

Monday, November 2, 2009

## **GP2X-Mancala: A Mancala Game v1.1.1 for GP2X**

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".

Gp2x-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](http://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 :  
gp2xmancala-v1.1.1-bin.zip

Here is the source code :  
gp2xmancala-v1.1.1-src.zip

Enjoy,

Zx

If you want to discuss on this homebrew, you can do it here :

**Blog Export: ZX-81's web site, <http://zx81.zx81.free.fr/serendipity/>**

My forum on dcmu network or <http://www.gp32x.com/>.

Posted by zx-81 in Mancala at 22:41

Saturday, April 7, 2007

## **GP2X-Mancala: A Mancala Game for GP2X 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". GP2XMancala 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.

GP2XMancala is a port of my PSP version.

Big big thanks to Julien who ported my PSP GnuGO to GP2X

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mancala-v1.0.1.zip

Special thanks to all GP2X-SDK developpers.

Enjoy,

Zx.

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<http://www.gp32x.com/>

## Blog Export: ZX-81's web site, <http://zx81.zx81.free.fr/serendipity/>

UPDATE :

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

Since i can't answer you on [www.gp32x.com](http://www.gp32x.com) (my account has been blocked ). A kind of welcome joke or anti spam stuff ?

UPDATE2 : [gp32x.com](http://gp32x.com) issue seems to be fixed now ...

Posted by zx-81 in Mancala at 10:00