Monday, August 9. 2010

Wiz-FishFillets : Fish Fillets Next Generation for Wiz

Hi all,

Fish Fillets Next Generation is a puzzle game written by Ivo Danihelka. The goal in every of the seventy levels is always the same: find a safe way out. For more details please see http://fillets.sourceforge.net/.

Here is a port of this smashing game to Wiz !

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

Binary version :
fishfillets-0.9.3-bin.zip

Here is the source code :
fishfillets-0.9.3-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 Fish Fillets at 23:24

Sunday, February 21. 2010

Wiz-GO: GO Game for Wiz (skins) v1.2.0

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)

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

Special thanks to Pharyon for the nice background picture.

What's new then in this release ?

- Touch screen support !
- Add new skin feature
  (You can design your own using default folder files)
- Many new original skins designed by NinJato !

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 :
wizgo-v1.2.0-bin.zip

Here is the source code :
wizgo-v1.2.0-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 11:30

Wednesday, January 27. 2010

Wiz Chess: Chess game for Wiz v1.2.0

Hi All,

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

What's new in this version ?

- Touch screen support !
- Add skin selector feature (see README)
- Add chess piece skins from NinJato
- Bug fix (memory corruption)

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 :
wizchess-v1.2.0-bin.zip

Here is the source code :
wizchess-v1.2.0-src.zip

** UPDATE ** Here is a skin for two players game designed by NinJato

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 22:16

Monday, November 2. 2009

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

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".
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.

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.

** UPDATE : Previous version v1.1.1 was buggy in Human vs Human mode **

Here is a full working binary version :
wizmancala-v1.1.2-bin.zip

Here is the source code :
wizmancala-v1.1.2-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 Mancala at 21:36
```

Sunday, October 25. 2009

Wiz-GO: GO Game for the Wiz 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)

Wiz-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 :
wizgo-v1.1.0-bin.zip

Here is the source code :
wizgo-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 18:57

Monday, August 24. 2009

Wiz Chess: Chess game for Wiz 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.

Wiz Chess uses the GNU Chess version 5.07 for the Artificial Intelligence. Wiz Chess is a port to Wiz of the GP2X-F100 version.

It's a first port version and i've not already added touch screen support ...

I would like to thanks Dave and Exophase for their advices and their help.

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 :
wizchess-v1.1.0-bin.zip

Here is the source code :
wizchess-v1.1.0-src.zip

You may find another skin designed by Exclamation :
skin-wizchess.rar

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 21:35