W A U G

Westchester
AMIGA
Users Group

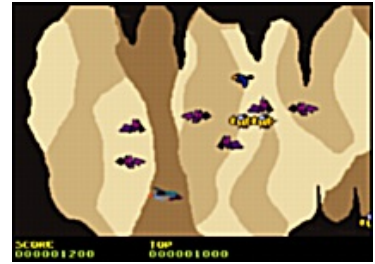**January 2026**

Arpegio

https://tedzogh.itch.io/arpegio

Developer Tedzogh has released **Arpegio**, a horizontal scrolling space shoot 'em game. It was created with the Scorpion Engine and is available in OCS and AGA versions.

An A500 with 512kb trapdoor memory is specified as the minimum requirement to run this game, but an AGA computer with 4 megabytes of Fast RAM is recommended. The developer indicates that this requires "a one button joystick."

This game is a free download at the download link below. However, the developer accepts your support by letting you pay what you think is fair (with $2.00 USD being a suggested donation).
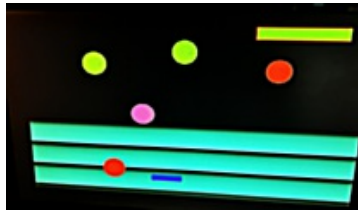
YouTube video: https://youtu.be/2fRtYybxqWc?t=27
Download: https://tedzogh.itch.io/arpegio/purchase

Movimiento Constante

https://djcaye.itch.io/movimiento-constante

Developer djcaye has released **Movimiento Constante** (Constant Movement), a "simple and additive" puzzle game based on physics of rebounds and entropy changes. By using a joystick you need to gather balls of the same color by pushing them with the single colored ball. Avoid collisions between different colors and use the entropy inverter to your advantage.

To play, just unzip the file to your hard drive on any Amiga 500, 600, 1200 & later. This game is a free download at the link below, but the developer accepts your support by letting you pay what you think is fair (with $1.00 USD being the amount suggested).

Download: https://djcaye.itch.io/movimiento-constante/purchase

Submarine Attack

https://camdentowngames.itch.io/submarine-attack

Developer Camden Town Games has released **Submarine Attack**, a clone of the Arcade classic Depth Charge. This game was created using the Scorpion Engine. In this game, you control a destroyer at the top of the screen which you can move left or right. To fire your depth charge missiles you have to press the B button. You can fire only 4 depth charges before you need to reload. Reloading happens once the depth charges have exploded.

This is a free download at the download link below. Note that minimum requirements are not provided, the downloaded file is titled "SubA1200.adf" so an A1200 or more is likely needed to run it.

YouTube video: https://youtu.be/zg8BvHWOxbo?t=31
Download: https://camdentowngames.itch.io/submarine-attack#download

MorphOS 3+: **Hans Kloss** v 0.22.1

https://www.tdolphin.org/projects.php#hans-kloss

Developer TDolphin has released a fan-made 16-bit-style 2D action-platformer for MorphOS. In this game, you play as the title character, **Hans Kloss**, a Polish secret agent (AKA Agent J-23) on a mission to infiltrate a Nazi Germany bunker and recover the plans for the deadly V1 rocket.

You jump from platform to platform (also using elevators) to collect keys to open locked doors. The game world is divided into several screens, and its layout is maze-like. Opening the wrong door or dropping down the wrong hole can easily make the game impossible to complete.

Warning: the game includes depictions of historical symbols and themes related to World War II for the sake of authenticity and storytelling, including swastikas and soldiers in Nazi uniforms. If this is upsetting or offensive to you, then just ignore this game. It is free, at the download link below,

YouTube video: https://www.youtube.com/watch?v=1SHr4AwnfOM

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

MorphOS 3.19+: **Iconos** v 1.1a

https://www.morphos-storage.net/?id=2467688

Developer Yannick 'papiosaur' Buchy has released version 1.1a of a pixel/icon editor for MorphOS. **Iconos** is a professional quality pixel/icon editor built specifically for MorphOS. It provides comprehensive tools for creating and editing icons with full transparency support, advanced graphics features, and seamless integration with the MorphOS desktop environment.

This utility features a maximum of: 32 colors in extracted palette, 50 undo levels, and icon size of up to 256x256 pixels. Brush scaling uses nearest-neighbor interpolation. Iconos supports multiple languages through the MorphOS catalog system. The application automatically detects and uses your system's language preferences.
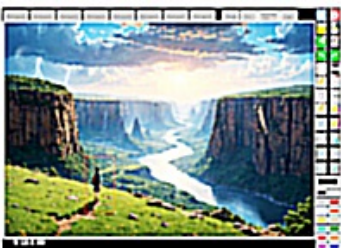
It is a free download at the link below. However, if you enjoy Iconos and would like to support its development, please consider making a donation on Ko-fi.

Download: https://www.morphos-storage.net/dl.php?id=2467688

PolarPaint v 1.2 (r72)

https://aminet.net/package/gfx/edit/PolarPaint_68k

Developer Anbjørn Myren has released version 1.2 of **PolarPaint**, an experimental Paint program made with Hollywood. Versions for 68k, AmigaOS4, MorphOS, WarpOS, and AROSx86 are available. Requirements: a fast computer with RTG at minimum 800x600x16, at least 32MB of free ram (64MB or more recommended), codesets.library 6.22+, and reqtools.library v39+. The program is a free download at the links below.

Download:

Amiga 68k: https://aminet.net/gfx/edit/PolarPaint_68k.lha

AmigaOS4: https://aminet.net/gfx/edit/PolarPaint_OS4.lha

MorphOS: https://aminet.net/gfx/edit/PolarPaint_MOS.lha

WarpOS: https://aminet.net/gfx/edit/PolarPaint_WOS.lha

AROS: https://aminet.net/gfx/edit/PolarPaint_AROS.lha

OS4: **Seq** v 3.3

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

Developer Tuomas Hokka has released version 3.3 of **Seq**, a simple MIDI sequencer for AmigaOS4 computers. The program features quick editing and can be used with live performances. Seq is freeware and can be downloaded from the OS4 Depot, at the link below,
    Download: https://os4depot.net/share/audio/misc/seq.lha

OS4: **OpenMRac** v 1.1

https://hunoppc.amiga-projects.net/supported-os/amigaos-4x

OpenMRac is a split-screen car racing game. It is a tweaked source release of MultiRacer. (The reason for changing the title to OpenMRac is that Franticware has claimed rights to the name "MultiRacer.")
    It can be played in single player mode, running against oneself's "ghost" from the previous lap, or in multi-player mode, in a vertical split screen playing against up to 3 other opponents.
    This game is open source, and therefore free to modify, redistribute, and use. it can be found at the download link below.
    YouTube video: https://youtu.be/r3hLTo5Nu1g
    Download: https://tinyurl.com/nhbsf6pz

Go! Go! Gold!

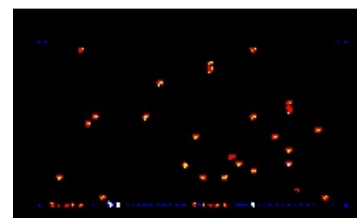https://fourseasons.itch.io/mr-moneyed-wants-money-for-amiga-500

Developer (4) Seasons has released **Go! Go! Gold!** (Mr. Moneyed wants MONEY!). This is an Amiga game created with AMOS BASIC Professional. Guide the cheerful Mr. Moneyed through the walls of wall street!
    Your goal is to collect as many golden coins as possible while avoiding the brick walls. The game is controlled with a single button: any mouse click. Each click rotates Mr. Moneyed by 90 degrees. Every time you hit a wall, you lose one life. The game ends when all lives are gone. Each coin has a timer. If you don't pick it up before time runs out, the coin will move to another position and you'll lose one point.
    This game is free but the developer accepts your support by letting you pay what you think is fair for the game (with $2.00 USD being the suggested donation). However, the developer cautions that, this "is free software and provided "as is." We cannot guarantee proper operation, especially on real hardware. By using this software, the user assumes all risks. We are not responsible for any hardware damage, data loss, or any other issues resulting from the use of this game."
    YouTube video: https://youtu.be/G8UeQIOb7Fk?t=230
    Download: https://fourseasons.itch.io/mr-moneyed-wants-money-for-amiga-500/purchase

Redpill v 0.9.62

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

Redpill is a tool to empower people to create many games for the Amiga, without programming knowledge. The program is easy to use and, at the same time, is able 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 October 2025 issue. Since then, this program has gone from version 0.9.57 to version 0.9.62.

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

OS4: Dark Salvation

https://hunoppc.amiga-projects.net/content/dark-salvation-amigaos4-hunoppc

Developer Hugues 'HunoPPC' Nouvel has now ported the game **Dark Salvation** to Amiga OS4. This video game was originally published on Windows in 2009 by Mangled Eye Studios. It's an action game, set in an adult, horror, fantasy, shooter, and puzzle elements themes.

The game is open source, and is a free download at the download link below. However, if you would like to contribute to the developer to show your support, there are links on the website shown below the title of this article to allow you do so.

YouTube video: https://youtu.be/C_-W9QV_RyE

Download: https://tinyurl.com/5n96xzdw

Creeping Me Out

https://mixelslab.itch.io/creeping-me-out-hex-night

Developer Michael (Mixel) Dawes of Mixel's Lab has released playable demo versions of **Creeping Me Out**, an upcoming Amiga platform game still in development, being built with the Scorpion Engine. This is a platform adventure game.   From a purely mechanical perspective, it's somewhere between Castlevania(3) and Turrican, with mild exploration and secrets, occasional alternate paths, etc.

Currently it runs very nicely on an A1200/20 with some fast ram.. So those of you with Vampires? That could be great if you meet the ChipRAM requirement. MiSTer? Should be perfect.. WinUAE? Beautiful.. But, stock A500?—no, sorry! This game is currently HDD/CD only. It's too big to ever contemplate distributing on floppies.

The 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).
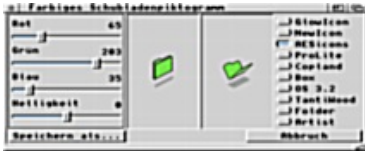
YouTube video: https://youtu.be/6IA06FNGZwE

Download: https://mixelslab.itch.io/creeping-me-out-hex-night/purchase

ColorfulDrawer & SolidWin

https://www.amiga-news.de/en/news/AN-2025-12-00057-EN.html

Developer Thomas Rapp regularly publishes and updates various tools on his Homepage. Two of his tools, the website https://www.amiga-news.de/en/news/ would like to briefly introduce to its readers are:

ColorfulDrawer

If you want to add a little variety to the appearance and color scheme of your drawer icons, take a look at "ColorfulDrawer". It allows you to choose between different basic drawer shapes such as "GlowIcon" or "Copland" and customize their colors. Once you are satisfied with your work, you can create the drawer in the desired location by selecting "Save as...". The tool requires at least AmigaOS 3.1 with NewIcons and ClassAct or AmigaOS 3.5+/3.2+.

Download: https://thomas-rapp.hier-im-netz.de/downloads/colorfuldrawer.lha

SolidWin

Anyone who wants to move windows on the Workbench will have noticed that the window remains in its previous position until you release the thin window frame that allows you to track the window to the desired new position. With "SolidWin", the entire window and its contents immediately move to the new position. The tool works with AmigaOS 1.3 and above, but according to the author, it requires a little more processing power.

Download: https://thomas-rapp.hier-im-netz.de/downloads/solidwin.lha

AROS: Amiberry v 6.3.4α 64-Bit

https://arosworld.org/infusions/forum/viewthread.php?thread_id=1744&pid=10289

The WinUAE-based Amiga emulator **Amiberry** has been ported to AROS 64-bit in a first alpha version, giving AROS a modern emulator of its own. According to AROS developer Krzysztof 'deadwood' Śmiechowicz, despite its alpha status, the version is "actually functional and stable, especially for gaming/WHDLoad configurations"

please note that this program this is an alpha version, and not all the features are working. However, at the moment their enough working features to have basic emulation functionalities. This program is free, at the download link below.
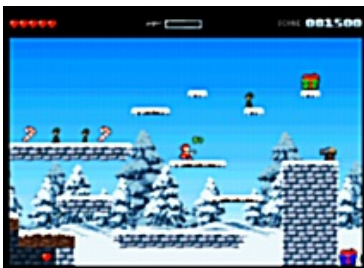
Download: https://arosworld.org/infusions/forum/viewthread.php?thread_id=1744&getfiles=1368

AGA Amiga: Mad Santa

https://zooperdan.itch.io/mad-santa

Developer Dan 'zooperdan' Thoresen has released a new game for AGA Amigas. His **Mad Santa** is a platform game written with the Scorpion Engine that turns the Santa Claus theme on its head: after countless years of delivering presents, the white-bearded man decides to put an end to it all, and he doesn't do it gently.

The developer expressly asks that this game not be taken seriously and, given that it took four days to develop, that expectations not be set too high. An AGA Amiga is required. This game is free but the developer accepts your support by letting you pay what you think is fair for the game (with $2.00 USD being a suggested donation).

YouTube video: https://www.youtube.com/watch?v=COJqz6jbwtM

Download: https://zooperdan.itch.io/mad-santa/purchase

Cat and Mouse

https://camdentowngames.itch.io/cat-and-mouse

Developer Camden Town Games has released a playable three level demo game titled **Cat and Mouse**. This is a simple single screen platform maze game for OCS or ECS chipset. The player controls a blue mouse and the aim is to collect all the cheese to move onto the next level while avoiding the 4 patrolling cats. The cats have different personalities in that two of them just wander their usual route whereas the other two actively chase you when they see you.

This is an early stage development game - looking to see if it is popular, and to identify bugs and receive suggestions on how to improve it. The game features classic maze gameplay with its own cat-and-mouse chase-style presentation and is deliberately aimed at older Amiga models. This is a free download at the links provided on the website shown above, under the title of this article.

YouTube video: https://youtu.be/Ap4RFuqxwQM?t=15

Memory Schmemory

https://zooperdan.itch.io/memory-schmemory

Developer zooperdan has released the game **Memory Schmemory**, an AmiBlitz implementation of the game Memory, but with the option for more players (up to four players total). AGA graphics are required due to the various sprite palettes; The game was made using Blitz Basic (AmiBlitz3) and full source code is available for download.

You start with 30 cards, all face down in a grid. Flip two at a time while trying to remember their locations to collect the most matching pairs by the end, winning the game. The game is a free download at the above title link.

YouTube video: https://www.youtube.com/watch?v=ftxuSqrM_6g

WhatIFF? (no. 18 - December 2025)

https://www.whatiff.info/

The current issue (no. 18 - December 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/WhatIFF4.18.lha

Reviews:	Guides (cont'd)
• Mirari PPC Board	• Better Audio Sampling
• Retrospective: Blizzard Accelerator	• How to Backup Your Amiga CF Disk Drive on a Mac
• PicoWyfy	Articles:
• BassMX	
• Wordz	• Keeping Amiga Alive
• BLOK	• ByteBandit: Looking Back at 2025
• ChaoticCrazyCastle	• To Be or Not To Be A Scener
Guides:	• Amiga Insight: Amiga Shops
• Making Smooth Loops	• Living With a Spouse... and an Amiga
• DigiPaint Basics: Part 3	• Amiga A1200 Accelerator Recommendation

Screenshots from our last virtual WAUG meeting

Super Santa Copter

https://fourseasons.itch.io/super-santa-copter-for-amiga-500

Super Santa Copter is a Christmas-themed arcade game for the Amiga 500, quickly put together by Alberto (BCO) Sgaggero (AKA 4 Seasons) using AMOS. The goal is simple: fly Santa, collect presents, and drop them into his famous gift sack. Santa is always moving and affected by gravity, so precise control is required to stay on course.

Super Santa Copter is free software and is provided "as is." While the game is free, the developer accepts your support by letting you pay what you think is fair for this Amiga game (with $2.00 being a suggested amount).

YouTube video: https://tinyurl.com/mrxdvapb

Download: https://tinyurl.com/mrpurhpt

WinUAE v 6.0.2

https://www.winuae.net/2025/12/22/winuae-6-0-2/

The Amiga emulator **WinUAE** has been released in version 6.0.2. New features include:
- • Added "Always stretch NTSC mode" checkbox to Filter panel.
- • Added "Override initial native chipset display" to RTG panel.
- • Filter panel position and size numeric text boxes added and increased manual mode positioning range.
- • If 680×0 CPU is stopped with IPL mask 7, CPU OSD shows CPU as stopped.
- • Added Processor slot RAM setting to main memory GUI.
- • If any GUI text box is selected, ESC will only unfocus the text box instead of exiting the GUI.

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

PDF magazine: REV'n'GE # 176

https://mega.nz/folder/2h0k3LzK#dLbJJMznuF6CnFcGmzgUjg

The PDF magazine **REV'n'GE** (**R**etro **E**mulator **V**ision a**n**d **G**am**e**) is a free PDF magazine 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 176 (Christmas 2025) is the latest issue. Among other things, this issue deals with the Amiga games "Ttrapped in the Tomb" and "Whale's Voyage" and the C64 games "Hole in One" and "Ultima III: Exodus."

Download: https://tinyurl.com/34f457n3

Amiga Game Anthems - a DIY Card Quiz

https://www.amiga-news.de/en/news/AN-2025-12-00119-EN.html

Press release:

To celebrate the Christmas season, Look Behind You is gifting all Amiga fans a DIY card quiz: **Amiga Game Anthems** brings back the unforgettable soundtracks of 120 Amiga classics - from Turrican to Shadow of the Beast, Monkey Island, The Settlers, Speedball 2, Lemmings, Cannon Fodder, Sensible Soccer, and many more.

Here's how it works: Print out the PDF, fold and glue the pages, cut out the cards, scan the QR codes with your smartphone, and guess the legendary game soundtracks. Two to six players can compete against each other in this music quiz. The first player to correctly guess 10 titles wins. For hardcore fans, there is an advanced version with publisher, composer, and year of release. The zip archive contains an English manual for playing the game.

The complete game is available for free download - as a Christmas gift and thank you to the Amiga community, at the download link below.

Download: https://tinyurl.com/mrsksdh8

Westchester Amiga Users Group

"ABZoo" (A.K.A. "Co-Prez")
    Bill Winters
"Animal Kingdom" (A.K.A. "Co-Prez")
    Anthony Becker
"Magic Storybook" (A.K.A. "Editor")
    Al Priest

*(These are all educational Amiga software)

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 website 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!

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

aapriest@usa.net

TO:

DATED AND TIME SENSITIVE INFORMATION