiga with 512k expansion (less sfx, no music); the ECS version runs on any 1MB chip Amiga (full sfx & music); and the AGA version runs on a stick A1200 (full sfx & music, arcade exact colors).

This game is free but the developer accepts your support by letting you pay what you think is fair for the game

YouTube video: https://youtu.be/-M_eCRoL1d4

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

IMP3

<https://aminet.net/package/mus/play/imp3>

Developer Pawel Nowak has released version 3.457 of **IMP3**, a music player for the Amiga computer. Thus program should run on ANY Amiga with ANY OS, with the only requirement being a networking or impbox device.

There are many things you can do with IMP3, the features are: Stream and play MOD, SID, MP3, DBM, XM, AHX, access online Amiga software and demo scene libraries, WHDLoad games and demos, SysInfo, GoShell, chat, screenshots, Discord channels, and an internet speed test.

Download: <https://aminet.net/mus/play/imp3.lha>



Whack-a-Skull

<https://fourseasons.itch.io/whack-a-skull-for-commodore-amiga-500>

Developer Alberto Sgaggero has released **Whack-a-Skull**, a small game written in AMOS for the Amiga 500. In this spooky mini-game, you'll hit cheerful little skulls popping up for a quick peek-a-boo from behind their gravestones.



To play this game, you must first select one of the three speed options to start the game at your chosen pace. After moving your mouse to display a crosshair, press any mouse button to hit a skull, after which you have 60 seconds to hit as many skulls as you can! Whack-a-Skull is a fan game inspired by the classic cartoon The Skeleton Dance (1929) by Walt Disney.

This free software is provided “as is” (use at your own risk!). The developer assumes no responsibility for any damage, data loss, or other issues resulting from its use. Donations are appreciated, but not required. (The developer has suggested a donation of \$2.00 USD.)

YouTube video: https://youtu.be/6dt_69iUkE0

Download: <https://fourseasons.itch.io/whack-a-skull-for-commodore-amiga-500/purchase>

OS 4: Diamonds and Dust

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

The Boulder Dash clone **Diamonds and Dust**, released over eleven years ago as a beta version for AmigaOS 4, has now been completed, thanks to developer Juha Niemimäki.

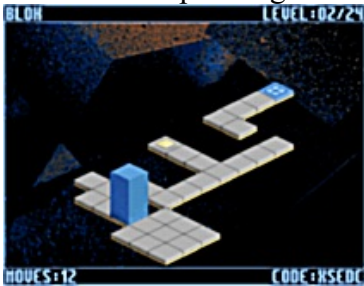
The aim of this game is to collect diamonds while avoiding enemies, poison, and objects that may fall on you. OpenGL support and the (included) SDL3 library are required. This game is freeware and can be downloaded at the link below.

Download: <https://capehill.kapsi.fi/dd/DiamondsAndDust-1.0.lha>



Blok

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



In the puzzle game **Blok** by the developer zooperdan, the object is to move, by using joystick or arrow keys, a cuboid from start to finish by tilting it in different directions on the playing field without hitting any obstacles. It requires one megabyte of chip RAM.

The game can be downloaded for free at the download link below, but the developer also accepts your support by letting you pay what you think is fair for the game (with the amount of \$2.00 being the suggested amount).

YouTube video: <https://youtu.be/rd3hYX4maUo>

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

AmiBlitz v 3.11.0

<https://github.com/AmiBlitz/AmiBlitz3/releases/tag/v3.11.0>

Developer Sven 'honitos' Dröge has released version 3.11.0 of **AmiBlitz**, the successor to BlitzBasic. A detailed list of all changes can be found on the AmiBlitz Github page, where you can make a voluntary contribute or just give a shoutout to the developer.



The developer has highlighted some of the "main achievements" in this release:

- New command "CludgeBlitzFont" to change a font without need of diskfont.library
- Fix for Dim only supporting 32768 elements on 68000 processor targets
- execute scripts after compiling via custom menu entries
- updated blitz implementation of ptplayerlib version 6.4
- new command UsedMem to track the amount of allocated memory
- color optimized Amiblit33-icon

Download: <https://github.com/AmiBlitz/AmiBlitz3/releases/download/v3.11.0/AmiBlitz3.11.lha>

YEET v 1.04

<https://zooperdan.itch.io/yeet/devlog/1106166/bug-fix-and-move-count-updates>



The game **YEET** was first reported in WAUG News in our October 2025 issue. Since then, developer zooperdan has released several bug fixes, bringing this game up to version 1.0.4. The aim of this game is to push runes off the playing field according to certain rules so that only one rune remains on the playing field.

In the game of runes, 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, and the game can be played on

any Amiga with Kickstart 1.3 and 512 KB RAM.

The update to version 1.04 includes the following changes:

- Updated the move count for several levels
- Fixed another bug which may cause the game to freeze if idle for a long time.

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).

YouTube video: <https://youtu.be/TwIkLO8WODY>

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

MorphOS: **Wayfarer** v 11.0

<https://wayfarer.icu/>

Jacek “jacadcaps” Piszczek has released updates for his **Wayfarer** web browser for MorphOS. The program is free at the download link below, but you are invited to donate at the title link above. Wayfarer requires MorphOS 3.19 and at least 1GB of RAM. A 1.5GHz or faster CPU with AltiVec is highly recommended.



Changes since the last release (see the September 2025 WAUG news):

v 10.6

- Fixed css gradients
- Youtube steering now uses wayfarer.icu/embed.htm instead of youtube-nocookie.com
- Fixed default settings not being set up with correct pre-defines for youtube
- Rebased to WebKitGTK 2.48.6

v 11.0

- Updated to WebKitGTK 2.50.1 (from November 2025)

Download: <https://wayfarer.icu/wayfarer11.0.lha>

macOS: **vAmiga** v 4.4b5

<https://github.com/dirkwhoffmann/vAmiga/releases/tag/v4.4b5>



Dirk Hoffmann has released Version 4.4b5 of his Amiga emulator **vAmiga** for macOS. This release:

- Fixed a bug in the CIA sleep logic
- Replaced a toolbar icon
- Added GUI notifications for audio buffer exceptions

Note that vAmiga has not been thoroughly tested on macOS Tahoe. The officially supported OS is Sequoia. vAmiga is open-source and published under the terms of the GNU General Public License. To run the emulator, a Kickstart Rom is required.

Download: <https://github.com/dirkwhoffmann/vAmiga/releases/download/v4.4b5/vAmiga.app.zip>

AROS: **Berusky**

<https://archives.arosworld.org/?function=showfile&file=game/puzzle/berusky.i386-aros.lha>

Berusky is a new game for AROS from the developer Anakreon team. It's based on an ancient puzzle named Sokoban. An old idea of moving boxes in a maze has been expanded with new logic items such as explosives, stones, special gates, and so on. In addition, up to five bugs can cooperate and be controlled by the player.

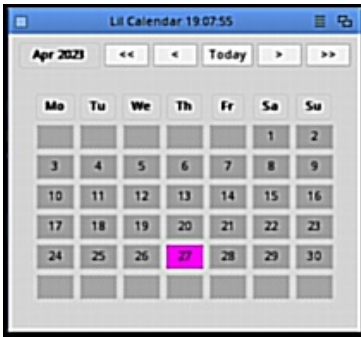
In order to leave each level (and there's about 120 levels in the game!) it is necessary to own five keys and also to have a free way to the exit. This game is a free download (published under GNU Public License) at the link below.

Download: <https://archives.arosworld.org/share/game/puzzle/berusky.i386-aros.lha>



MorphOS, AROS: **LilCalendar** v 2.8

<https://www.morphos-storage.net/?id=2467679>



Developer Nathan Hesterman has released version 2.8 of **LilCalendar**, a versatile calendar and reminder program for Amiga computers operating under MorphOS or AROS. AROS requires TextEditor Class v. 15.45 or lower or 15.53 (included) or higher for the item description to be visible.

This utility uses ZUNE/MUI 3.8+ and an existing functional SQLite3 installation in your path. SQLite3 may be found on Aminet or already exists in Aros distributions. The Hollywood SQLite plugin and MUIRoyale plugin are also required. These can also be found on Aminet or the Hollywood web site.

Download MorphOS: <https://shorturl.at/BmY2w>

Download AROS: <https://aminet.net/util/time/LilCalendar.lha>

Versatile Amiga Test Program v 6.65

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

Since WAUG News last reported on J.J. Caspers' **Versatile Amiga Test Program** (version 6.59), this test utility is now at version 6.65 beta. The Versatile Amiga Test Program is developed for all Amiga computers.

The available tests are: 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 iagROM testplugs (ROM version can switch to other plug).

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



Zork I, Zork II, and Zork III released under MIT licence

<https://tinyurl.com/tdj3wv4v>



Together, Microsoft's Open Source Programs Office (OSPO), Team Xbox, and Activision are making Zork I, Zork II, and Zork III available under the MIT License. Microsoft is responsible for the release, as it holds the rights to all Infocom publications following its acquisition of Activision, which had acquired Infocom in 1986.

Although the source codes had already appeared on the internet a decade ago and are hosted on Github, the official release means that they can now be used by third parties without any legal uncertainties. Only these three titles have been released; the remaining 32 adventures published by Infocom remain proprietary for now, as do the source codes of the original interpreters, packaging designs, manuals and the like.

This release focuses purely on the code itself. It does not include commercial packaging or marketing materials, and it does not grant rights to any trademarks or brands, which remain with their respective owners. All assets outside the scope of these titles' source code are intentionally excluded to preserve historical accuracy.

AmigaOS 4.1: **Me and My Shadow** v 0.5a

<https://hunoppc.amiga-projects.net/content/me-and-my-shadow-ng>

Me and My Shadow is a free puzzle/platform game by HunoPPC with the Amiga French Team 2025. In this game, you try to reach the exit by solving puzzles. Spikes, moving blocks, fragile blocks, and much more stand between you and the exit. Record your moves and let your shadow mimic them to reach blocks you couldn't reach alone.



Play through over 40 levels and use the built-in level editor to make your own. **IMPORTANT:** Please calibrate your joystick! This game is a free download at the link below.

The game features:

- Tutorial for beginners
- 2 level packs containing over 40 levels
- 18 different block types
- Built-in level editor
- Easily installable addons
- Original music by Juho-Petteri Yliuntine

YouTube video: <https://youtu.be/VonW-FpnMPc>

Download: <https://tinyurl.com/yz87ktxk>



PDF magazine: **REV'n'GE** # 175

<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 their various platforms of their time. There is also a focus on relatively unknown retro games.

Issue 175 (November 2025) is the latest issue. Among other things, this issue deals with the Amiga game "Star Boy" and with the CDTV game "Chaos in Andromeda." You can also read a report about "Bubble Bobble Remastered" for the Commodore 64 and the C64 game "Panic Express."

Download: <https://tinyurl.com/2hw9458h>

Wings of Fear

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

Developer Roar 'Roartj' Tjørhom has released the WW I shoot 'em up Wings of Fear. In this game, developed with the Scorpion Engine, players control a Sopwith Camel biplane on a secret mission during World War I. The game includes 6 main levels with two bombing missions, 6 bonus levels, 5 bosses, 5 locations, 5 music tracks, and a color palette with 78 colors.

The minimum requirements are: an Amiga with AGA chipset, 2 MB Chip RAM, and 2 MB Fast RAM. An OCS/ECS port is planned. This game is free at the download link below. However, the developer accepts your support by letting you pay what you think is fair (with \$5.00 USD being a suggested donation).

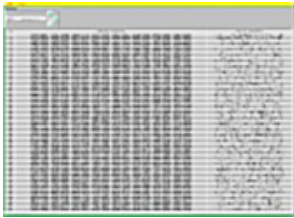
YouTube video: <https://youtu.be/b2UK5ebySHo?t=9>

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



Amiga OS4: **Hexview** v 3.0

<https://www.os4depot.net/?function=showfile&file=utility/workbench/hexview.lha>



Developer Tjitte 'OldFart' de Wolff has released version 3.0 of **Hexview**, a utility to view a file in a hexadecimal way. The changes in this version are: Added tabbed browsing, improvements for loading / saving files, keyboard shortcuts, and an increase in speed.

The program is freeware and can be downloaded at the link below.

Download: <https://os4depot.net/share/utility/workbench/hexview.lha>

A1200: **Streets of Rage**

<https://monoz.itch.io/street-of-rage-amiga>

Developer monoz has released "a very very early technical demo" of **Streets of Rage**, a beat 'em up game developed with the Scorpion Engine. The original game was developed for Sega systems like the Mega Drive/Genesis. This unofficial, experimental, demo features basic graphics and movement optimized for an Amiga 1200. For this demo to run best, it requires an Amiga 1200 with an additional 1MB of slow RAM.



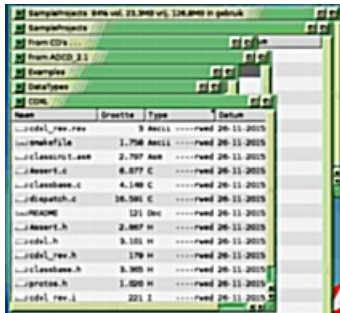
This game is free, at the download link below, but the developer accepts your support by letting you pay what you think is fair (with \$2.00 USD being a suggested donation).

YouTube video: <https://youtu.be/PTBikftPjbs?t=12>

Download: <https://monoz.itch.io/street-of-rage-amiga/purchase>

AmigaOS4: **Alignwindows** v 2.0

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



Developer Tjitte 'OldFart' de Wolff has released version 2.0 of **Alignwindows**, a Workbench tool to stack windows in AmigaOS4.

In this latest version some changes were made to the GUI. In addition, the 'recursive function' (the 'engine') has been largely restructured, resulting in a slightly faster execution.

Download: <https://os4depot.net/share/utility/workbench/alignwindows.lha>

Santastic

<https://aminet.net/package/game/demo/Santastic>

Developer Pawel 'tukinem' Tukatsch has released a Christmas themed game titled **Santastic**. In this game, players assume the role of Santa Claus, whose mission is to deliver presents to children awaiting gifts in various regions of a snowy landscape. Each level presents unique challenges, hazards, and opportunities for discovery. At the beginning of every level, Santa must retrieve his gift sack from the sleigh before commencing deliveries. Without the sack, presents cannot be collected or distributed.



This game works on an Amiga 500 with Slow RAM memory, but to play with in-game music you need a minimum of 1 MB of Chip RAM. This game is free at the link below.

YouTube video: <https://www.youtube.com/watch?v=fao4kiBbc8g>

Download: <https://aminet.net/game/demo/Santastic.lha>

Screenshots from our last virtual WAUG meeting



Westchester Amiga Users Group

“Directory Opus” (A.K.A. “Co-Prez”)

Bill Winters

“DiskMaster” (A.K.A. “Co-Prez”)

Anthony Becker

“FileMaster” (A.K.A. “Editor”)

Al Priest

***(These are all file managers for the Amiga)**

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**

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

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:

<https://www.facebook.com/TheGuruMeditation/>

Twitch:

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

and **X (formerly Twitter):**

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