

Friday, July 1. 2011

Caanoo-12swap : 12swap for Caanoo

Hi All,

Here is a port on Caanoo of 12swap game (see <http://twelve-swap.sourceforge.net/> for details)

Here is a full working binary version :
[caanoo-12swap-bin.zip](#)

Here is the source code :
[caanoo-12swap-src.zip](#)

If you speak french this site describes how to port this game from linux to caanoo, step by step ...
[12swap port step by step on caanoo-forum](#)

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 12swap at 22:50

Friday, November 5. 2010

Caanoo-Pushover : PushOver for Caanoo 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 caanoo screen size, add a joystick handler 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 version :
pushover-v0.2-bin.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 20:28

Sunday, October 31. 2010

Caanoo-Biniax2 : Biniax2 for Caanoo v1.30

Hi All,

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

Here is a full working binary version :
`caanoo-biniax2-v1.30-bin.zip`

Here is the source code :
`caanoo-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 12:27

Saturday, October 30. 2010

Caanoo-OpenTyrian : OpenTyrian ported to Caanoo v1.1

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 Caanoo of the previous Wiz version :

Here is a full working binary version :
caanoo-tyrian-v1.1-bin.zip

Here is the source code :
caanoo-tyrian-v1.1-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 OpenTyrian at 01:51

Sunday, October 24. 2010

Caanoo Ri-Li : Ri-Li game v2.0.1 for Caanoo

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 caanoo 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 working binary version :
ri-li-v2.0.1-bin.zip

Here is the source code :
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 22:33

Caanoo-Reminiscence : Flashback clone for Caanoo 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 Caanoo of REminiscence 0.1.9 (with sound patch of the Wiz version from Smyp).

You need original files from Flashback to play this game.

You must then copy all copyrighted files (FB_TXT.FNT, GLOBAL.FIB etc ..) in
/game/reminiscence/data folder.

Here is a full working binary version :
reminiscence-v0.1.10-bin.zip

Here is the source code :
reminiscence-v0.1.10-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 Reminiscence at 19:33

Sunday, October 17. 2010

Caanoo-GO: GO Game for Caanoo v1.1.0

Hi All,

GNU-Go is an ASCII command line GO game running on MacOS X, Windows and many Unix systems. (see GNU Go web site)

Caanoo-GO is a port of GNU-Go 3.6 on Caanoo and i've added a Graphical User interface.

Special thanks to Pharyon for the nice background picture.

Big thanks to NinJato for his hard work on skin graphics.

How to use it ? Everything is in the README.txt file.

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

For those who wonders how to play go ? here is a good site !

Here is a full working binary version :
caanoo-go-v1.1.0-bin.zip

Here is the source code :
caanoo-go-v1.1.0-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 Go Game at 12:51

Monday, October 11. 2010

Caanoo-Mancala: A Mancala Game v1.1.0 for Caanoo

Hi All,

Mancala is a board game family, originated in East Africa. The word "Mancala" came from arabic word "naqalah" that means literally "To move".

Dingux-Mancala is the "Awari" variant, and even if the rule of this game is simple, the complexity can be compared to chess Game.

The AI is based on the source code of H. Huseby & G.T. Lines, for their implementation of the classical Minimax algorithm.

The touch screen is supported, and there is a two players mode.

Thanks to Pedro De quintana for his help on Caanoo beta-testing !

How to use it ? Everything is in the README.txt file.

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

How to play ? Here is the rules available from awari.cs.vu.nl :

Awari is played on a board where each player owns 6 pits. In the initial position, all pits are filled with four stones, thus the initial position has 48 stones.

The player to move chooses one of its own, nonempty pits and removes all stones from the pit. The player then sows the stones, counterclockwise, over the remaining pits.

If the last stone is sown into an enemy pit that contains 2 or 3 stones after sowing, the stones are captured.

In this case, if the second last pit is also an enemy pit that contains 2 or 3 stones, they are captured as well, and this process is repeated clockwise, until the own pit, or an enemy pit containing less than 2 or more than 3 stones is reached.

The player who captures most stones, wins the game. The game end when a player cannot move, however, to avoid such a situation early in the game, it is not allowed to do a move that leaves the opponent without countermove, unless all moves eradicate the opponent.

Here is a full working binary version :
`caanoo-mancala-v1.1.0-bin.zip`

Here is the source code :
`caanoo-mancala-v1.1.0-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 Mancala at 22:37

Saturday, October 9. 2010

Caanoo Chess: Chess game for Caanoo v1.1.0

Hi All,

Caanoo Chess uses the GNU Chess version 5.07 for the Artificial Intelligence.

Thanks to Pedro De quintana for his help on Caanoo beta-testing !

How to use it ? Everything is in the README.txt file.

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

Here is a full working binary version :
caanoo-chess-v1.1.0-bin.zip

The source code is here :
caanoo-chess-v1.1.0-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 Chess Game at 08:54