Monday, November 2. 2009

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

Hi All,

Mancala is a board game familly, originated in East Africa. The word "Mancala"
came from arabic word "naqalah" that means literaly "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 :

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 :

My forum on dcemu network or http://www.gp32x.com/.

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Posted by zx-81 in Mancala at 22:41
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Sunday, October 25. 2009

Gp2X-GO: GO Game for the GP2X 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)

GP2X-GO is a port of GNU-Go 3.6 and i've added a Graphical User interface.

Special thanks to Pharyon for the nice picture.

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 :
gp2xgo-v1.1.0-bin.zip

Here is the source code :
gp2xgo-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 21:13

Tuesday, August 25. 2009

GP2X-Chess: Chess game for GP2X-F100 v1.1.0

Hi All,

GNU Chess is command line Chess program running on many differents 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.

GP2X-Chess uses the GNU Chess version 5.07 for the Artificial Intelligence. It has been developped and tested on GP2X-F100 with FW 4.1.0

What's new in this version ?

- Share the code for both Wiz and GP2X-F100 version
- Improve menu navigation using joystick
- New background images

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 :
gchess-v1.1.0-bin.zip

Here is the source code :
gchess-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 18:36

Sunday, November 18. 2007

GP2X-GNU Chess: Chess game for GP2X v1.0.1

Hi All,

GNU Chess is command line Chess program running on many differents 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.

GP2X 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.

Here is a full working binary version :
gchess-v1.0.1-bin.zip

Here is the source code :
gchess-v1.0.1-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 Chess Game at 16:42

Saturday, April 7. 2007

GP2X-Mancala: A Mancala Game for GP2X v1.01

Hi All,

Mancala is a board game familly, originated in East Africa. The word "Mancala"
came from arabic word "naqalah" that means literaly "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

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.

mancala-v1.0.1.zip

Special thanks to all GP2X-SDK developpers.

 Enjoy,

    Zx.

If you want to discuss on this homebrew, you can do it here :
http://www.gp32x.com/

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 (my account has been blocked). A kind of welcome joke or anti spam stuff ?

UPDATE2 : gp32x.com issue seems to be fixed now ...

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Posted by zx-81 in Mancala at 10:00
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