

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

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

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 :

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

Posted by zx-81 in Mancala at 22:41

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

Hi All,

Mancala is a board game family, 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

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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, November 1, 2009

Dingux-Mancala: A Mancala Game v1.1.0 for Dingoo/Dingux

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". 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.

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 **** In previous version, AI was buggy, here is a fixed version (v1.1.2)

Here is a full working binary version :
`dingux-mancala-v1.1.2-bin.zip`

Here is the source code :
`dingux-mancala-v1.1.2-src.zip`

Enjoy,

Zx

Haven't installed Dingux on your Dingoo ? Let's do it [here](#) !

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

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 20:02