

W A U G

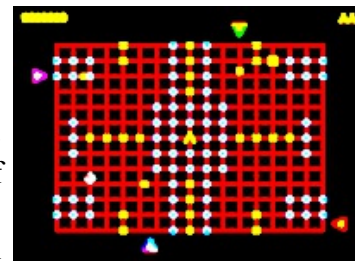
Westchester
AMIGA
Users Group

June 2026

PAL: Railblaze

<https://dion-guy.itch.io/railblaze>

Developer DionGuy has released **Railblaze**, a new action game for Amiga PAL computers. It requires 1MB RAM (512KB Chip & 512K Slow/Fast). It has been tested on a real Amiga 500 and with the WinUAE emulator. Please note that on recent versions of WinUAE (6.0.0+) you will need to set "Cycle-exact (DMA/Memory accesses)" (under Chipset) if using an A1200 or above.



In this game, your ship has been captured by the evil Damidi empire and imprisoned in the depths of their grid network. Collect blue orbs on each floor while dodging enemy fire and hazards to reveal the exit to the next floor. The game is free and provided as either an ADF file to boot from floppy disk, or as an LHA file which can be extracted to run on a hard drive. The download links can be found at the title link above. While the game is free, the developer welcomes you to buy him a coffee at [This Link](#) (the amounts shown are for the Polish zloty with 1 PLN approximately equaling \$0.278 USD).

YouTube video: <https://youtu.be/eTex1cYFBdY>

PAL, Kickstart 2.04 +: Iron Rails

<https://copperbytegames.itch.io/iron-rails>



Iron Rails is a new strategy game for an Amiga computer with PAL and at least Kickstart 2.04. It was developed by CopperByte games.

In this game, you take command of a railway empire across a sprawling map of North America. Collect train cards, claim routes between cities, and secretly complete destination tickets before your rivals do.

This game is free and downloadable from the title

page link above as either a bootable ADF file or as a WHDLoad file for harddisk installation.

YouTube video: <https://youtu.be/FDpVzAH24Fc?t=108>

OS4/OS3, MorphOS, AROS: HollyTris

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

Developer a500fan has released **HollyTris**, a game for the Amiga computer. The game is a modern Tetris clone with lots of options, like a two-player-mode, and decent graphics and sounds. The game is also available for AmigaOS4, MorphOS, and AROS.

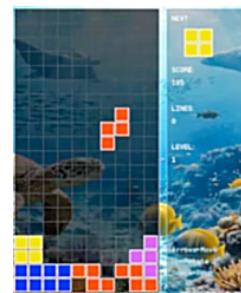
YouTube video: <https://youtu.be/SwTNkNxDfw?t=26>

Download OS3: <https://aminet.net/game/think/HollyTris.zip>

Download OS4: <https://www.os4depot.net/share/game/puzzle/hollytris.lha>

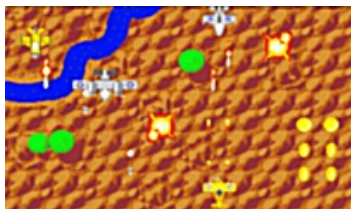
Download MorphOS: https://aminet.net/game/think/HollyTris_MorphOS.lha

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



Bomberplanes

<https://bartist.itch.io/bomberplanes>



The aerial shooter game **Bomberplanes** was originally developed in 1994 by Dutch developer Bart ter Haar, using the Shoot 'Em Up Construction Kit (SEUCK) for the Amiga, DeluxePaint IV, and Protracker.

The game features: Single or Multiplayer mode, various Boss planes, collect coins and lives (extra Life with every 10,000 points), and watch out for floating aerial mines. The game is free at the download links on the above title link.

However, the developer does accept donations at [This Link](#).

YouTube video: <https://www.youtube.com/watch?v=KDZGVJmhKHM&t=234s>

AmigaOS 4: **SandboxVM** v 1.0

<https://github.com/derfss/SandboxVM>

Developer derfss has released **SandboxVM**, a program that lets you run AmigaOS 4 PowerPC binaries - programs, libraries, and drivers - inside a process-level "sandbox," so if a guest crash takes down the guest, that does not affect the host. The guest's entire world (heap, private IExec, library shims, comms rings, code image) lives in extended memory above the 2 GB barrier; the host sees the guest only through a controlled API surface.



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Download: <https://github.com/derfss/SandboxVM/archive/refs/tags/v1.0.zip>

Double Baboon Ninja v 7a

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



Developer Dan Labriet has released version 7a of the arcade style platform game **Double Baboon Ninja**. In this game, Baboon City sleeps beneath its neon glow, until an alien invasion turns its inhabitants into mindless blobs. However, hope remains because two warriors emerge from the shadows. The Double Baboon Ninja strike back!

This game is for 1 or 2 players. It runs on 2MB Chip RAM (no Fast RAM required), and it supports one or two button controllers. It requires an Amiga with AGA chipset, 2MB of CHIP RAM, a CPU of 68020 14Mhz, and a hard drive.

This game remains a work in progress. The latest version can be downloaded for free at the Download link below.

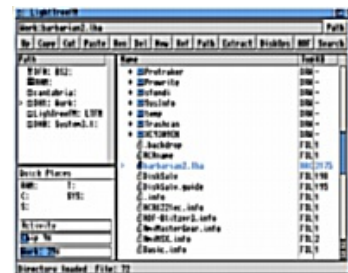
YouTube video: <https://youtu.be/j4fauKQxWyA?t=9>

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

LightTreeFM

<https://dsavioni.itch.io/lighttreefm>

Developer dsavioni has released **LightTreeFM**, a compact graphical file manager for classic AmigaOS. This tool features an Explorer-like layout with a directory tree on the left and a file list on the right, and does not require MUI or ReAction. It supports copy, cut, rename, delete, archiving (LHA, LZX, ZIP), ADF read and write functions, as well as floppy disk tools. Requirements include AmigaOS 2.04 or newer and a 68020 processor or faster. LightTreeFM is still under active development and is available at the Download link below as a "name your price" download, with the amount of 2.00€, or about \$2.33 USD, being a suggested (but not required) donation.



LightTreeFM is still under development; please be aware that there may be bugs or unexpected behavior.
Download: <https://dsavioni.itch.io/lighttreefm/purchase>

Denise v 2.8

<https://sourceforge.net/projects/deniseemu/files/v2.8/>



Developer piciji has released version 2.8 of **Denise**, a cycle-accurate, cross-platform emulator capable of emulating the C64 as well as the Amiga 500, 600, and 1000. New in version 2.8 are debuggers and disassemblers for the CPU, memory, and custom chips, among other components, as well as support for hard drives larger than 4 GB. Denise runs on Windows 7 and later, Linux, BSD and MacOS (Intel and ARM).

Denise supports REU, GeoRam, EasyFlash, EasyFlash³, Gmod2, Retro Replay, Action Replay, Final Cartridge, Light Guns/Pens, GunStick, Mouse 1351, Mouse Neos, Paddles, fast loaders such as ProfDOS, PrologicDOS, DolphinDOS, ProSpeed 1571, Turbo Trans, 1571 floppy, drag'n'drop and command line support.

Download: <https://sourceforge.net/projects/deniseemu/files/latest/download>

Ecliptic v 1.0

<https://bwldrbst.itch.io/ecliptic>

Developer bwldrbst has released the strategy/RPG hybrid game **Ecliptic**. This is a turn-based strategy/role-playing game hybrid in which the player must rid a gigantic, heavily damaged spaceship of hostile aliens. The developer describes his game as follows:



- 8 levels to fight through
- More than 20 monsters.
- Heaps of weapons.
- Puzzles!
- Jokes!
- References to every sci-fi movie the developer could cram in!

The finished version is now available for free at the Download link below, or in exchange for a voluntary donation (\$2.00 USD is suggested). Ecliptic requires at least AmigaOS 3.1, 2 MB of RAM, and a hard drive; an A1200 with some Fast-RAM is considered the ideal setup.

YouTube video: <https://youtu.be/ojwziG8-XT4?t=76>

Download: <https://bwldrbst.itch.io/ecliptic/purchase>

AWeb v 3.6 Beta 8

<https://amigazen.com/aweb/index.html>



The first beta version of the Amiga browser **AWeb 3.6** is now available. This is the beginning of a comprehensive fork and modernization of the legendary AWeb web browser for Amiga. Further development by the "amigazen project" team is based on the latest available source code, version 3.4. The first step, version 3.6, is intended to be a stable re-release of the AWeb 3.4 functionality, based on ReAction, Roadshow (with INet225 support disabled), P96 (replacing Cybergraphics libraries that are no longer supported), AmiSSL 5 and NDK3.2.

AWeb is open source, and is a free download at the Download link below. It no longer requires an installer script. It can run from anywhere. Just run it from the folder it's in. Please note, however, that if the assign "AWeb:" does not already exist it will temporarily assign it to its current directory until it exits. On the other hand, if you have assigned AWeb: to a different location then it won't find its plugins.

Download: <https://www.amigazen.com/aweb/downloads/AWeb36b8.lha>

Roc'NRope

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

Developer JOTD has released **Roc'NRope**, an Amiga conversion of the classic 1983 arcade platformer by Konami. In this game, the player controls a flashlight and harpoon-gun and must rocky platforms in pursuit of the lucky bird, the Roc. The player has to avoid dinosaurs and red-haired cavemen. The only ways to defeat the opponents are to either daze them with the flashlight, or wait for them to be suspended on a harpoon rope and cause them fall down. There are bonus items to collect, including fallen phoenix feathers and phoenix eggs, which grant the player invulnerability from the cavemen, for a short period of time.

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 4.00€ (or about \$4.64 USD) being a suggested donation.

YouTube video: <https://youtu.be/Lwk4p7OTDgY>

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



A1200: Mundialito 2

<https://acneproduction.itch.io/mundialito-2>



Developer Acneproduction has released a playable demo of **Mundialito 2**, a soccer game with 32 teams and four leagues competing. There are two modes (classic/arcade) & pitch bonuses. Due to a speed problem (it's entirely programmed in BASIC), the developer suggests it is suitable for an Amiga 1200 with 2 MB of RAM.

In single player mode, use a joystick in port 2. For two players, use an additional joystick in port 1 (however user comments suggest that two player mode is not always working). It must be noted that this game is still a work in progress.

This playable demo 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.

You Tube video: <https://www.youtube.com/watch?v=r08b2AK5wYA>

Download: <https://acneproduction.itch.io/mundialito-2/purchase>

A1200: Spirit of Eternal Racer

<https://deuterios76.itch.io/spirit-of-eternal-racer>

Developer Deuterios has released **Spirit of Eternal Racer**, a new game for the Amiga (PiStorm) computer. It is a "technical demo" inspired by games like Out Run, Vroom, and Nigel Mansell's World Championship. Designed with performance on the Amiga 1200 + PiStorm in mind, it currently requires 250MB RAM (this may or may not turn into a full game).



In this demo game, you race against computer opponents across multiple circuits, including a Spa-Francorchamps inspired track. The features are: Opponents with individual driving styles, Three difficulty levels, Manual and automatic ton. This playable demo is free, at the Download links on the website above.

YouTube video: <https://www.youtube.com/watch?v=sDdqZfg8WbA&t=63s>

AWeb 3 v 3.6 beta 8

<https://github.com/amigazen/AWeb3/releases/tag/AWeb3.6b8>



AWeb 3 is an HTML 4 web browser for the Amiga computer. This program is being developed by the Amigazen project and is based on AWeb 2 by Yvon Rozijn. The aim of this project is to update the original code, so it builds against the NDK3.2 (Native Developer Kit for AmigaOS 3.2). AWeb is one of the most sophisticated web browsers (for its time) ever released on the Amiga platform.

The original author has kindly made AWeb 3.4 open source under the AWeb Public License in 2003. It is free, at the Download link below.

Download: <https://tinyurl.com/3frc7b6j>

PDF magazine: REV'n'GE #180 / 181

<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, issue 180 includes the Amiga games CyberBlast-X and Menace; and the Commodore 64 games: Scramble Spirits and Thepsos.

Issue 181 includes the Amiga game Giganoid, and the Commodore 64 games: Menace and Merlin's



Puzzle.

Rastan v 0.51 (Demo)

<https://basementape.itch.io/rastan-amiga-500/devlog/1534109/alpha-051-out-now>



Rastan is a side-scrolling hack and slash arcade video game published by Taito for arcade machines in 1987. Control the main character, Rastan the thief, and defeat the rampaging dragon in return for the kingdom of Ceim's treasures! Jump and slash with your sword to advance through the stages, taking advantage of weapons, armor, and items along the way. A demo version 0.51 is now available for the Amiga port that is currently in development, being created using the Scorpion Engine

In addition to various bug fixes, the new version also includes gameplay adjustments: the Ring power-up has been added, the boss in Stage 2 has been given revamped AI, several enemies now award points correctly, and the water animation in Stage 1-1 has been improved. This playable demo is free, at the Download link below.

YouTube video: https://youtu.be/a_hYgcY2rF4

Download: <https://basementape.itch.io/rastan-amiga-500#download>

png2iff v 0.5

<https://zooperdan.itch.io/png2iff/devlog/1536682/png2iff-05-updates-and-changes>

Developer Dan 'zooperdan' Thoresen has released version 0.5 of **png2iff**, a command-line tool to convert PNG images to the Amiga-specific ILBM (IFF) format. The changes in version 0.5 include Improved the quantize pass so the result more closely retains the range and tone of the source image; it no longer forces output a 256 color palette when quantizing or remapping to fewer colors; and it now writes IFF with correct color/bitplane count. In addition, this version fixed a bug where color index zero sometimes wasn't written as transparent.



This tool is free, 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 voluntary donation.

Download: <https://zooperdan.itch.io/png2iff/purchase>

Geo's Adventure - Episode One (Playable demo)

<https://g-w-i.itch.io/geos-adventures>



Paul Golan's **Geo's Adventures - Episode One** is a platformer developed with Backbone that was started in the late 1990s and then put on hold. In the preview version now available, the first world with 14 rooms has been completed, but the final game is to be developed with Scorpion, just like the "Geo's Quest" series by the same author.

This Early Access Version of Geo's Adventure - Episode One is free, 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 voluntary donation.

YouTube video: <https://www.youtube.com/watch?v=i5VMOzLx6SE&t=1s>

Download: <https://g-w-i.itch.io/geos-adventures/purchase>

RedPill v 0.9.70

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

RedPill is an Amiga game development tool that allows hobbyists and creators to build 2D games without programming knowledge. Developed by developer Zener, it runs directly on classic Amiga hardware (or emulators), letting users make side-scrollers and shooters using a built-in level editor and trigger-based logic. While easy to use, you can do complex things and create games with the true Amiga feeling.

Changes in this version (0.9.70): Corner correction, Set Pos From Tile, Triggers updates, Comparison triggers, Collision, Ramp, Object Visible, Object screen, Infinite loop, ECS parallax and Cover images.

Download: <https://aminet.net/dev/misc/REDPILLGameCreator.lha>



AROS: BreakHack

https://archives.arosworld.org/?function=showfile&file=game/roleplaying/breakhack.x86_64-aros-v11.zip



BreakHack is a new game for the AROS computer. The original game was developed by Linus Probert, and the AROS version is from retrofaza. This is a casual, lightweight roguelike video game officially ported to the AROS (Amiga Research Operating System) 64-bit platform.

This was designed primarily as a short-form "coffee-break" game, with quick tactical dungeon-crawling sessions intended to last between 10 to 30 minutes. It is a free download at the Download link below.

YouTube video: <https://www.youtube.com/watch?v=1zANx49aOHI>

Download: https://archives.arosworld.org/share/game/roleplaying/breakhack.x86_64-aros-v11.zip

Sevgi Engine v 0.193

https://github.com/alpyre/Sevgi_Engine



Sevgi Engine is an open-source video game engine for classic Amiga computers, developed by Alper Sönmez. It provides the required tools and generates the code to create Amiga games using only the C programming language. This program requires ECS or AGA, Kickstart 2.0+ and MUI 3.8 (for the editor).

Sevgi Engine and Sevgi Editor is under MIT Licence. Meaning, you can use it in whatever project you want as long as you include the original copyright and license notice.

Download: https://aminet.net/dev/c/Sevgi_Engine.lha

Echodrome v 0.12

<https://pixelplop.itch.io/echodrome-amigajam2025/devlog/1535484/echodrome-changelog-v012>

Developer PixelPlop has released a new build of **Echodrome**, this arena shooter took first place in the AmiGameJam 2025.

In this game, the goal is simple: eliminate every wave of enemies to unlock the exit. Version 0.12 is primarily an AGA update which also changes a few things with the OCS version.

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://youtu.be/MQ32QfQHVCQ>

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



OuT.Rex

<https://fourseasons.itch.io/outrex>

OuT.Rex is a small retro game created by Alberto (BCO) Sgaggero in AMOS BASIC for the Amiga. The game is a personal reinterpretation of the Chrome Dino game, mixed with a strong dose of inspiration from the classic SEGA arcade masterpiece OutRun.

This time, the famous Tyrannosaurus Rex is no longer running through a lonely desert: now he drives a sporty convertible along a nostalgic seaside road filled with palm trees, seagulls, and old-school arcade vibes.

The goal of this game is simply to avoid palm trees and seagulls by jumping over them. The download package includes two different versions of the game: an ASCII-style retro version, and a colorful 16-bit bitmap version with MOD music. You can choose which version to launch from the Startup-Sequence or directly from the Amiga CLI prompt. Instructions for both versions are included in the game.

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 the suggested donation.

YouTube video: <https://youtu.be/0U99pmcMmMQ>

Download: <https://fourseasons.itch.io/outrex/purchase>



AROS: nvidia - 64-bit

https://arosworld.org/infusions/forum/viewthread.php?thread_id=1966&rowstart=20&pid=12333#post_12329



An initial public alpha version of the **AROS-Nvidia driver** is now available, which should get AROS running on many Nvidia graphics cards, including those in the GeForce GTX 750 family. It should be noted that this is first public alpha version.

This driver is not yet ready for everyday use - only use it for testing if you can boot with your card. It has been tested with the following graphics cards: 8500 GT, 8400 GS, 9500 GT, GT 220, GT 240, GTS 450, GTX 550 Ti, GT 630, and GTX 750.

Download: <https://axrt.org/development/nouveau/hidd-20260531.zip>

OS 2.04+: verifyfd v 1.0.0

<https://aminet.net/package/disk/misc/verifyfd>

Developer Daniel A. Spilker has released **verifyfd**, a CLI tool for AmigaOS 2.04 and newer that tests floppy disks for defects. This utility writes a series of byte patterns across the entire disk surface, reads them back, and reports any sector that does not compare equal.

Warning: **verifyfd** overwrites the complete contents of the disk in the selected drive! Make sure the disk holds no data you wish to keep, or first make a backup of essential data, then confirm the prompt before the test begins.

Download: <https://aminet.net/disk/misc/verifyfd.lha>



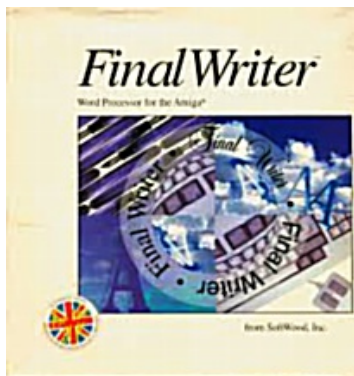
FinalWriter 7.3 for AmigaOS

https://amigaworld.net/modules/newbb/viewtopic.php?topic_id=45868&forum=27

Official Release Date:

June 29, 2026

Press release: The FinalWriter Team is pleased to announce that FinalWriter 7.3 for AmigaOS will be officially released on June 29, 2026. FinalWriter 7.3 represents the latest evolution of one of the Amiga platform's most capable and feature-rich word processors. This release focuses on modernizing the user experience while maintaining compatibility with the workflows that users have relied on for decades.



Highlights of FinalWriter 7.3 include:

- Improved PDF generation and export capabilities
- Enhanced printing support and infrastructure updates
- User interface improvements and refinements
- Stability, compatibility, and performance enhancements
- Numerous bug fixes and quality-of-life improvements

FinalWriter remains committed to providing a powerful native document creation experience for Amiga users while laying the foundation for future innovations.

Thank you to everyone who has supported FinalWriter and helped make this release possible.

FinalWriter

Modern Productivity for the Amiga Platform

Kaboomania

<https://fancyfactory.itch.io/kaboomania>

Kaboomania is a new game for the Amiga computer, developed by Axel Friedrich. This is a fast paced retro maze bomber packed with explosive action, colorful pixel art, and a fresh twist on a timeless gameplay formula. It's a brand new interpretation of the maze bomber genre — built with fresh ideas, original art, and a unique identity. While inspired by the spirit of 16 bit action games, it's not a remake or a clone.



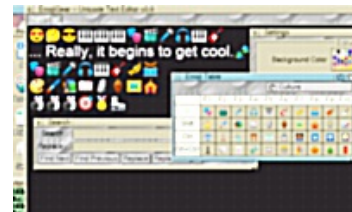
The game is still in development, but a playable demo is already available and can be downloaded at the title link above, The demo offers the first 10 singleplayer levels (no multiplayer in demo).

YouTube video: <https://youtu.be/jY7iGkBSycw>

OS3: **EmojiGear** v 3.1

<https://github.com/krabobmkd/EmojiGear>

EmojiGear is a UTF-8 Unicode text editor for AmigaOS 3.2.x (68020+). It renders TrueType/OpenType fonts and displays full-color Emoji, on any Amiga Video mode, native or RTG, indexed or true color. Fonts settings allow to manage a list of cascading fonts so you can have both a font for text and one for Emojis, and display and convert any modern text correctly. It features:



- Antialias, preference for background and pen colors,
- Multiple documents open in a tab bar.
- Load and save UTF-8, ISO Latin-1, ISO Latin-2; auto-detect UTF-16.
- Find & Replace, Undo/Redo,
- optional word wrap
- optional ANSI escape rendering for unix shell compatible display
- configurable font size with ctrl+- keys.
- Emoji Box allowing to choose 8 sets of 40 emojis mapped to F keys.
- You can "pipe" the output of another command into the editor.
- Settings saved in icon tooltypes
- Many corrections and improvements since the first release

Download: <https://github.com/krabobmkd/EmojiGear/releases/download/rr3.1/EmojiGear3.1.lha>

The City of Gold - Part 1

<https://grottkral.itch.io/the-city-of-gold-part-1>



Developer Per Holmström (Grottkrä1) has published **The City of Gold - Part 1**. This is a new adventure game for the Amiga, which combines elements of a computer role-playing game (cRPG) with a classic text adventure. In this game, the player sets out in search of a legendary city of gold, equipped with a rough map and rumors from taverns. The game uses the DAAD-Ready engine and operates with 16 colors as well as a 64-KB database limit for the code.

The game features a full story with graphics and occasional music clips, a simple role-playing system with four skills, and save and load functionality via floppy disk. In addition to the Amiga version (ADF and HDD installation), an HTML version is also available for modern browsers. The 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 for the game, with \$4.00 USD being a suggested donation.

YouTube video: https://youtu.be/s5q_2WeI7Xs

Download: <https://grottkral.itch.io/the-city-of-gold-part-1/purchase>

MorphOS: **Wayfarer** v 11.3

<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: The update to version 11.3 switches to OpenSSL 4 and other libraries from MorphOS 3.20; MorphOS 3.20 is now the minimum requirement.

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

Westchester Amiga Users Group

“Harley-Davidson” (A.K.A. “Co-Prez”)

Bill Winters

“Road Rash” (A.K.A. “Co-Prez”)

Anthony Becker

“Prime Mover” (A.K.A. “Editor”)

Al Priest

***(These are all Amiga Motorcycle 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:

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