

Sunday, October 28. 2012

Android-Lopan : Mahjong for Android JXD consoles

Hi All,

Here a new version for Android JXD console of the Lopan Mahjong game written by Dave Ashley (See here for more details).

Here is the APK :
android-lopan-apk.zip

Enjoy,

Zx.

Posted by zx-81 in Lopan at 16:15

Sunday, October 14. 2012

JXD-TWorld: Tile World for JXD / Android

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 JXD / Android of version 1.3.

APK :
android-tworld-apk.zip

Source code :
android-tworld-src.zip

Enjoy,

Zx.

Posted by zx-81 in TWorld at 20:54

Android Mancala: Mancala game for JXD / Android

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".

Android 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.

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.

APK :
android-mancala-apk.zip

Source code :
android-mancala-src.zip

Enjoy,

Zx.

Posted by zx-81 in Mancala at 16:31

Saturday, October 13. 2012

Android Chess: Chess game for JXD / Android

Hi all,

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

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.

APK :
android-gnuchess-apk.zip

Source code :
android-gnuchess-src.zip

Enjoy,

Zx.

Posted by zx-81 in Chess Game at 17:55

Thursday, October 4, 2012

Android Ri-Li : Ri-Li game v2.0.1 for JXD

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 the Pandora version v2.0.1 and port it to android using the amazing framework of Pelya, a big 'merci' for his awesome work !

See his site for more details.

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 :
android-rili-v2.0.1-apk.zip

Here is the source code :
android-rili-v2.0.1-src.zip

Enjoy,

Zx.

Posted by zx-81 in Ri-Li at 23:22