

Saturday, November 7. 2009

PSPMancala: Mancala Game for the PSP v1.1.0

Hi All,

Here is a new version of PSP-Mancala the mancala board game for the PSP.

What's new in version 1.1.0 :

- Bug fix in AI (now it is much stronger !)
- New graphics and eboot icons
- Add EBOOT music
(see Phenom album from NeXuS)

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

How to play ? Have a look to the rules in the README.txt file.

pspmancala-v1.1.0-bin.zip

pspmancala-v1.1.0-src.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it there :
[zx81's forum on dcemu network](#) or [zx81's forum on qj.net](#)

Posted by zx-81 in Mancala at 20:30

Saturday, November 17. 2007

PSP GNU CHESS: Chess game for PSP v1.0.3

Hi All,

GNU Chess is command line Chess program running on many different systems such as UNIX, windows or MacOS. It was started in 1986 by Stuart Cracraft, who is continuing to develop it with other coders such as Chua Kong Sian, Lukas Geyer, Simon Waters and David A. Wheeler.

PSP Gnu Chess use the GNU Chess version 5.07 for the Artificial Intelligence, and i've added a Graphical User interface.

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

What's new is this version ?

- IR Keyboard support
- Add Option to highlight last move
- Display captured and promoted pieces
- Add virtual keyboard to enter PGN filename
- Load and Save PGN game file
- Fix joypad/pad speed issue

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

pspgchess-v1.0.3-fw15.zip

pspgchess-v1.0.3-fw3x.zip

pspgchess-v1.0.3-src.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it there :
zx81's forum on dcemu network or zx81's forum on qj.net

Posted by zx-81 in Chess Game at 22:27

Friday, November 2. 2007

PSP GNU CHESS: Chess game for PSP v1.0.2

Hi All,

GNU Chess is command line Chess program running on many different systems such as UNIX, windows or MacOS. It was started in 1986 by Stuart Cracraft, who is continuing to develop it with other coders such as Chua Kong Sian, Lukas Geyer, Simon Waters and David A. Wheeler.

PSP Gnu Chess use the GNU Chess version 5.07 for the Artificial Intelligence, and i've added a Graphical User interface.

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

What's new is this version ?

- Option to specify search depth (i.e: difficulty)
- Add Undo feature
- Add Book feature, move database is stored in file book.dat.
The file given with this homebrew is the book.dat provided with gnuchess (but you can replace it by your own)
- Bug fix when you put black on the bottom of the screen, King and Queen weren't at the right place !
- Bug fix with keys/analog pad (sensitivity was too high)

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

pspgchess-v1.0.2-fw15.zip

pspgchess-v1.0.2-fw3x.zip

pspgchess-v1.0.2-src.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it there :
zx81's forum on dcemu network or zx81's forum on qj.net

Posted by zx-81 in Chess Game at 15:13

Friday, October 26. 2007

PSP GNU CHESS: Chess game for PSP

Hi All,

I'm pleased to announce a new homebrew for the PSP today !

GNU Chess is command line Chess program running on many different systems such as UNIX, windows or MacOS. It was started in 1986 by Stuart Cracraft, who is continuing to develop it with other coders such as Chua Kong Sian, Stuart Cracraft, Lukas Geyer, Simon Waters and David A. Wheeler.

PSP Gnu Chess use the GNU Chess version 5.07 for the Artificial Intelligence, and i've added a Graphical User interface.

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.

pspgchess-v1.0.1-fw15.zip

pspgchess-v1.0.1-fw3x.zip

pspgchess-v1.0.1-src.zip

Enjoy,

Zx.

PS: It's a first playable release but work still remain ...

If you want to discuss on this emulator, you can do it there :
zx81's forum on dcemu network or zx81's forum on qj.net

Posted by zx-81 in Chess Game at 21:53

Wednesday, October 10. 2007

PSPGGO: GO Game for the PSP v1.1.0 * SLIM *

Hi All,

For those who haven't seen previous releases, GNU-Go is an ASCII command line GO game running on MacOS X, Windows and many Unix systems. (see GNU Go web site)

PSP-GGO is a port of latest version 3.6 of GNU-Go, and i've added a Graphical User interface.

What's new then in this version ?

- Now compatible with custom firmwares 3.x and PSP-slim
- New user interface and new graphics
- Add a simple intro splash screen
- Support iso8859-1 fonts in print text functions
(might be useful to translate menus in german, french ...)
- Bug fix in the file requester

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 !

pspggo-v1.1.0-fw3x.zip

pspggo-v1.1.0-fw15.zip

pspggo-v1.1.0-src.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it there :
zx81's forum on dcemu network or zx81's forum on qj.net

Posted by zx-81 in Go Game at 20:40

Friday, September 28. 2007

PSPMancala: Mancala Game for the PSP v1.03 *SLIM*

Hi All,

Here is a new version of PSPMancala the mancala board game family for the PSP.

What's new in version 1.0.3 :

- Compatible with custom 3.x firmwares (and i hope with psp slim)
- New graphics and eboot icons
- Add Intro Splash screen
- Support iso8859-1 fonts in print text functions
(might be useful to translate menus in german, french ...)

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

How to play ? Have a look to the rules in the README.txt file.

pspmancala-v1.0.3-fw3x.zip

pspmancala-v1.0.3-fw15.zip

pspmancala-v1.0.3-src.zip

Special thanks to all PSPSDK developers.

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it there :
zx81's forum on dcemu network or zx81's forum on qj.net

Posted by zx-81 in Mancala at 23:38

Wednesday, January 3. 2007

PSPMancala: Mod from MasterChafed

Hi all,

Here a Mod from MasterChafed for PSPMancala :
pspmancala-mod v1.0.2

Enjoy,

Zx

Posted by zx-81 in Mancala at 00:28

Tuesday, January 2. 2007

PSPMancala: Mancala Game for the PSP v1.02

Hi All,

Here is a new version of PSPMancala the mancala board game family for the PSP.

What's new in version 1.0.2 :

- We can now play two mancala variants (common Mancala and Awari)
- The AI has been modified and should be stronger now
- Final score is now properly computed
- Small bug fix

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

How to play ? Have a look to the rules in the README.txt file.

pspmancala-v1.0.2.zip

Special thanks to all PSPSDK developers.

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Mancala at 01:59

Saturday, December 23. 2006

PSPGGO: GO Game for the PSP v1.03 (minor update)

Hi All,

Here is a new version of PSPGGo !

What's new in version 1.0.3 :

- Support of SGF comments
- New Game over handler :
you can go back or save SGF file, even if the game is over, and
you have to choose explicitly "new game" to restart a new game.
- Bug fix

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

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

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

pspggo-v1.0.3.zip

Special thanks to all PSPSDK and GNU-Go developpers.

** This should be the last release ... **

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
[zx81's forum on dcemu network](#)

Posted by zx-81 in Go Game at 16:50

PSPMancala: Mancala Game for the PSP v1.01

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

It has been developped on linux for Firmware 1.5 and i hope it works also for 2.x using the great eloader (0.99x) from <http://www.noobz.eu/>.

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

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.

pspmancala-v1.0.1.zip

Special thanks to all PSPSDK developpers.

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
[zx81's forum on dcemu network](#)

Posted by zx-81 in Mancala at 14:24

Wednesday, December 20, 2006

PSPGGO: GO Game for the PSP v1.02

Hi All,

Here is a new version of PSPGGo !

What's new in version 1.0.2 :

- Two New Game modes
 - + Computer vs Computer : just for fun ^^
 - + Human vs Human : excellent to play with friends !
- Add status display
- Change Komi and Level options
- Undo/Forward feature
- SGF load : to read and see Go's master match !
- SGF save : to save your own games
- Resign command
- New help/manual (from <http://playgo.to/interactive/>)
- Several bug fix

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

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

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

pspggo-v1.0.2.zip

Special thanks to all PSPSDK and GNU-Go developpers.

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
[zx81's forum on dcemu network](#)

Posted by zx-81 in Go Game at 14:23

Sunday, December 17. 2006

PSPGGO: GO Game for the PSP v1.01

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)

It has been written by Man Li, Wayne Iba, Daniel Bump, David Denholm, Gunnar Farneback, Nils Lohner, Jerome Dumonteil, Tommy Thorn, Nicklas Ekstrand, Inge Wallin, Thomas Traber, Douglas Ridgway, Teun Burgers, Tanguy Urvoy, Thien-Thi Nguyen, Heikki Levanto, Mark Vytlačil, Adriaan van Kessel, Wolfgang Manner, Jens Yllman, Don Dailey, Mans Ullerstam, Arend Bayer, Trevor Morris, Evan Berggren Daniel, Fernando Portela, Paul Pogonyshchev, S.P. Lee and Stéphane Nicolet and Martin Holters.

I've successfully ported the source code of the latest version 3.6 of GNU-Go, and i've added a real Graphical User interface and it's now working fine on PSP !

It has been developped on linux for Firmware 1.5 and i hope it works also for 2.x using the great eloader (0.99x) from <http://www.noobz.eu/>.

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.

pspggo-v1.0.1.zip

Special thanks to all PSPSDK and GNU-Go developpers.

Enjoy,

Zx.

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

If you want to discuss on this homebrew, you can do it here :
[zx81's forum on dcemu network](#)

Posted by zx-81 in Go Game at 23:24