

Friday, December 17. 2010

## **Pandora-Tombstone : Tombstone city for Pandora v1.1**

Hi All,

Tombstone city is a game developped in 1981 by Texas Instrusment for the TI99/A4.  
(see <http://www.videogamehouse.net/tombstone.html>).

My very good friend Buzz has developped his own version of this game for Linux, Windows and the Nintendo DS.

See buzz web site for details

This version is a simple update from the original version. Music intro, and game sounds are now fully supported.

PND version :  
pandora-tombstone-v1.1-pnd.zip

Source code :  
pandora-tombstone-v1.1-src.zip

Sources are included, and this package is under the GNU public licence v2, read COPYING.txt file for more information about it.

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :  
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Tombstone at 23:47

Saturday, November 6. 2010

## **Pandora-Pushover : PushOver for Pandora v0.2**

Hi All,

Pushover is a faithful reimplementation of the game with the same name published in 1992 by Ocean. It contains the original levels. The graphics and sound are very similar when compared with the original game. See [here](#) for more details.

It has been written by Andreas Röver and al. I've modified version v0.2 to fit pandora screen size, support extra pandora keys etc ...

Sources are included, and this package is under the GNU v3 public license, read doc files for more information about it.

Here is a full working binary PND version :  
[pushover-v0.2-pnd.zip](#)

Here is the source code :  
[pushover-v0.2-src.zip](#)

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :  
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Pushover at 14:46

Sunday, August 29. 2010

## **Pandora-Simutrans : Transportation simulation game for pandora**

Hi All,

Simutrans is Transportation simulation game that runs under many system such as linux and windows.

In Simutrans you can build the transport networks you always dreamed of, with platforms, quays, level crossings, bridges, tunnels, signals and much more. Transport passengers between nearby cities with a commuter train or use a high speed train to earn big money by connecting cities further apart.

See <http://www.simutrans.com/> for more details.

After minor changes in the makefile, here is a port on pandora of the latest linux version v102.2.2

Here is a pnd version :  
simutrans-102.2.2.pnd

Here is the source code :  
simutrans-v102.2.2-src.zip

Sources are included, and this package is under the artistic license, read doc files for more information about it.

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :  
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Simutrans at 15:44

Saturday, August 21. 2010

## **Pandora-UQM : The Ur-Quan Masters for pandora**

Hi All,

The Ur-Quan Masters, sometimes referred to as UQM, is a port of Star Control II for modern personal computers and operating systems from the original 3DO source code released to the fan community by Toys For Bob in August 2002.

After minor changes here is a port on pandora of the linux version v0.6.2 (i didn't take gp2x version, because i found it once my quick port was already done).

I haven't changed any key bindings, but you can always modify existing one with a keys.cfg in pandora/appdata/..../keys.cfg.

I've tested the LAN game mode, and it seems to work properly.

Here is a pnd version :  
pandora-uqm-v0.6.2.pnd

Here is the source code :  
pandora-uqm-v0.6.2-src.zip

Sources are included, and this package is under the GNU public license, read doc files for more information about it.

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :  
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in The Ur-Quan Masters at 13:58

Thursday, August 19. 2010

**Pandora-Xpilot : Online multiplayer space action game now for Pandora**

Hi All,

X-Pilot is one of the most famous Multiplayer online space action game, started in 1991 (good old time ). See <http://www.xpilot.org/> for more details about authors, manual etc ...

After minor changes and one day spent to fix a nauty bug in the polygon render code, i'm pleased to announce a port on pandora of the X-Pilot NG version v4.7.3.

I haven't changed any key bindings, but you can always modify existing one using xmodmap file ...

A x-pilot-ng server is included in the pnd file if you want to play alone, or you can play on internet servers with other players.

On startup you will be asked to launch the server or not, and the first time you should enter your gamer pseudo. If you want to put this game in fullscreen mode, you need to use "Alt+Space -> Fullscreen" one the game is started.

Here is a pnd version :  
xpilot-ng-4.7.3.pnd

Here is the source code :  
xpilot-ng-v4.7.3-src.zip

Sources are included, and this package is under the GNU public license, read doc files for more information about it.

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :  
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in X-Pilot at 01:00

Tuesday, August 17. 2010

### **Pandora-Ri-Li : Ri-Li game v2.0.1 for pandora**

Hi All,

Ri-li is an arcade game, let you drive a wooden train in many levels where you should collect all rail cars scattered around the track. See <http://ri-li.sourceforge.net/> for more details.

It has been written by Dominique Roux-Serret and muscis are from Maf464.

I've modified version v2.0.1 to fit pandora screen size, added gzip support for data files, re-encoded unsupported audio files, fix crash issues etc ...

Sources are included, and this package is under the GNU public license, read doc files for more information about it.

Here is a full PND version :  
ri-li-v2.0.1.pnd

Here is the source code :  
pandora-ri-li-v2.0.1-src.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :  
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Ri-Li at 22:59

### **Pandora-OpenSonic : Sonic clone for pandora v1.3**

Hi All,

OpenSonic is a free open-source game based on the "Sonic the Hedgehog" universe. It introduces a different style of gameplay called cooperative play, in which it's possible to control 3 characters simultaneously. See <http://opensnc.sourceforge.net/home/index.php> for more details about it.

Thanks to Hitnrun who ported allegro to pandora, i've been able to modify a bit OpenSonic (mainly to get a fullscreen and to add frame skip option) and run it on my pandora.

It might be good to overclock a bit for better performances.

Sources are included, and this package is under the GNU public license, read doc files for more information about it.

Here is a full PND version :  
opensonic-v1.3.1.pnd

Here is the source code :  
opensonic-v1.3.1-src.zip

Enjoy,

Zx.

PS: This port is dedicated to my son Alex ...

If you want to discuss on this homebrew, you can do it here :  
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in OpenSonic at 00:04

Thursday, August 12. 2010

### **Pandora-Exult: Ultima VII game engine v1.4 for Pandora**

Hi All,

Exult is a famous game engine to play all Ultima 7 RPG series from the early 1990's !  
For more details please see <http://exult.sourceforge.net/>.

Here is a port of this smashing game engine to pandora !

Sources are included, and this package is under the GNU public licence, read COPYING.txt file for more information about it.

Here is a full PND version,  
`exult-1.4.pnd`

But you will need to copy manually original Ultimate VII files (see the README.pandora for details)  
(you may find Ultima VII on [abandonia.com](http://abandonia.com))

Here is the source code :  
`pandora-exult-v1.4-src.zip`

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :  
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Exult at 02:55



Tuesday, August 10. 2010

## **Pandora-ACM : Multiplayer Flight Simulator for Pandora v0.5**

Hi all,

ACM Simulation Engine is a LAN-oriented multiplayer aerial combat simulation developped a long time ago by Riley Rainey for Unix/SunOS.

Here is a port on Pandora of my "custom version of ACM" i've ported and modified for linux ten years ago.

Changelog :

- Add position of other players/drones
- Add message logs (missile, drone, aircraft crash ...)
- Redo all design to fit Pandora Screen
- Add pandora keys (see README-pandora.txt for keys binding)
- PND Package

This version have been tested with another client running on a linux host on the same local area network. I've tested with both wired and wireless pandora network connection.

My linux version is also provided if you want to enjoy the multiplayer mode using a PC with a linux distro.

Here is a full working PND version :  
[pandora-acm-v5.0-pnd.zip](#)

Here is the source code :  
[pandora-acm-v5.0-src.zip](#)

Here is the tarball of the linux version :  
[linux-acm-v5.0.tar.bz2](#)

This package is distributed under the GNU license. Have a look to the COPYING file for details.

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :  
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in ACM at 22:18

Monday, August 9. 2010

## **Pandora-FishFillets : Fish Fillets Next Generation for pandora**

Hi all,

Fish Fillets Next Generation is a puzzle game written by Ivo Danihelka. The goal in every of the seventy levels is always the same: find a safe way out. For more details please see <http://fillets.sourceforge.net/>.

Here is a port of this smashing game to pandora !

Sources are included, and this package is under the GNU public licence, read COPYING.txt file for more information about it.

Here is a full working PND version :  
fishfillets-0.9.3.pnd

Here is the source code :  
fishfillets-0.9.3-src.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :  
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Fish Fillets at 14:03

Sunday, July 18. 2010

### **Pandora-Biniax2 : Biniax2 for Pandora v1.30**

Hi All,

Here is a port on Pandora of Biniax2 game written by Jordan Tuzsuzov.  
See here for details.

Here is a full working PND version :  
[pandora-biniax2-v1.30-pnd.zip](#)

Here is the source code :  
[pandora-biniax2-v1.30-src.zip](#)

This game is distributed under a "Zlib like license" see LICENSE.txt file for details.

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :  
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Biniax2 at 21:30

### **Pandora-BlockRage - Block Rage for Pandora v0.2.3**

Hi All,

Here is a port on Pandora of Block Rage game written by Jiri Svoboda  
See here for details.

Here is a full working PND version :  
[pandora-blockrage-v0.2.3-pnd.zip](#)

Here is the source code :  
[pandora-blockrage-v0.2.3-src.zip](#)

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :  
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Block Rage at 16:25

Saturday, July 17. 2010

## **Pandora-Tombstone : Tombstone city for Pandora v1.0**

Hi All,

Tombstone city is a game developped in 1981 by Texas Instrusment for the TI99/A4.  
(see <http://www.videogamehouse.net/tombstone.html>).

My very good friend Buzz has developped his own version of this game for Linux, Windows and the Nintendo DS. Few days ago he has ported his game from Allegro to SDL.

See buzz web site for details

I've done several small changes to fit the pandora screen size and keys.

PND version :  
[pandora-tombstone-v1.0-pnd.zip](#)

Source code :  
[pandora-tombstone-v1.0-src.zip](#)

Sources are included, and this package is under the GNU public licence v2, read COPYING.txt file for more information about it.

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :  
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Tombstone at 16:27

Thursday, July 15. 2010

**Pandora-OpenTyrian : OpenTyrian ported to Pandora v1.1 [update]**

Hi All,

OpenTyrian is a port of the DOS shoot-em-up Tyrian. Jason Emery generously gave the OpenTyrian developers a copy of the Tyrian 2.1 source code, which has since been ported from Turbo Pascal to C. The port uses SDL, making it easily cross-platform.

See <http://code.google.com/p/opentyrian/> for details.

Tyrian is an arcade-style vertical scrolling shooter.

Here is port on Pandora of the previous Wiz version :

PND version :  
opentyrian-v1.1-pnd.zip

Source code :  
opentyrian-v1.1-src.zip

Changelog :  
- Add two scale modes to fit better Pandora Screen  
- Support of pandora keys A, B, X, Y, Start, L, R  
- PND Package

Tyrian 21 files are already present in the PND. See license.doc file for details.

**\*\* update \*\***

I've added a new render mode to fit the pandora screen in version v1.1 ...

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :  
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in OpenTyrian at 20:00

Wednesday, July 14. 2010

## **Pandora-Reminiscence : Flashback clone for Pandora v0.1.10**

Hi All,

REminiscence is a re-implementation of the engine used in the game Flashback made by Delphine Software and released in 1992.

It has been written by Gregory Montoir, see here for details.

Here is port on Pandora of REminiscence 0.1.9.

PND version :  
reminiscence-v0.1.10-pnd.zip

Source code :  
reminiscence-v0.1.10-src.zip

Changelog :  
- Add scale mode to fit Pandora Screen  
- Add pandora keys A, B, X, Y, Start, L, R  
- PND Package

You need original files from Flashback to play this game.  
Once you have run the PND the first time it will create a directory in /pandora/appdata/reminiscence.

You must then copy all copyrighted files (FB\_TXT.FNT, GLOBAL.FIB etc ..) in /pandora/appdata/reminiscence/DATA folder.

Next time you launch REminiscence it should work properly.

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :  
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Reminiscence at 12:54

Tuesday, July 13. 2010

### **Pandora-Lopan : Mahjong game for Pandora v10**

Hi All,

Here is a port on Pandora of Mahjong game written by Dave Ashley  
See here for details.

Here is a full working PND version :  
[pandora-lopan-v1.0-pnd.zip](#)

Here is the source code :  
[pandora-lopan-v1.0-src.zip](#)

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :  
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Lopan at 22:47

Monday, July 12. 2010

### **Pandora-TWorld: Tile World for Pandora v1.3**

Hi All,

Tile World is an emulation of the game "Chip's Challenge". "Chip's Challenge" was originally written for the Atari Lynx by Chuck Sommerville, and was later ported to MS Windows by Microsoft (among other ports).

See here for details.

Here is a port on Pandora of latest version 1.3. This package does not come with the chips.dat file that contains the original level set. This file is copyrighted and cannot be freely distributed.

Here is a full working PND version :  
pandora-tworld-v1.3-pnd.zip

Here is the source code :  
pandora-tworld-v1.3-src.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :  
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in TWorld at 23:14