

W A U G

Westchester
AMIGA
Users Group

April 2026

Blue And Red - Fight The Robots v 1.2

<https://kaijuwasp.itch.io/blue-and-red-fight-the-robots-arcade-edition>

Developer KaijuWasp has released version 1.2 of **Blue And Red - Fight The Robots**, a single-screen platformer game inspired by arcade classics such as Rainbow Islands. In this game, enemies must first be stunned and then knocked out of the level by jumping on them. There are 40 levels to complete. The game offers single-player and cooperative two-player modes.

The game runs on any Amiga with 2 MB of chip RAM and a 68020 processor; AGA is recommended. Blue and Red can be downloaded for free from the download link below.

YouTube video: <https://youtu.be/PK4TR7PhgY4>

Download: <https://tinyurl.com/332ru5bc>



Creepy Crawlers Goliath:Reloaded

<https://digiliciousnibbles.itch.io/creepy-crawlers-goliath-reloaded>



Developer Digilicious Nibbles has released **Creepy Crawlers Goliath: Reloaded**, a game inspired by Space Invaders. It was made with Blitz Basic 2.1 and Deluxe Paint V. It was entered in the AmiGameJam2025 competition

A spider invasion has rendered our planet uninhabitable. Your task is to save what remains of the human race. The game features: 10 infested levels of attacking spiders, 10 different enemy movement patterns, unique enemies on each level, two level weapon upgrade, four power up types, high quality sound,

high score table, and fast paced action. Minimum system requirements: AGA only, 2 MB Chip RAM (minimum 1680 KB of free CHIP memory) + 1 MB Fast RAM, hard drive only, and at least an 020 14 MHZ CPU. This game is free but the developer accepts your support by letting you pay what you think is fair for the game, with \$1.99 USD being a suggested donation.

YouTube video: <https://www.youtube.com/watch?v=PT822XExQxg>

Download: <https://digiliciousnibbles.itch.io/creepy-crawlers-goliath-reloaded/purchase>

Backflip Endless

<https://gamesoulstudio.itch.io/backflip-endless-amiga>

Developer gamesoulstudio has released **Backflip Endless**, a fast-paced, parkour-inspired endless runner game for the Amiga OCS computers. With randomly generated obstacles, a steadily increasing speed, and enjoyable music, the game delivers a challenging, satisfying, and delightfully frustrating experience. Maximize your score by performing backflips while jumping over obstacles to earn gap bonuses, and pull off close calls for extra points when you barely clear them. Time your jumps carefully to collect all the collectibles for an additional bonus.

This game requires an Amiga with Original Chip Set (OCS) and 1 MB RAM. So, it should run on a stock A500. It is available for free at the website above.

YouTube video: <https://www.youtube.com/watch?v=SUhFB8Ha-S4>



Burn

<https://ripper253.itch.io/burn>



Developer RiPpEr253 has released **Burn**, a side scrolling/single screen beat'em up/shooter game. where you play as a furry firefighter (two players/multiple characters with different attacks time permitting). The target system is a stock A500 (7mhz 68000, OCS, 512k Chipmem and no fast/slow mem) with game loaded from single 880k floppy. Approximately 320000 bytes free are required for the game to run. It should be noted that it was also tested on an A500 running AmigaOS 3.2.2, but with some stability issues.

Joysticks are required to play, player 1 should be using a standard joystick connected to port 2, if playing with two players. Note that the mouse is not supported. This game is a free download at the above title link.

YouTube video: <https://youtu.be/aQ4wAdvNY2w>

Cake Rush - Mom Edition (AGA)

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

The game **Cake Rush** was created by developer hambo3, using the Scorpion Engine. In this game, four human or computer-controlled bakers try to get baked goods to customers faster than the competition - the worst seller is eliminated at the end of the workday. The newly released Mom Edition features three new characters, AmigaMom, AmigaBill, and AmigaCammy, and a completely revamped soundtrack, courtesy of Skyrunner.

In this game, the once-beloved Cake Rush has fallen into chaos. The angry robo-manager has replaced staff with emotionless bots, prioritizing speed over soul. Customers are unhappy, orders are wrong, and the joy of baking is gone. Well, Amiga Mom isn't going to stand for it - and she's not just baking. She's fighting to restore joy, justice, and jam to the cake shop. Rally the crew, outwit the bots, and face the boss who turned sweetness into tyranny. You know the drill: Survive until the last day then take on the boss head on. Be fast, be aggressive, and take him and his robots down to take back the Kitchen.

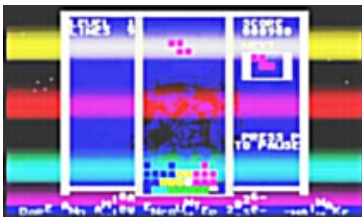


This game is a free download at the above title link. This game was developed for the Amiga A1200.

YouTube video: <https://youtu.be/MtZSyRo6LZk>

simpletetris

<https://aminet.net/package/game/think/simpletetris>



Developer Mainake Project (Damastes and Pacosoeda) have released **simpletetris**, a simple and polished Tetris game. Tetris is a classic puzzle game where you arrange falling blocks to form complete horizontal lines. Its simplicity, escalating pace, and the satisfaction of clearing the board have made it one of the most recognizable titles in gaming history.

Simpletetris features: Multiple levels with increasing speed; Animated background with starfield and raster bars; Plasma effects and sine-wavy scroller; and, ProTracker music support

This game is free at the download link below. However, the developer accepts your support by making a voluntary donation at <https://buycoffee.to/czasnaretro/x>

YouTube video: <https://youtu.be/MUj3xVx3hUU?list=RDMUj3xVx3hUU>

Download: <https://aminet.net/game/think/simpletetris.zipx>

Amiberry v 8.0.0/8.1.0

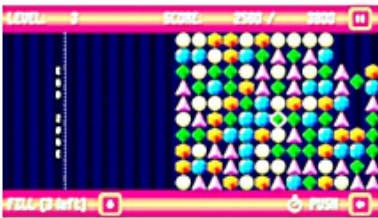
<https://github.com/BlitterStudio/amiberry/releases/tag/v8.1.0>

Amiberry is an Amiga emulator based on WinUAE that delivers full Amiga compatibility across ARM and x86 hardware. These are the first releases of the Amiberry v8.0.0 series, covering 400+ changes since v7.1.1 and offering a new multimedia library (SDL3), a new GUI framework, new platform support (Windows, Android, Haiku), JIT across all major architectures, a complete networking stack overhaul, and hundreds of fixes and improvements. Version 8.1.0, the first update, includes support for multiple mice, amongst other things. Download links can be found at the title link above.



AROS: Delugem v 1.1

<https://tinyurl.com/k4hp9np2>



Developer Francisco Teotónio has released version 1.1 of **delugem** for computers operating under AROS. This game is an implementation of an advancing block puzzle where groups of gems with the same color can be broken up by clicking on them. Periodically, new columns of gems appear in the right side of the screen. Once any gem crosses the "End Zone," the game is over.

Try to break large groups of gems to rack up higher scores! Players can also force a new column to appear through the Push button and fill the whole board with gems in case they get stuck with the Fill button (only three times per game). This puzzle game is a free download at the download link below.

YouTube video: <https://www.youtube.com/watch?v=JCYx3vdv2mM>

Download: https://archives.arosworld.org/share/game/puzzle/delugem.x86_64-aros-v1.1.zip

HippoPlayer v 2.66

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

Developer K-P Koljonen has released a new version of **HippoPlayer**, a multiformat module player for the Amiga computer, supporting AHI soundcards. It works on any Amiga model.

Since the prior version (v 2.65 featured in the October 2025 issue of WAUG News), a list mode toggle button to switch between the list modes has been added, along with new Prefs options and resizable main and info windows. Support for many new music formats and new keyboard shortcuts have been added, including SID, MP3, and radio stations. A more complete list of all the changes in this version can be found under the title link above.



This is a free download at the download link below. Please note that the software is provided "as is", without warranty of any kind, express or implied, including but not limited to the warranties of merchantability, fitness for a particular purpose and noninfringement. In no event shall the authors or copyright holders be liable for any claim, damages or other liability, whether in an action of contract, tort or otherwise, arising from, out of or in connection with the software or the use or other dealings in the software.

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

The Osiris Infection

<https://hoystergames.itch.io/the-osiris-infection>



Using the Scorpion Engine, developer HoysterGames (Kevin Watson-Hoy) has released **The Osiris Infection**, a new puzzle-action game for 1 - 2 players, for the Amiga computer. In this game, Osiris - the system that underpins life across the galaxies - is under direct threat from an unknown source that have infiltrated the network, leaving control nodes scattered throughout the system. Only one countermeasure remains: deploy Cypher, reconnect the nodes, protect the mainframe, and purge the infection before it consumes the system.

System requirements: an Amiga 500 (1 MB RAM with Original Chip Set) and above. A two-button controller is supported. 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=xgPr7qC9xRE>

Download: <https://hoystergames.itch.io/the-osiris-infection/purchase>

AROS, AmigaOS4: Maldito's Tournament

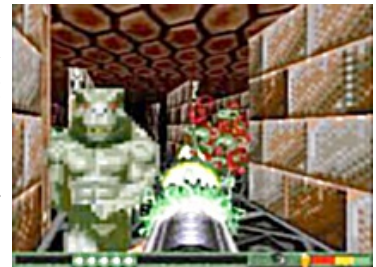
<https://os4depot.net/?function=showfile&file=game/roleplaying/lm-torneo.lha>

Maldito's Tournament is a new game for the Amiga, developed by Juan Carlos Herrán Martín with the Battle Board 2.00. This is a tabletop roleplaying game with dice, but also you can use magic. You fight with one hero against five villains, using six heroes with their magics, potions, artifacts, and weapons.

This game is free at the download links below. However, the developer accepts your donations to show your appreciation for his work. Donations can be made at: <https://www.paypal.com/paypalme/morguesoft>

Download OS4: <https://os4depot.net/share/game/roleplaying/lm-torneo.lha>

Download AROS: <https://archives.arosworld.org/share/game/roleplaying/lm-tournament.lha>



BlankerMojo

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



Developer Quantum Code Monk has released **BlankerMojo** for computers operating under AmigaOS 2.04 (V37) or later. This is a screen blanker that brings multiple visual effects to your Amiga. There are eight different visual modes to choose from: Matrix (falling digital rain code), Starfield (flying through space at warp speed), Lines (animated geometric line patterns), Sinus (hypnotic sine wave animations), Bounce (bouncing graphical elements), Snow (digital snowfall effect), Clock (minimalist clock display), and Blank (traditional black screen). It features a configurable hotkey for instant activation, adjustable speed and colors, and mouse sensitivity threshold to prevent accidental wake-up. You can configure BlankerMojo through icon tooltypes. Right-click the icon, select "Information...", and add your preferred settings.

To install, simply unpack the files and copy the application to WBStartup for auto-start, or run manually from Workbench. The download link and additional details can be found at the title link above. This is a totally free program.

Microlyte Tankzone

<https://amisteveb.itch.io/microlyte-tankzone>

Microlyte Tankzone is a new game for the Amiga, developed by steveb, and inspired by classic 3D arcade game Battlezone. Collect crystals before the enemy! Collect enough to unlock the next level. Avoid the pits as they cause damage to you as well as enemies. Red crystals are rare - grab them quick to increase your firepower! Blue crystals will fix your damage. Grab them as you lose your powerups if you lose a life. Other crystals give you more ammo, or just points. Note, you start by default on level 3, so experts can dive straight in. Beginners can switch to "playground level" to ease in gently. The game requires an AGA Amiga with Fast RAM. An OCS version is promised to come at a later date.



This game is free, but the developer accepts your support by letting you pay what you think is fair for the game, with \$3.00 USD being a suggested donation. The developer has indicated that 25% of any donations will go to *Medecins Sans Frontieres* to help victims of real tanks. So if you enjoy the game, please consider giving. The balance of the donations will undoubtedly get spent on supporting other Amiga and Retro Projects.

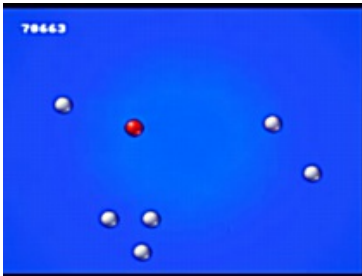
YouTube video: https://youtu.be/8b7jtdo4e_w

Download: <https://amisteveb.itch.io/microlyte-tankzone/purchase>

Dodge These Balls

<https://entwicklerx.itch.io/dodge-these-balls-amiga>

Dodge These Balls is a game for the Amiga computer, developed by EntwicklerX. The game is a mini-game in which you have to dodge the grey balls with a red ball for as long as you can. These increase in number over time, making the game more difficult and inevitably leading to a collision. The longer you last, the more points you get. The game is playable on an Amiga 500 + Kickstart 1.3 and above.



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/ydrRKbZWbxI>

Download: <https://entwicklerx.itch.io/dodge-these-balls-amiga/purchase>

Cyber Blast X

<https://spaceygames.itch.io/cyber-blast-x>

Cyber Blast X is a game for the Amiga computer, developed by SpaceyGames. Step into the trans-dimensional Labyrinth of Cyber Blast-X, a lost Amiga shareware game reborn for a new generation. Originally crafted around the year 2000, this sci-fi action puzzler mixes *Hired Guns*-style strategy with *Space Hulk* tension. Battle through massive levels filled with monsters, where you can demolish walls, walk through them, and teleport to distant locations. Solve, shoot, and survive as you uncover multiple ways to complete each mission.



This game has been optimized for the Amiga 500 with 1MB chip + 512k Fast RAM and beyond. Download this game by purchasing it for \$5.00 USD or more.

YouTube video: <https://www.youtube.com/watch?v=IY7ZmbvJ67k>

Download: <https://spaceygames.itch.io/cyber-blast-x/purchase>

WinUAE v 6.0.3

<https://www.winuae.net/2026/03/03/winuae-6-0-3/>

A new version of **WinUAE**, the premier open-source Amiga emulator for Windows, is now available.



In this version: Improvements for Chipset, OCS Denise blanking, vertical blank interrupt trigger, long/short field detection, HIGHGFX, Chip RAM mapping, integer scaling, HDF, directory filesystem, multiple emulated CD drives/images, accelerator RAM, logging, X-Surf IDE and the ROM-scanner.

This is a free download at the download link below. However, voluntary contributions are accepted for Toni Wilen, the primary developer and maintainer of WinUAE software at: <https://tinyurl.com/b5zfvm4>

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

MorphOS: Iris v 1.51

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

Iris is a modern IMAP based email client for MorphOS. It combines several contemporary technologies like WebKit, OAuth2, ObjectiveC++ and VMIME to form the most advanced native application for Amiga® compatible operating systems. Jacek 'jacadcaps' Piszczek has released an update to Iris for MorphOS. Version 1.51 fixes a bug related to deleting signatures.



This program is a free download, at the link below. However, the developer accept your support via a voluntary donation at: <https://tinyurl.com/47b9b67c>

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

AmigaOS4, AROS: ACM

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



Developer Juan Carlos Herrán Martín has released **ACM** (AKA **A**udio **C**onvert **M**anage) for AmigaOS4 and AROS. This is a little tool to convert sound files of with these music and sound formats: 8SVX, AIFF, MOD, MED, DBM, HVL, XM, S3M, AC3, MP3, OGG, M4A, WAV, WMA, FLAC, and SID to these formats: WAV, MP3, 8SVX. This program was programmed with Hollywood 1.1.

This program is free at the download links below. However, the developer accepts donations to support his efforts at: <https://tinyurl.com/murpw4n6>

Download OS4: <https://os4depot.net/share/audio/convert/acm.lha>

Download AROS: <https://archives.arosworld.org/share/audio/misc/acm.lha>

PDF magazine: REV'n'GE #178

<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 translation as well as in the original Italian. 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 the Amiga games: Ghostslayers, Lore of Conquest, and Space Quest IV, and the C64 games: Dr Hell Invasion, Thunderbirds, and Die Versunkene Stadt.

Download: is.gd/faynhH



Font Explorer

<https://lifeschool22.itch.io/fontexplorer-amiga>



Developer Dan Waddington (AKA lifeschool) has created the utility **Font Explorer**. This can be used to preview all installed bitmap fonts. There is no restriction to the Sys:Fonts directory. However, fonts located elsewhere can be installed in this directory with a single mouse click.

Warning: because the tool re-paths the Fonts: path, it means any other programs which rely on those fonts to be assigned correctly might break or crash. So it is important to use this tool only when no other apps are running.

The tool reads in whatever the assigned Fonts: path is, and loads it up. It displays the fonts in the list in a small window, or by expanding the screen, in a big window. You can assign a new Fonts: path with the top button. You can install any font from anywhere with the Bottom Button. You can return to Sys:Fonts with the middle button. There is also a hidden Delete function in the pulldown menu. Refer to the above title link for download links and install instructions.



<https://www.hollywood-mal.com/index.html>

PRESS RELEASE

Hollywood: PDF-Plugin 2.0

Airsoft Softwair, the hardest working men in code business, are proud to present version 2.0 of the PDF plugin for Hollywood. This plugin can be used to create and view PDF documents from Hollywood scripts and contains the most advanced PDF rendering engine available on Amiga systems. The plugin was formerly known as Polybios and was renamed for version 2.0 because the old name caused some confusion.

Version 2.0 is a major update which, in the spirit of Hollywood 11 which has lots of optimizations for smaller executables, now contains two separate flavors of the plugin: A full version that includes the full PDF renderer and a light version which is much smaller because it only contains the engine to create PDFs. Furthermore, it's also possible to directly load PDF pages into Hollywood vector brushes now. Finally, the PDF plugin supports the macOS arm64 and Linux arm64 platforms now.

The plugin is now available for free download from the official Hollywood portal. Thanks to Hollywood's cross-platform plugin system versions for AmigaOS3 (m68k, m881), AmigaOS 4, MorphOS, WarpOS, AROS (x86), Linux (ppc, arm, arm64, x86, x64), macOS (ppc, x86, x64, arm64), Windows (x86, x64), Android (arm, arm64) and iOS (arm, arm64) are provided.

Download: <https://www.hollywood-mal.com/download.html>

Echodrome

<https://pixelplop.itch.io/echodrome-amigajam2025>

Echodrome is a game for the Amiga computer, developed by PixelPlop. Welcome to The ECHODROME, the ultimate digital arena of death and destruction! Use the joystick to move around and fire to shoot your weapons. Holding down “fire” 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. Locate and kill the arena boss to receive a bonus and progress to the next arena. Choose your route wisely as some rooms are deadlier than others!



This game is free, at the download link below. However, 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/DqhtI-N0L84>

Download: <https://pixelplop.itch.io/echodrome-amigajam2025/purchase>

The Reckoning

<https://quantumcodemonk.itch.io/the-reckoning>

The Reckoning is a classic point-and-click adventure for the Amiga. You play as Detective Sonny Bonds, partnered with a new officer from Sacramento named John Miller, but something about him doesn't add up. Over four tense days, you'll investigate crimes, gather evidence, and uncover a conspiracy that leads back to your deadliest enemy: Jesse Bains, the Death Angel.

An Amiga (real or emulated) running AmigaOS 3.x is needed. The game is written using Scala MM400 and it requires a copy of Scala or Scala Player to run (not included). It has been tested on Scala MM300 and MM400. It should run on almost any Amiga with at least 4 MB RAM (more is better), a minimum resolution of 640*256 (with at least 16 colors), AmigaOS 3.x, and Scala MM300/400. This game is a free download at the website whose link is shown above.



YouTube video: <https://youtu.be/OqDI7EejVTU>

Mike Mech

<https://lowcarb.itch.io/mike-mech-amiga>



LC-Games (Luca Carminati) has released an Amiga port of the C64 single screen platform game, **Mike Mech**. The game is set inside a spaceship invaded by aliens who have disabled the power batteries needed to operate the rockets. The aim is to guide Mike, the mechanic on board, inside the various power rooms and reactivate the batteries. To activate a battery, the player simply has to touch it on one of the four sides, without falling into the traps set by the various enemies. Mike has no defense against the aliens. The only way to complete a level is to avoid them.

The game features 70 levels, runs on a bare-bones A500, and is available for free at the download link below. However, the developer accepts your support by letting you pay what you think is fair for the game, with a suggested voluntary donation of \$2.00 USD.

YouTube video: <https://www.youtube.com/watch?v=7hmnsj8CwrM>

Download: <https://lowcarb.itch.io/mike-mech-amiga/purchase>

Screenshots from our last virtual WAUG meeting



XZAP

<https://electricblacksheep.itch.io/xzap-amiga>

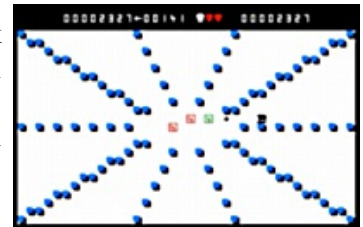
XZAP is the Amiga port of a single-screen shooter originally developed by Mark Wirt, and released by Commodore (UK) in 1984 for the Commodore 16 and Plus/4, with this Amiga version by ElectricBlackSheep.

In this game, you are a lone XZAPPER, the last survivor of an advanced civilization. Your objective is to destroy all the aliens on each level, and so progress through 140 different levels.

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 being suggested as a donation.

YouTube video: <https://youtu.be/M09rOKGZ0ys>

Download: <https://electricblacksheep.itch.io/xzap-amiga/purchase>



Norrland

<https://8080.itch.io/norrland>



Developer Sami '8080' Vehmaa has released a survival adventure game, **Norrland**. You play an undercover detective in northern Sweden who is investigating the death of a courier, while also completing your own delivery jobs. You will need an AGA Amiga, 2 MB of chip RAM, 12 MB of fast RAM, and at least a 68030 CPU.

In order to download this game, you must purchase it at, or above, the minimum price of \$9.99 USD.

YouTube video: <https://www.youtube.com/watch?v=7kn9G0g8p3Q>

Download: <https://8080.itch.io/norrland/purchase>

Orbital Mission (Demo)

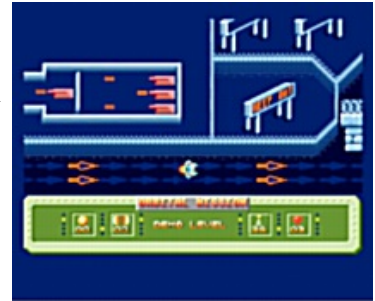
<https://tukinem.itch.io/orbital-mission-demo>

At the recently concluded Polish AmiParty 35, developer Paweł 'tukinem' Tukatsch took first place in the 'Game' category with this demo version of the action game **Orbital Mission**. As part of an elite special unit called AMIGA and belonging to the COMMODORE civilization, you must use your spaceship to destroy the headquarters of the opposing Atari forces.

Minimum requirements: an Amiga with an OCS chipset (CPU 68000) with 0.5 MB of Slow RAM, and kickstart 1.2 or newer. Recommended: ECS chipset with 1 MB Chip RAM for more sound effects. 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 suggested as a donation.

YouTube video: <https://youtu.be/T1FzqBxsPTI>

Download: <https://tukinem.itch.io/orbital-mission-demo/purchase>



WinUAE v 6.0.3

<https://www.winuae.net/2026/03/03/winuae-6-0-3>



In addition to multiple bug fixes (see the above title link for a complete list), version 6.0.3 of the Amiga emulator **WinUAE** now makes it possible to connect multiple emulated CD drives, and use multiple CD images simultaneously.

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

Bootblock Rebels (Kickstarter project)

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

Steen Jessen 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.

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, Paranoimia, High Quality Crackings, Electronic Cracking Association, Tristar & Red Sector Inc., Vision Factory, and many more. This 200+ page book is full of interviews, images, screenshots, untold stories, and secrets of the Amiga cracker scene.

While this project has already been successfully fully funded, it is still possible for you to Late Pledge for available rewards, which include a poster featuring elements from the cover design, included with the hardback edition of the book.



Westchester Amiga Users Group

“Cannon Fodder” (A.K.A. “Co-Prez”)
Bill Winters
“The Chaos Engine” (A.K.A. “Co-Prez”)
Anthony Becker
“Dune II” (A.K.A. “Editor”)
Al Priest

*(These are all Amiga strategy 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