

W A U G

Westchester
AMIGA
Users Group

March 2026

PDF magazine: **REV'n'GE** #177

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

The PDF magazine **REV'n'GE** (**R**etro **E**mulator **V**ision **a**nd **G**ame) is available in English translation as well as in the original Italian version. Where available, REV'n'GE's game reviews compare the implementations of classics between different platforms of the time. It also attempts to seek out lesser-known retro games.

Among other things, this latest issue includes three games for the Amiga: Bouncing Bill, The Mathematical Reflex Test, and Yeet.

Download: <https://tinyurl.com/57szuup7>



Windows 10 & higher: **AmigaGuide Viewer**

<https://apps.microsoft.com/detail/9N0LX1ST96DW?hl=neutral&gl=DE&ocid=pdpshare>



Developer Mark Junker has released the latest version of his **AmigaGuide viewer** for Windows (Windows 10 version 19041.0 or higher).

This utility can display Amiga-specific files, like AmigaGuide files, Amiga Autodoc files, IFF-ILBM graphics, and Amiga icons (including Newicons).

Download: <https://tinyurl.com/mn5bnn39>

AmigaOS 3.2: **BoingTube**

<https://amigabench.itch.io/boingtube>

BoingTube makes YouTube content available on classic Amiga systems, with an approach very similar to AmiTube: The project is aimed at AmigaOS 3.2 users and combines a native Amiga application with a server-based backend that runs on the local home network. The following setup is required on the Amiga side:



- AmigaOS 3.2
- 68040 + AGA or RTG (fast 68060/Vampire/PiStorm + RTG recommended)
- MUI 3.8
- RxMUI
- TCP/IP stack (Roadshow, Miami, Genesis, etc.)
- fast ethernet connection
- nettools (curl, nc)
- mpega.library
- RiVA MPEG Video Player (included)
- 16/24bit RTG Workbench Screen for Window playback
- IBrowse 3.0 for HTML Frontend

This tool is free but the developer accepts your support by letting you pay what you think is fair for this tool (with the amount of 5.00€ or about \$5.91 USD being a suggested donation).

Download: <https://amigabench.itch.io/boingtube/purchase>

AGA PAL Amiga: **Amiga Wardner** (Level 3 playable Demo)

<https://retroric.itch.io/amiga-wardner-aga-level-3-demo>



Amiga Wardner is a clone of the 1987 side-scrolling platformer arcade game of the same name. This playable demo was developed using the Scorpion Engine and it shows the first three levels of the title. The minimum requirements to run and play this Amiga demo are: an Amiga 1200 with 2 MB Chip RAM, PAL 50hz @ 288x240, and a two button controller.

In this game, you play as Dover on a journey to rescue your kidnaped girlfriend, MIA, from an evil warlock. This game is free but at the download link below, however, the developer accepts your support by letting you pay what you think is fair for the game (with £3.00, or about \$4.10 USD, being a suggested donation).

YouTube video: <https://youtu.be/213ZW-t1D3w>

Download: <https://retroric.itch.io/amiga-wardner-aga-level-3-demo/purchase>

PolarPaint v 1.277

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

WAUG News last reported on version 1.2 of developer Anbjørn Myren's **PolarPaint** in our January 2026 issue. This is an experimental paint program made with Hollywood. Version 1.277 is now available, with versions for 68k Amiga, AmigaOS4, MorphOS, WarpOS, and AROSx86. 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+.



For best results, PolarPaint requires RTG graphics and a display of at least 1440x900x16. The application needs a minimum of 40MB RAM, though 64MB is recommended for optimal performance.

The program is a free download at the links below.

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

Rex and the Galactic Plague v 1.1

<https://tinyurl.com/4vm5dktz>



Developer HoysterGames has released version 1.1 of **Rex and the Galactic Plague**, a vertical scrolling shoot'em up game developed using the Scorpion Engine. In this game, the player has to guide Rex through an intense battle against the Amorni menace and secure the cure to a galactic pandemic. The current release requires an Amiga 1200 due to memory requirements, but a version for the Amiga 500 is also planned.

This game is free at the download link below, 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 a suggested donation).

YouTube video: <https://www.youtube.com/watch?v=AhZEBVIqn84>

Download: <https://hoystergames.itch.io/rex-and-the-galactic-plague/purchase>

Arpeggio

<https://tedzogh.itch.io/arpeggio>

Developer Tedzogh has patched **Arpeggio**, his shoot'em up game created for the 2025 AmigaGameJam. This horizontally scrolling shoot 'em up was created with the Scorpion Engine. This current version offers two-player support, bug fixes, and an ADF file as a loading option.

The game requires a one button joystick. An A500 is specified as the minimum requirement, but an AGA computer with 4 megabytes of Fast RAM is recommended.

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/mOzWiYF3e-I>

Download: <https://tedzogh.itch.io/arpeggio/purchase>



Double Baboon Ninja (Pre-release version)



<https://danlabg.itch.io/double-baboon>

Developer danlabg has made available a first level pre-release of **Double Baboon Ninja**, a platform game in which you play as The Double Baboon Ninjas, and must put a stop to an alien invasion terrorizing Baboon City.

The game requires: the AGA chipset, 2MB of Chip RAM, and some Fast RAM. An accelerator card is recommended. It has not been tested on a 68060 CPU.

This work in progress game can be downloaded for free, at the link above.

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

AROS, MorphOS: **VintageSongPlayer** v 2.70

<https://www.morguesoft.eu>

Developer J.C. Herran Martin has released version 2.70 of **VintageSongPlayer**, a different, and funny, alternative music player, programmed with Hollywood. This utility can play music files such as: mp3, m4a, wav, wma, flac and the Amiga module formats.

It is available for AmigaOS4, AROS and MorphOS at the download links below. Although this utility is free, the developer does accept donations via PayPal at this link: <https://www.paypal.me/morguesof>

Download:

AmigaOS4: <https://os4depot.net/share/audio/play/vintagesongplayer.lha>

AROS: <https://archives.arosworld.org/share/audio/play/vintagesongplayer.lha>

MorphOS: <https://www.morphos-storage.net/dl.php?id=2467741>



iConecta v 5.60

<https://www.morguesoft.eu>



J.C. Herran Martin's iConecta is now at version 5.60. This is a little and easy program to test your Internet connection. It is available for AmigaOS4, AROS, and MorphOS at the download links below. Although this utility is free, the developer does accept donations via PayPal at this link: <https://www.paypal.me/morguesof>

Download:

OS4: <https://os4depot.net/share/network/misc/iconecta.lha>

AROS: <https://archives.arosworld.org/share/network/misc/iconecta.lha>

MorphOS: <https://www.morphos-storage.net/?id=2467757>

Facemash

<https://quantumcodemonk.itch.io/facemash>

Developer quantumcodemonk has released **Facemash**, a new game for any Amiga with Workbench 1.3 or higher. In this game, you play as a happy smiley face trying to mash angry smileys in a grid.

Mash all the angry yellow smileys by running into them. Watch out: When you move, ALL angry smileys slide in the same direction until they hit a wall or neutral smiley, so you need to think several steps ahead. Use bombs: you have 3 bombs that instantly mash all remaining angry smileys on the board - use them wisely! Avoid the gray neutral smileys - they're obstacles that don't move.



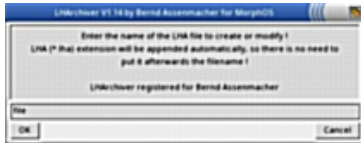
This is a free download from the website above.

YouTube video: <https://youtu.be/dUTFYNTgY4Q>

WarpOS, MorphOS, OS3, OS4: **LHArchiver** v 1.14

<https://aminet.net/search?query=LHArchiver>

Developer Bernd Assenmacher has released version 1.14 of **LHArchiver** a utility designed to create, manage, and extract LHA/LZH archive files intuitively and quickly. It is distributed as "EmailWare," meaning it is free to use without restrictions, provided the user sends an email to the developer and you will receive a reply e-mail with a keyfile registered in your chosen name.



If you use it, and like the idea behind it, just send an email to the developer at: b-a@ktware Programming software is a very time intense process so if you want you can show your support by sending a small donation here: https://www.paypal.com/donate/?hosted_button_id=T72XXT56G6KFJ

Download OS3: https://aminet.net/util/arc/LHArchiver_OS3.lha

Download OS4: <https://www.os4depot.net/share/utility/archive/lharchiver.lha>

Download MorphOS: <https://www.morphos-storage.net/dl.php?id=2467760>

Download WarpOS: https://aminet.net/util/arc/LHArchiver_WOS.lha

Bootblock (kickstarter book)

<https://www.kickstarter.com/projects/bitman/bootblock-rebels>

Steen Jessen has started a Kickstarter campaign to publish the book **Bootblock Rebels**. This book delves into the golden era of Amiga cracking, starting from its early days in 1985, covering its peak between 1990-1993, and concluding with the decline of the active cracking scene in 1996.

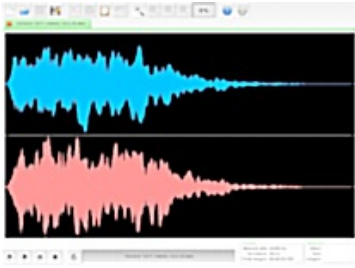
This 200+ page book is full of interviews, images, screenshots, untold stories, and secrets of the Amiga cracker scene. You'll read about legendary cracking groups, their methods, and the behind-the-scenes secrets of: Quartex, Bamiga Sector One, Paradox, Fairlight, Crystal, Razor 1911, Skid Row, Paranoia, High Quality Crackings, Electronic Cracking Association, Tristar & Red Sector Inc., Vision Factory, and many more.



This project will only be funded if it reaches its goal by Sunday, March 15, 2026 11:29 AM EDT.

AmigaOS4: **Rave** v 1.9

<https://www.os4depot.net/?function=showfile&file=audio/edit/rave.lha>



Developer Daniel 'Trixie' Jedlicka has released version 1.9 of **Rave**, a sound editor for mono/stereo audio files for AmigaOS4-compatible computers. This utility provides functionality for manipulating and storing digital audio files.

The features include: Modern GUI, tabs, asynchronous operations, clipboard, plugin-system, and support for many audio file types and formats.

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

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

AROS, OS4: **auraFly** v 1.2.0

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

Developer George Sokianos has released version 1.2.0 of **auraFly**, an application that helps you focus better and feel more relaxed by using the sounds of nature. It lets you mix up to three different sounds to create the perfect escape whenever you need it. To install, simply extract the auraFly archive wherever you want, and run it by double clicking on its icon.

Make your own sound mix by combining natural sounds to create a peaceful setting for work, study, or relaxation. Use calming soundscapes to help you concentrate and get more done. Enjoy soothing sounds that help you relax and reduce stress. Let auraFly take you to a peaceful place, helping you work and relax better.



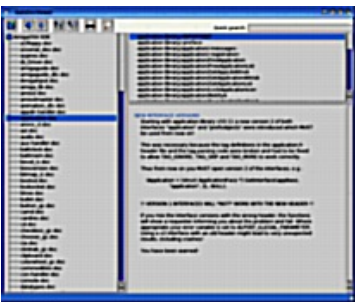
This program is free, but the developer accepts donations at: <https://ko-fi.com/s/2984266dd5>. Use this program at your own risk. The author declares that he will not be held responsible for any data loss or problems you might get by using this software.

Download AROS: https://arosarchives.os4depot.net/share/audio/misc/aurafly_1.2.0_aros.lha

Download AmigaOS4: <https://www.os4depot.net/share/audio/misc/aurafly.lha>

AmigaOS4: **AutoDocViewer** v 1.5

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



Autodoc Viewer for AmigaOS 4 was originally developed by Glenn Hisdal and is now maintained by Costel Mincea. This program makes it easy to read Autodoc files on AmigaOS 4. The program has a simple to use ReAction interface.

To use, add directories containing autodoc files to the directory list in the preferences. All files ending with .doc in the given directories will be listed to the left in the main window. Clicking a file name in the left-hand list, will load that autodoc file, and display its contents.

Please note that toolbar images rely on the AISS package by Martin Mertz. If AISS is not installed, only text buttons are shown. You can find AISS on [os4depot.net](https://www.os4depot.net). This utility is free, but a little support goes a long way! If you would

like to help, you can do so at: <https://ko-fi.com/os4de>

Download: <https://www.os4depot.net/share/development/utility/autodocviewer.lha>

Pjusk v 1.1

<https://zooperdan.itch.io/pjusk/devlog/1378018/rewritten-and-slightly-improved>

The April 2025 issue of WAUG News reported on developer zooperdan's **Pjusk**, a small puzzle game for the Amiga 500 KickStart 1.3 (+512 slow mem) and up. In this game, the aim is to find your way through a labyrinth by tackling enemies in a carefully considered sequence in order to open doors and collect resources. While that initial version was created with the Scorpion Engine, this version 1.1 is a complete reprogramming with AmiBlitz3.



Apart from that, the versions do not differ significantly, but the author has nevertheless included the following changes: added keyboard controls, noticeable performance increase in densely populated levels, added an ingame menu (joybutton/enter) for restarting a level and exiting to the main menu. In addition, it fixed a bug which sometimes caused the game to not register that the player reached the level exit.

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 suggested as a suitable donation.

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

macOS: vAmiga v 4.4βb6

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



Dirk Hoffmann has released version 4.4beta6 of **vAmiga**, his Amiga emulator for macOS. Since the last beta version, the author has implemented RetroVault, which uses macFUSE to mount retro disk images.

To avoid code duplication, significant parts of vAmiga have been redesigned and modularized. In addition, several issues have been fixed.

Download: <https://tinyurl.com/kmmud884>

MorphOS: Iris v 1.49

<https://iris-morphos.com/>

Jacek 'jacadcaps' Piszczek has released version 1.49 of his e-mail client **Iris** for MorphOS. Besides bug fixes, this version now allows you to paste images from the clipboard into the e-mail.



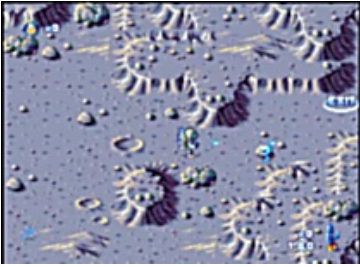
Since the last time WAUG News reported on this program (in our February 2026 issue), the following changes have been made:

- Fixed message search to skip disabled accounts and folders immediately instead of timing out
- Fixed calendar popup window time/hour sliders' max values
- Added some additional guards against exceptions in calendar date/time parsing code
- Improved attachment filename handling when editing emails
- It's now possible to paste an image from clipboard into an email
- Added a workaround for broken ICS files sent from Outlook

Download: <https://iris-morphos.com/iris.lha>

Project Horizon

<https://electricblacksheep.itch.io/projecthorizon>



Developer Electric Black Sheep has released a WIP (work in progress) of **Project Horizon**, an 8-way scrolling top down sci-fi shooter game for Amiga computers having at least 2 megabytes of Chip RAM (with at least 1.5MG free). In this game, developed with Amos, you play as a NASA astronaut on the Moon who finds him/herself in a war situation. The HD version is over 100 MB in size and comes with background music. It features an intro and end sequences lasting several minutes. The disk version only includes sound effects.

This game is free at the download link below, 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://youtu.be/hL36J9ObFkM>

Download: <https://electricblacksheep.itch.io/projecthorizon/purchase>

Cake Rush

<https://hambo3.itch.io/cake-rush>

Developer Hambo has released **Cake Rush**, a 1 to 4 player party game, created with the Scorpion Engine. In this game, four human or computer-controlled bakers try to deliver baked goods to customers faster than the competition. The worst seller is eliminated at the end of the working day. Collect cakes one at a time or stack them together for a bigger bonus, and deliver to the waiting customers. Speed makes a customer happy and makes for a bigger tip!

The game requires an A1200. A disk image and LhA archive are available for download at the download link below. 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 a suggested donation.

YouTube video: <https://www.youtube.com/watch?v=yOg7PDMZ1K4>

Download: <https://hambo3.itch.io/cake-rush>



Echodrome v 0.7

<https://pixelplop.itch.io/echodrome-amigamejam2025>



Developer PixelPlop Games has released **Echodrome** a currently in development arena shooter game for Amiga OCS/ECS or better with at least 1Mb RAM (512k Chip RAM), written in C++. The game could be described as a psychedelic Asteroids clone. In this game, players must defeat waves of enemies, avoid mines, and take out bosses in order to advance. Use your joystick to move around and to shoot your weapons. Holding down the fire button will lock your direction and automatically shoot. Kill all the enemy waves to exit each room. Avoid enemy contact and don't step on the deadly arena mines.

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 a suggested donation.

YouTube video: <https://www.youtube.com/watch?v=GfnZMPZ110g>

Download: <https://pixelplop.itch.io/echodrome-amigamejam2025/purchase>

DPaint.js v 0.2.0

<https://dpaint.app/>

Developer Steffest has released version 0.2.0 of **DPaint.js**, a web-based image editor with a focus on Amiga file formats, heavily inspired by the classic DPaint. It can read and write all types of Amiga icons and IFF images.



New Amiga-specific features include: reading and writing IFF ANIM files (And Gif as well, so you can use it to convert animated Gifs to ANIM and the other way around), reading and writing of HAM images (HAM6, HAM8 and SHAM), 12 bit color depths for OCS Amigas, and better Color Cycle with IFF export. You can even read/write files directly from ADF disk files and preview your work instantly in the "real" Deluxe Paint! (on an embedded emulated Amiga).

It runs in your browser, works on any system and works fine on touch-screen devices like iPads. It is written in 100% plain JavaScript and is completely open source. It's 100% free, no ads, no tracking, no accounts, no nothing. All processing is done in your browser, no data is sent to any server.

YouTube video: https://www.youtube.com/watch?v=Dj_tbgL3ubM

MorphOS: SHMUP v 1.1

<https://www.morphos-storage.net/?id=2467764>

Developer Papiosaur (Yannick Buchy) has released a MorphOS port of **SHMUP**, a 3D vertical shoot'em up written in ANSI C. This game was heavily inspired by Treasure's classic game, Ikaruga. SHMUP features a custom 3D engine with OpenGL rendering, skeletal animation (MD5 mesh), shadow mapping, bump mapping, and particle effects.



The game offers intense arcade action across multiple acts with various enemy types, boss encounters, and a unique "ghost shot" mechanic where special projectiles track and pursue enemies.

To install it, extract the archive to your preferred location. The game data directory must reside in the same directory as the executable (PROGDIR:). Simply double-click the SHMUP icon or launch from Shell. The game is free (distributed under the GNU General Public License version 3) but the developer accepts donations at this link: <https://www.paypal.com/paypalme/Papiosaur>

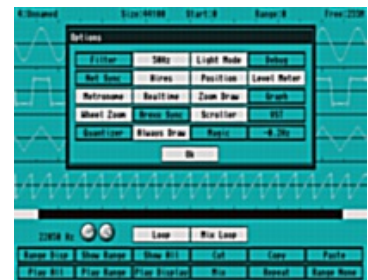
You Tube video: <https://www.youtube.com/watch?v=zzVRNxjRaPE>

Download: <https://www.morphos-storage.net/dl.php?id=2467764>

FxBox v 1.19

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

Developer marc365 has released version 1.19 of FxBox, a real-time multi-loop processor and editor, written in AMOS BASIC and compiled with AMOS Professional 365 for the Amiga range of computers m68k-amigaos >= 1.3. This program can import 16bit, 24bit and 32bit floating point AIF and WAV files, and Octamed modules. It loads and saves IFF 8bit files, IFF CATs and AMOS sample banks, and can do mono, stereo, quad, and 4 channel multi track.



This program requires at least 1M RAM, and supports up to 2G. It is free at the download link below.

Download: https://github.com/marc365/FxBox/releases/download/v1.19/FxBox_1_19.adf

GlowPoint v 0.7.2

<https://retronanny.itch.io/glowpoint>



GlowPoint is a work in progress game for the Amiga computer, developed by JMD and Hardwired. It is based on the arcade game Flash Point. Your task is to destroy the glow points present in the stage using Tetris dynamics. This version is one player only and has 99 levels. More levels are planned in the future, and a level editor might also be available.

This game should run on any Amiga 68000+ with 1 MB of memory (512kb Chip RAM), but a 68010+ with Fast RAM is recommended. Warning: the currently available version for download is still a work in progress. It probably has a lot of bugs, timing issues, lacks some features, and it's not optimized. It should run fine on an A1200 and above, but the developer admits to not being sure about an A500. This is a free download at the title link above.

YouTube video: <https://youtu.be/9gDIF9xTzEE>

Operation Steel Rain Prologue

<https://2bit-combo.itch.io/operation-steel-rain>

Developer 2Bit Combo has released a playable demo of **Operation Steel Rain Prologue**, an old school mecha platform game. It's being developed for Amiga AGA computers using the Scorpion Engine. This is just a demo to show of how the gameplay will be, and, in its current state it does not reflect, by any means, the final product.

It's also buggy sometimes and there's not even an complete level. The CD32 Joypad is not implemented yet, so, use Keyboard controls (or configure WinUAE for the correct inputs). This is a free download at the title link above.

YouTube video: <https://youtu.be/xV3BAvYvCl8>



Ghosts'N'Goblins

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



Developer JOTD has released a new build of **Ghosts'n'Goblins AGA** for the Commodore Amiga. This is an enhanced version for the Amiga 1200 and above, bringing it closer in appearance to the arcade version.

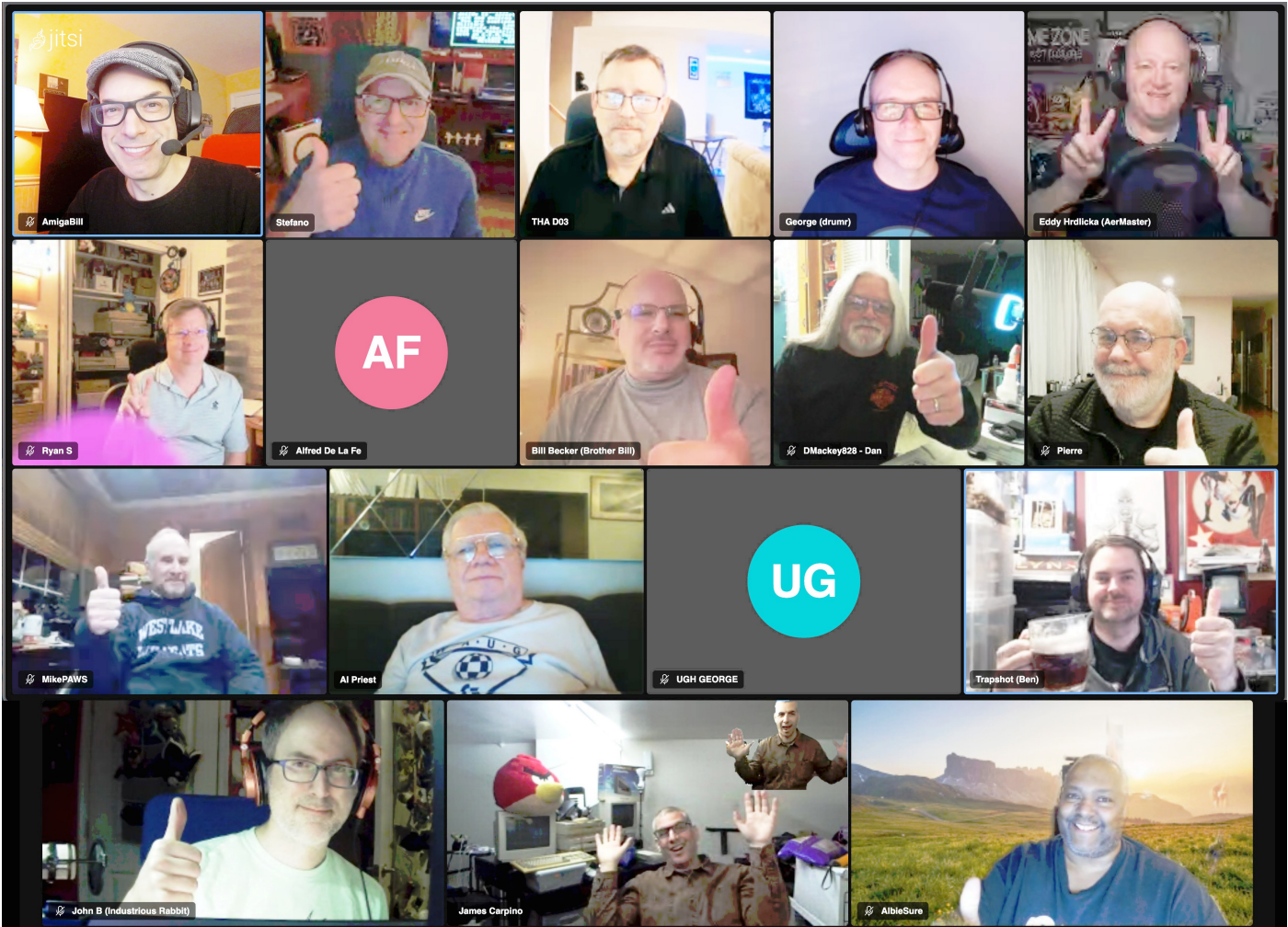
In this game, the player assumes the role of Arthur, a knight who must venture into the Demon Realm village in order to rescue his princess sweetheart. Arthur uses a variety of projectile weapons such as lances, axes, and daggers to eliminate anything that stands in his way.

This game is free at the download link below, but the developer accepts your support by letting you pay what you think is fair for the game, with €8 Euros (or about \$9.44 USD) being a suggested donation.

YouTube video: <https://www.youtube.com/watch?v=LBTrb5dAlhg>

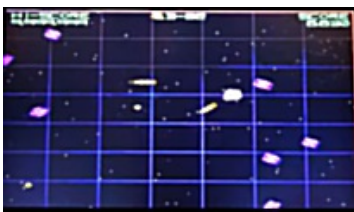
Download: <https://jotd666.itch.io/ghostsngoblins/purchase>

Screenshots from our last virtual WAUG meeting



G-WARS v 3.0.12

<https://aminet.net/package/game/shoot/G-WARS>



Developer NovaCoder has released version 3.0.12 of **G-WARS**, a Geometry Wars clone that will require at least an RTG Amiga with a 68060 processor or better (PiStorm CM4 recommended).

This is a top-down multi-directional shooter game, in which the player must try to survive as long as possible, and achieve the highest score, by destroying waves of enemies.

Although this game has been developed specifically to target the PiStorm Pi4, it may be possible to get it running on an overclocked 060, if you configure it to disable features like the real-time lighting, the starfield's parallax scrolling, and reduce the particle effects to a bare minimum.

YouTube video: <https://www.youtube.com/watch?v=AkWxYPeKY8A>

Download: <https://aminet.net/game/shoot/G-WARS.lha>

Westchester Amiga Users Group

“Billiards Simulator” (A.K.A. “Co-Prez”)

Bill Winters

“Electronic Pool” (A.K.A. “Co-Prez”)

Anthony Becker

“Pool” (A.K.A. “Editor”)

Al Priest

***(These are all Amiga pool/snooker 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**

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