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Westchester
AMIGA
Users Group

May 2026

PDF magazine: **REV'n'GE** #179

<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: Legends of Valour, specifically its engine, which enabled 360° 3D exploration, and the C64 games: Buggy and Builder Ben.



Amiberry-lite v 5.9.2

<https://github.com/BlitterStudio/amiberry-lite>



Amiberry-lite is an Amiga emulator based on WinUAE but optimized for slower hardware (ARM and RISC-V platforms, including the Raspberry Pi 4). The changes in version 5.9.2 include keyboard controller emulation, key combination management for the disk selection function and the ability to set the border color.

This program is free at the download link below, which also contains a detailed list of additions, enhancements, and bug fixes.

Download: <https://github.com/BlitterStudio/amiberry-lite/releases/tag/v5.9.2>

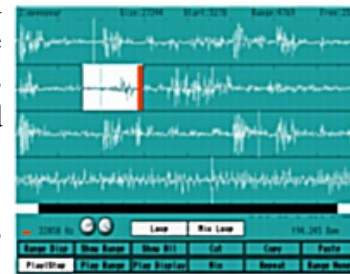
FxBox v 1.20

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

FxBox is a real-time multi-loop processor and editor written in AMOS. This program is now available in version 1.20. Among other things, octamed modules can now be rendered into waveforms by being converted to a sequence first, and Power Packer file decompression is supported.

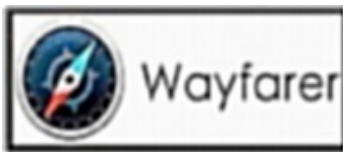
A complete list of the numerous new features, updates and bug fixes as well as free download links can be found at the link below This program requires at least 1Mb RAM, and it supports up to 2Gb.

Download: <https://github.com/marc365/FxBox/releases/tag/v1.20>



MorphOS: **Wayfarer** v 11.2

<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 in this release: Avoid opening an extra window when launched via OpenURL/commandline url, Fixed text caret not reappearing upon reactivating the window, Fixed enter key not scrolling contents in multiline text editing fields, and Reduced binary size by a few MB.

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

Mars Tank Attack v 2.0

https://www.keho-software.com/mta_hollywood.html

Developer Achim Kern has released version 2.0 of **Mars Tank Attack**. This game is a clone of the classic game Artillery. The goal is to destroy the battle tank of the enemy. This is a one or two player game, built with Hollywood 11, and requiring HollywoodPlayer 11.



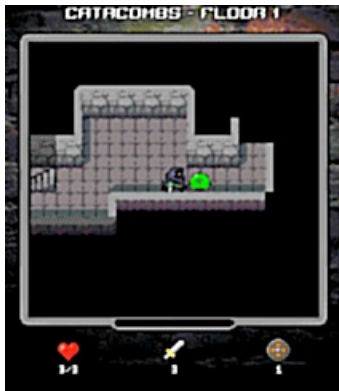
Version 2.0 keeps the simple tank-versus-tank formula intact, yet updates the presentation for players running the game across a wide range of supported systems. Players will need a few extras in place before launching it. Along with Hollywood Player 11, the ZIP and AVCodec plugins are required. Once those are installed, Mars Tank Attack 2.0 is ready to run.

This game is a free download at the link below. However, the developer welcomes and accepts your support via voluntary PayPal donation at: <https://tinyurl.com/3e7ebfjx>

Download: https://www.keho-software.com/mta/Hollywood_MarsTankAttack_V2_0.zip

Dunjons

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



Developer zooperdan has released **Dunjons**, a small turn-based dungeon hack-and-slash game developed using AmiBlitz3. The game is turn-based and uses a line-of-sight system for gradual exploration. The story behind this game is that a priceless relic has been stolen from the local monastery, and you have taken upon yourself the quest to retrieve it. To do so you must explore four dungeons filled with monsters and traps, loot chests, and pick up resources that will help you on your journey to locate the priceless relic.

It requires an Amiga 1200 (in fact, it runs even best on an unmodified one), as the game would be too fast on accelerated systems. This game is free but the developer accepts your support by letting you pay what you think is fair, with \$2.00 USD being a suggested donation.

YouTube video: <https://www.youtube.com/watch?v=Oitv9vdOG1I>

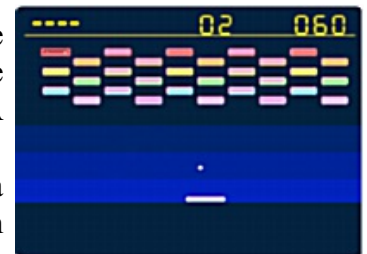
Download: <https://zooperdan.itch.io/dunjons/purchase>

arkamiga

<https://aminet.net/package/game/actio/arkamiga>

Developer Mainake Project has released **arkamiga**, an Arkanoid-style action game designed to run on a basic Amiga 500 OCS/ECS configuration. The game also includes optional visual enhancements when executed on faster AGA machines, such as the Amiga 1200.

In this game, the player controls a horizontal moving paddle to clear a formation of colorful blocks by deflecting a ball upwards. The game has been released as a bootable ADF disk image, allowing the game to be started directly from the included ADF disk image. This game is freeware and can be downloaded from the Download link below.



YouTube video: https://www.youtube.com/watch?v=7_k4GZIIpJU

Download: <https://aminet.net/game/actio/arkamiga.zip>

Amiberry v 8.1.3, .4, & .5

<https://github.com/BlitterStudio/amiberry/>

Built on the WinUAE emulation core, **Amiberry** delivers full Amiga compatibility across ARM, x86, RISC-V, and LoongArch64 hardware — from a Raspberry Pi to a desktop workstation. Custom JIT compilation for ARM64 and x86-64 provides maximum emulation speed. The emulator (not to be confused with Amiberry-lite -- see page 1 of this issue) is now up to version 8.2.5.



These updates have introduced several new features: The Themes panel in the ImGui interface has been restored, Font Awesome icons have been integrated into the sidebar, and asynchronous downloads with progress bars make setup easier. The game database now supports the JSON format with XML as a fallback. Additionally, Vulkan support has been further expanded, including CRT shaders, OSD rendering, and ImGui integration. It now includes optional 80-bit softfloat FPU emulation, a new ImGui-based on-screen keyboard, adaptive VSync, persistent filter settings per configuration, revised full-screen behavior on macOS, the groundwork for iOS, and numerous bug fixes.

Popspin

<https://www.pouet.net/prod.php?which=105932>

The demo group Abyss has released **Popspin**, a game inspired by Puzzle Bobble and Bubblegum Spin. This 40k game for Amiga OCS/ECS took first place in the game competition at Revision 2026. It was developed using Bartman's C-Amiga toolchain. The code and sound were created by Pink, and the graphics by Roji Lindo. This game is freeware and can be found at the download link below.

YouTube video: https://www.youtube.com/watch?v=NGG_PaS8Vpg

Download: https://www.abyss-online.de/static/download/aYS_Popspin.zip



AmigaOS 3: **Axion** (playable demo)

<https://virtualassets.itch.io/axion/devlog/1480304/now-it-is-almost-game>



Developer VirtualAssets has released **Axion**, an experimental 3D tactical strategy game set against the backdrop of deep space, that is built entirely with a software-rendered engine running on Amiga home computers with a 68030 or 68040 CPU. In this game, you command a squad of combat units engaged in strategic encounters with enemy forces — where positioning, timing, and tactical decisions determine victory. There is now a playable version in which players compete against bots.

A full version of Axion is planned, featuring a 10-mission campaign that will provide at least 10 hours of tactical gameplay. Supporters of the project will be able to gain early access to development builds and test features before the full release.

This playable demo is free, but the developer accepts your support by letting you pay what you think is fair, with the amount of £5.00 (about \$6.63 USD) being a suggested donation.

YouTube video: <https://tinyurl.com/eum5y758>

Download: <https://virtualassets.itch.io/axion/purchase>

Hyperion and Amiga Reconciliation OS 3.2 available again

<https://www.amiga-news.de/en/news/AN-2026-03-00108-EN.html>



In March 2024, Ben Hermans' private company "Ben Hermans BV" (BHBV) had gone bankrupt. As a result, the Hyperion shares held by BHBV were annulled, which would have caused Ben Hermans to permanently lose control of Hyperion. The Belgian lawyer therefore sued the bankruptcy trustees of BHBV as well as Hyperion itself. Hermans lost the original case, and an appeal he filed was also decided against him in early February.

In theory, Hermans would have had three months after the ruling to file another appeal - but the case would then have gone before the Court of Cassation, Belgium's highest court. Proceedings there are reportedly very costly - lawyers arguing before this court require special certification. Apparently, Hyperion's management is now certain that no further appeal will be filed: Behind the scenes, it has been said for years that without a resolution in the legal dispute with Ben Hermans, no progress could be expected in the legal battle with Amiga Corporation, among other matters. Today, however, both the Amiga Corporation and Hyperion confirm that initial agreements have apparently been reached between the two parties:

In a press release distributed via email, Hyperion refers to an "agreement to pause legal proceedings." The company states that it has reached several "temporary agreements" to pave the way for negotiations toward a final settlement. As a result of these agreements, the digital version of AmigaOS 3.2 is now [available again](#).

The Amiga Corporation provides further clarification in a [statement on Twitter](#): It describes itself as "Hyperion's licensor under the [existing 2009 Settlement Agreement](#)" and states that negotiations toward a final agreement have resumed.

Scorpion Engine 2025.0 Hotfix b

<https://github.com/earok/scorpion-editor-demos/tags>

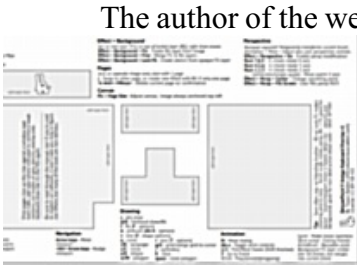
Developer Erik 'earok' Hogan has released a hotfix for his game construction kit, **Scorpion Engine** that fixes a memory release bug. This is available as a free download at the link below.

Download: <https://tinyurl.com/2s3j9th5>



Amiga 1200: **Deluxe Paint V: Keyboard Overlay**

<https://www.amiga-news.de/en/news/AN-2026-04-00075-EN.html>



The author of the website "The Industrious Rabbit" has created an overlay for Deluxe Paint V showing keyboard shortcuts and frequently used functions for the Amiga 1200 (which should also work on the Amiga 500).

It's a two page PDF. Print it on US letter paper in landscape mode, then use a window or light table to line up the two pieces and tape them together. Reinforce the indicated areas with more tape, then cut out the grey parts, cut around the border, and lay over you A500/1200's keyboard.

Download: <https://tinyurl.com/ymz9nhy2>

MorphOS: **Video player MPlayer** v 1.5β

<https://www.morphos-storage.net/?id=2467839>

The MorphOS port of the **MPlayer** video player has been updated. MPlayer 1.5.0 beta now includes FFmpeg 6.1.4. Streaming also now works on systems without AltiVec, such as the AmigaOne X5000.

Here is an overview of the changes:

- close external video window doesn't close MPlayer GUI anymore
- add "Always on top" option menu, save into gui.conf (GL driver only)
- add "path" and some relook into properties window
- fix balance (only with 2 channels audio)
- add Open recent files, save 5 last opened (save into gui.conf)
- add language selection (save into gui.conf)
- add localizations (using SimpleCat) and source .cs file
- GL driver need R300 minimum (use shaders)
- add GL video driver output (using with SDL -> migration to SDL3)
- SDL3/GL driver: no more window open at launch (GUI)
- add title, add support of "ontop" and "border" command
- update to ffmpeg 6.1.4 altivec version (work on non-altivec)
- add Piru patch to FFmpeg 6.1.4
- build with gcc 9.5.0 (crosscompiling) and all new libraries

Download: <https://www.morphos-storage.net/>



Tango Zero

<https://remanence.itch.io/tango-zero>



Remanence Games has released the Dual-Stick Shooter game **Tango Zero**. In this game, the player controls a UFO that must abduct cattle from Earth - the mother ship needs them for energy production. But, the cattle owners are fighting back with firearms.

The controls are designed for two joysticks: one controls the UFO and the beam used to collect the cattle, while the other controls the offensive and defensive weapon systems. Tango Zero is suitable for both a single player and two cooperating players. Download this game by purchasing it for \$2.99 USD or more at the Download link below.

YouTube video: <https://www.youtube.com/watch?v=i76YajHcFNg>

Download: <https://remanence.itch.io/tango-zero/purchase>

Germz Survivor

<https://lastminutecreations.itch.io/germz-survivor>

Developer Last Minute Creations (author Germz) has released a new game titled **Germz Survivor**. In this game, the Germz have won, the world is ending, all the cities have plunged to chaos and humanity is reduced to a mindless horde. You are the last one to resist the call, but you're cornered in the middle of the desert. Make a last stand, shoot through countless zombies and learn a perk or two in the process. Pick some power-ups to aid your cause. Before you die, take as many with you as possible!



The game requires at least an OCS Amiga with Kickstart 1.3, 1 MB of Chip RAM and 1 MB of additional RAM, preferably Fast RAM. This game is free, but the developer accepts your support by letting you pay what you think is fair for the game, with \$5.00 USD being a suggested amount.

YouTube video: <https://www.youtube.com/watch?v=cF4U26Bn-jQ&t=9s>

Download: <https://lastminutecreations.itch.io/germz-survivor/purchase>

AmigaOS 3.2: **AmiStreamRaider** v 0.4.0

<https://tinyurl.com/2ew9uxyf>

AmiStreamRaider has been updated to version 0.4.0. The program is a software package that allows Twitch streams to be played on classic 68k Amigas for the first time. The software package consists of two main components: a server (Docker x64), which is started as a Docker container, and a client (Amiga 68k), which runs under AmigaOS 3.2. **AmiStreamRaider** also supports logging into your own Twitch account, searching for channels and games, and loading your favorites list. Various transcoder profiles are supported, from LowRes (180x100) to 720p. See the February 2026 issue of **WAUG News** for a more complete description.



This update brings a Twitch chat implementation, cleaner channel info handling, and several GUI and backend improvements. You can now download a docker image for your arm64 device. Just use the same docker pull command from the install instructions and it'll automatically download the correct version.

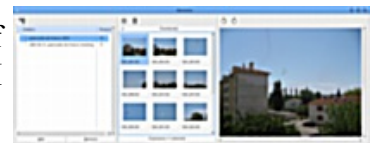
If you're on Pi use Pi4 or Pi5 (but not Pi 3B+ due to performance reasons).

Download: <https://amigabench.itch.io/amistreamraider#download>

MorphOS: **Momento** v 1.3

<https://www.morphos-storage.net/?id=2467846>

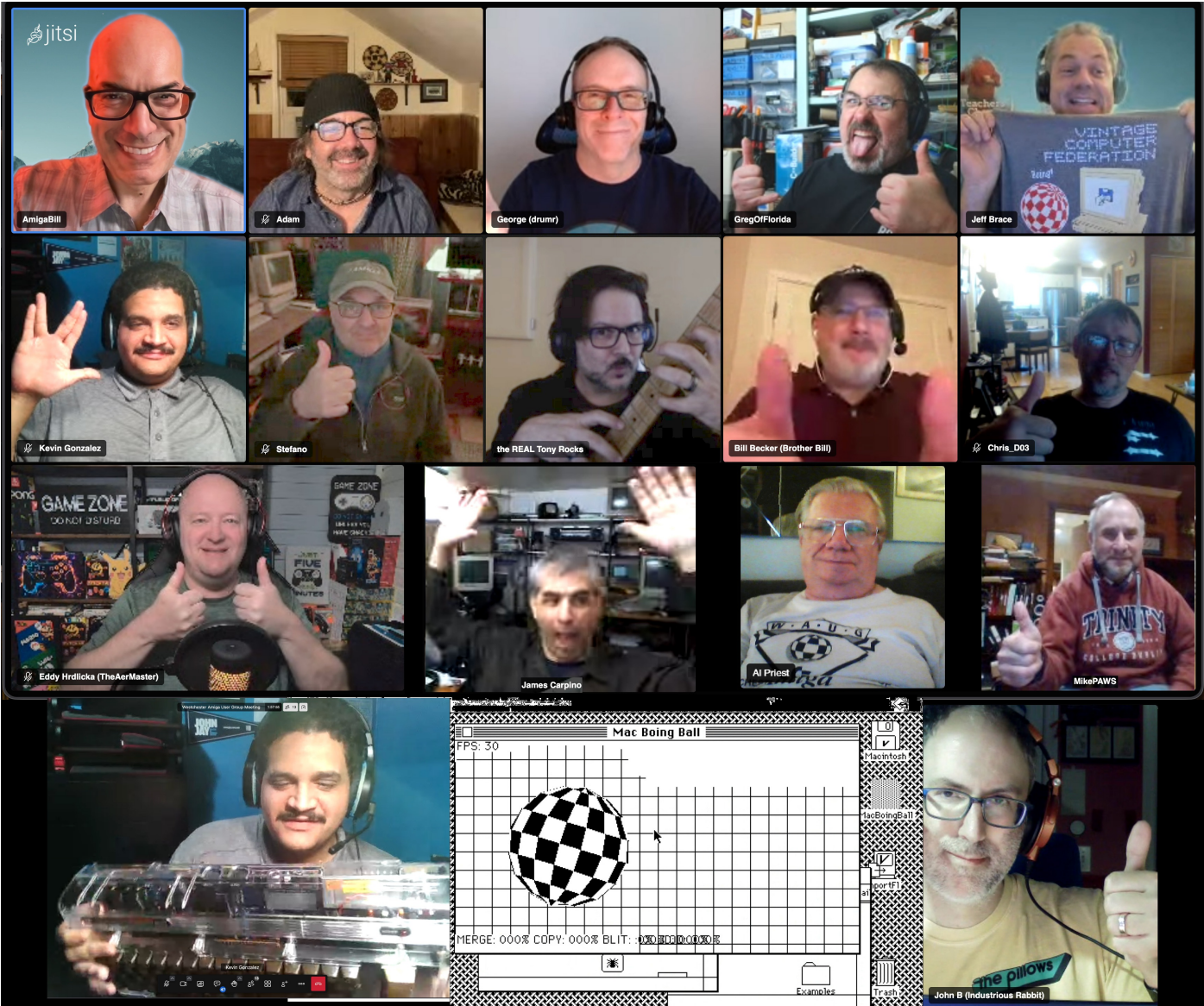
Developer Yannick Buchy (papiosaur) has released version 1.3 of **Momento**, an image manager and viewer for MorphOS with a modern MUI interface. It features a three-panel layout: folder tree, file list, and image preview. **Momento** is Donationware. It is freely usable and distributable. If you enjoy it, a donation is welcome to support future features. Donate at [this link](#). **Momento** is provided "as is" without warranty of any kind. It can be downloaded at the Download link below.



YouTube video: <https://www.youtube.com/watch?v=WdX4fS8Iv04>

Download: <https://www.morphos-storage.net/dl.php?id=2467846>

Screenshots from our last virtual WAUG meeting



MorphOS: **Iris** v 1.52

<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 1.52 fixed the Enter key not scrolling contents in the text editor, and reduced the executable size of Iris and helper apps by a few megabytes.

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>

Lincity

<https://paulthetall.itch.io/lincity-for-68k-amiga>

Developer paulthetall has released **Lincity**, a new game for 68k Amigas. This is a free and open-source construction and management simulation game, which puts the player in control of managing a city's socio-economy, similar in concept to SimCity. The game was originally for Windows and later also Linux and BeOS. In Lincity, you can build up the massive city of your dreams with very nice and relaxing soundtracks in the background. (The original sourcecode had no sound or music).



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 suggested as a donation.

YouTube video: <https://youtu.be/7asR5XpgKe4>

Download: <https://paulthetall.itch.io/lincity-for-68k-amiga/purchase>

Versatile Amiga Test Program v 6.74

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



Developer Jochem Caspers (AKA J.J. Caspers) has updated **Versatile Amiga Test Program** to version 6.74. This test program is developed for all Amiga computers. The available tests are: Screen, Audio, Sprite, Blitter, CD32 joystick, 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).

Version 6.74b focuses on bug fixes and optimizations. The release notes mention ROM update 31.43, plus more work on partition information windows, picture compression in the manual, and extra modules for both the 524 KB double ROM version and the 262 KB single ROM version.

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

iff2png v 1.6

<https://aminet.net/package/gfx/conv/iff2png>

Developer amigazen project has released version 1.6 of **iff2png**, a command-line tool for converting IFF (Interchange File Format) bitmap images to PNG format. It supports all major IFF image formats including ILBM, PBM, RGBN, RGB8, DEEP, ACBM, YUVN, 24-bit ILBM, and FAXX. This utility requires AmigaOS 3.1 or higher and a 68020 CPU. The tool automatically selects the optimal PNG encoding based on the source image properties, including color type, bit depth, palette optimization, and transparency handling.

This software is Free and Open Source Software distributed on BSD-2 license.

Download: <https://aminet.net/gfx/conv/iff2png.lha>



Old Blue Workbench v 1.2.1

<https://matshansen.itch.io/old-blue-workbench>

Old Blue Workbench is now at version 1.2.1. It is a Workbench replacement for Amigas running Kickstart 1.3, written by Mats Eirik Hansen, with the following features:



- Enhanced menus similar to Workbench 2.0.
- Enhanced Workbench window and drawer windows
- Window menu and Icon menu as context menus.
- Lasso for selecting multiple icons.
- Default icons for showing all files and drawers.
- Arranging icons by name or type.
- Configurable backgrounds and fonts.
- Browser windows for browsing the file system.
- Enhanced Info windows with support for changing icons and swapping their colors.
- User defined menus.
- Docks with support for drag and drop of icons.
- Support for launching tools at startup.
- User defined global hot keys for window management and more.

Requirements: Minimum 1MB of memory, reqtools.library (version 38.390 for Kickstart 1.3 included), iffparse.library (version 37.1 for Kickstart 1.3 included), and default icons in ENVARC:Sys (included). Old Blue Workbench requires the ENVARC: assign for locating the default icons so add the following to S:Startup-Sequence if it doesn't already exist: C:Assign ENVARC: SYS:Prefs/Env-Archive

Download links can be found at the title link above, along with more detailed installation information.

Zippy Race : A500 Edition

<https://modernvintagegamer.itch.io/zippy-race>



Developer Dimitris Giannakis has released a playable alpha test release of **Zippy Race : A500 Edition**. This is a conversion of Zippy Race - an early 1983 arcade game by Irem for the OCS Amiga. This is a fan conversion written in C with some assembly. The entire game was written by hand to match the original arcade game as closely as possible.

The game features:

- Full Zippy Race game with 500cc, 750cc and 1200cc loops
- All stages faithfully recreated
- Arcade Music converted to ProTracker format
- Optimized for speed, runs at 50/60fps on any Amiga with 1Meg

As this is a fan conversion, it is being given away for free. 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://youtu.be/cbkPnEhNqWw>

Download: <https://modernvintagegamer.itch.io/zippy-race/purchase>

On-line magazine: **WhatIFF?** (#19 - April 2026)

<https://whatiff.info>

WhatIFF? is a magazine in Amiga Guide format for creative Amiga users. The magazine aims to fill the void left by magazines such as Amiga World, Amazing Amiga, and Amiga Report. It provides guides on various Amiga software and hardware. The current issue (#19 - April 2026), is now available for viewing at the title link above. The contents of this issue are as follows:



Reviews:

- HDD LED Adapter for A1200
- Old Blue Workbench
- 8-BIT Memoirs
- CFD133 Driver
- BlankerMojo
- Avalance - Latest version
- Disk Magazine - Adventure in Retro
- Preview: FinalWriter 7.3

Game Reviews:

- Aquabyss Update Interview
- Captain Cloudberry
- Gulliver
- AmiGoonies
- Cake Rush

Guides:

- Buying a 68882 FPU
- DigiPaint Basics: Part 4
- VistaPro 101: Your First Project
- Understanding WHDLoad Properly

Guides (continued):

- Hardware Hack: Rebuilding A1200
- Creating a bootable Workbench 1.3 HD
- Brilliance Cheatsheet
- Backing Up CF Card on a Mac

Articles:

- Online with a Kickstart 2.04 Amiga 600
- The Making of 8-BIT Memoirs
- The Case of an Esoteric Game Engine
- Is It Time for Change?
- Vegan, Amiga - What's the Difference?
- Aminet Pulse - 4 Month Overview

Talking Amiga/Interviews:

- Oliver Achten - P-Vision
- Steffest - DPaint.js
- Alain Fontanin - Amiga Source Editor
- Steen Jessen - Bootblock Rebels

Coverdisk:

- New music playlist

Torvak the Warrior

<https://greensnakelinux.itch.io/torvak-the-warrior>

Developer Greensnake has released a remake of the 1990 Amiga hack-and-slash platformer **Torvak the Warrior**. It was rebuilt from the ground up using the Godot engine. This is a faithful, but significantly enhanced, game.

In this game, the player controls a warrior called Torvak armed with a double headed axe. Throughout the levels collectable items will be released by destroying certain aliens and special statues. Each statue takes two hits to destroy with a basic weapon. The initial hit will crack the statue which then crumbles after the second blow, revealing a bonus item.



Download this game at the Download link below by purchasing it for \$6.00 USD or more.

YouTube video: <https://tinyurl.com/e25k9ytt>

Download: <https://greensnakelinux.itch.io/torvak-the-warrior/purchase>

Westchester Amiga Users Group

“iBrowse” (A.K.A. “Co-Prez”)

Bill Winters

“AmiBrowser” (A.K.A. “Co-Prez”)

Anthony Becker

“Odyssey” (A.K.A. “Editor”)

Al Priest

***(These are all Amiga web browsers)**

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