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Crazy games when burgers attack

Adam PashRecently of Apple has announced that you can buy video games for your 5G video iPod for 5 bucks a pop. Cool, right? In addition to scads gadget related notifications, the latest version of iTunes 7 is demo'ed on Read MoreBut what if you don't own an iPod video? What if you're stuck in a world of pre-video obsolescence? Even worse, what if you don't have five bucks? New games for sale in the iTunes Store are not for you, and it's not quite cool. Fortunately, you can still play video games like Texas Hold 'Em, Tetris, and Bejeweled (all of which are for sale in the iTunes Store) on pretty much every iPod with a little virtual elbow grease for free. Here is how.iPodLinux and RockboxTwo non-Apple tools allow you to play games on your iPod: iPodLinux and Rockbox, which are completely free and open source. I used and was impressed with both, but today we'll keep the iPodLinux because it's easier to install. I will describe the process from a Windows user's perspective, but iPodLinux installers are available for Mac OS X and Linux as well. Getting games up and running on iPodLinux is a pretty simple 3 step process: Installing iPodLinuxInstall some gamesPlay gamesThat's not exactly the message that you can play games on iPod with iPodLinux, but you may not know how easy the process can be. In my recent Feature Make the most of your old iPod, my co-editor Adam mentioned installing Linux Read moreStep one: Install iPodLinux on your iPodNOTE: Even if I didn't have any problems using iPodLinux, you could potentially run into a hitch that would require you to restore your iPod firmware, which could mean you lose all the music currently on your iPod. So back up your iPod music and files before continuing. First, download the iPodLinux installer and expand the contents into a folder on your computer. Don't use the temporary folder because you'll use the installer more than once, and that's where it will back up your current firmware and settings for easy uninstall if you decide to get rid of the iPodLinux.The iPodLinux wiki currently claims that the installer isn't working properly if you upgrade your iPod firmware with the new iTunes 7, but I'm running the latest firmware on my 4G iPod and didn't have a problem. Your mileage may vary, but if you have a problem with the iTunes 7-upgraded iPod, you can always downgrade the firmware with iPod Updater 2006-06-28 in order to install iPodLinux (because iTunes 7 was a bit of a mess, scads of people are downgrading as well). If you're ready to try, run setup. Again, iPodLinux people make a point of saying that many iPods are not officially supported, but you will find that for most purposes (at least for the games we install), pretty much every iPod should work well. Installation is easy. Connect your iPod to on disc mode installer, while retaining the default settings. You may be told at some point (at least I was) that there is some addiction error, but just click OK and barrel forward. When you get to the boot loader options, you have a choice: You can have your iPod automatically boot to Apple's default firmware (holding the Rewind/Undo button during the boot process loads iPodLinux), boot the iPodLinux by default (holding the Rewind shoes to Apple firmware), or select the iPodLoader2, which gives you a boot manager interface where you can choose what to load every time you launch your iPod. In most cases, I would suggest loading the iPod firmware by default, although I am currently using iPodLoader2 (pictured above) without any problems. When the installation is complete, go to iTunes and eject your iPod. You may need to plug your iPod into a drawer to complete the installation, but the next time your iPod starts, you should be able to boot into iPodLinux.Step two: Load some games Now that your iPod is dual-boot linux and the default Apple firmware, it's time to get those games running. Plug your iPod into your computer, run your iPod into Apple firmware, and then run the iPodLinux installer again. This time the installer will recognize that you already have installed iPodLinux. Select Update my existing installation and press Next. Setup should take you to the packages page that you can choose to install on your iPod. This is where you can choose your games. The installer gets a little buggy for me at this point, but you can get around it easily. When the package list completes the download, I don't always have the option to go to the next page and view the packages. However, when I hit back and then on, I made the list of packages. (But I'm one man, so it may or may not happen to you.) Once you get to the package installation tree, you can choose from a long list of cool games and other modules for your iPod. [1] Select the games and modules you want to install, press next and wait for the installation to complete. Step Three: Play gamesOn instialler ends, you can eject the iPod and boot back to iPodLinux. Once the interface is loaded, go to Extras -> Games (just like you would on apple firmware) and you should see all the games you have installed. Here's a quick taste of all the games I've played on my 4G iPod: BlueCube (Tetris) DuckHunt (It's surprisingly playable on the iPod, but chances are the dog is going to laugh at you more than usual) iDeal (Deal or No Deal game) iGem (Bejeweled) PodPoker (Texas Hold 'Em) TuxChess (Chess)Keep in mind that some of these games work and look a little better than others, but all the games I mentioned work very well on my 4G iPod. And they're all free. As I said before, iPodLinux is not the only way to play games on your iPod; in fact, I had a lot of in the past playing Doom with Rockbox (in my experience, experience, much easier to set up Doom in Rockbox than iPodLinux). If you feel particularly ambitious, you can set up triple-boot Rockbox, iPodLinux, and default Apple firmware using iPodLoader2.Whatever you choose, it's pretty easy to get a lot of fun games on your iPod completely free. If anyone out there has tried iPodLinux or Rockbox and want to consider or have any questions about this process, direct your iPod-game-lovin' energy to the convenient comment box below. Finally, if you're looking for more ways to have fun with the iPod, check out my other iPod-focused features. Click to view Adam Pash is associate editor for Lifehacker, which does not have a 5G video iPod and won't buy games for it even if it did. His peculiarity hack attack appears every Tuesday on Lifehacker. Subscribe to the Hack Attack RSS feed to get new installments in your newsreader. FOOTNOTES:[1] The package list is also a place where you can remove problematic modules. For example, the mpd module caused the iPodLinux to freeze during the boot-up for me, but removing it through the installer takes care of this problem. Also, if you try a game you don't like and want to delete it, just go back to the package installation tree and uncheck. [back up] Source: Nintendo Despite all the evidence to the contrary, Nintendo has spent the last few years downplaying the importance of mobile games. It's easy to see why. Nintendo makes games and hardware that, whether the company likes it or not, compete with phones and tablets for players' money and attention. If Nintendo acknowledged that mobile games were affecting its business, the company would have to do something about it. As sales of Nintendo games and hardware have slowed in recent years, the mobile gaming industry has thrived, inspiring shareholders to implore Nintendo to make mobile games and grab a piece of the pie. Nintendo has finally retreated. In partnership with Japanese mobile gaming company DeNA, Nintendo has announced it will finally begin making mobile games, with the first title expected to be released this year. These games will not be direct ports of existing Nintendo games; there will be a whole new experience based on the characters and worlds Nintendo has created. That's what we thought. What features of Nintendo would work best on smartphones and tablets? Here are five franchises we came up with. Source: Nintendo 1. The new Super Mario Bros. Traditional Mario game all but requires a physical controller with buttons players can push to make a nimble plumber jump over pits and goombas. Because mobile devices use touch screens to control input, the standard Mario game on a mobile device isn't an ideal combination. If Nintendo created an auto-runner to play Mario and friends. In auto-runners, character races forward automatically, let the player click on the screen to jump challenged if necessary. Many successful auto-runners have been released on cellphone already - titles like Canabalt and Temple Run. But the one that is found in the mushroom kingdom and stars our favorite Nintendo characters could be the auto-runner to rule them all. Source: Nintendo 2. Pokemon Before the nerd is about Pokémon coming into mobile, we have to mention that this franchise doesn't have to be included in the Nintendo/DeNA partnership because it's technically owned by a Pokemon company. But since we're still dreaming here, let's push ahead. These seemingly simple role-playing games would be perfect for mobile devices. All fights are turn-based, so touch control shouldn't be a problem. And since it would be a brand new game, developers could tind with the display to make them feel at home on the touchscreen. Better yet, trading with adorable critters with friends would be easier if everyone had a game on their phones and tablets. Source: Nintendo 3. Nintendogs Certainly one of the biggest reasons Nintendo capitulated to the production of mobile games is to appeal to children, many of whose first experiences with video games nowadays come from playing on their families' tablets and smartphones. Unlike many older people, young children today don't think of mobile gaming as second class compared to a console or handheld gameplay. It's anyone's guess whether they will graduate to play games on dedicated facilities. One Nintendo franchise aimed primarily at kids is Nintendogs, a series of pet simulator games for Nintendo DS. In the game, you get the dog to care in real time. You can pet it by rubbing the touchscreen and calling it by talking into a microphone – things that would translate well into a mobile device. Even better, Nintendogs has an in-game shop where you can buy things like frisbees and bones for your dog. This would make Nintendogs the perfect candidate to become a free-to-play game. And we all know that when you're trying to pull out new customers, the first taste should be free. Source: Nintendo 4. Fire Emblem The great thing about fire emblem games – from a mobile perspective – is that they are turn-based. Fire Emblem is a series of strategy games that take place in a fantasy world full of interesting and likeable characters. You command these fighters in action, you control them one by one, you move them around on the grid battlefield and you tell them which enemy to attack. Think of it as a more complex version of chess. Since almost everything in this series can be done using the touch screen, it makes sense to put it into your phone. Source: Nintendo 5. Mario Paint Mario Paint has never become a franchise, but it's a fantastic Super Nintendo game that came out in 1992. To draw and paint your masterpieces on SNES, the game came with a special mouse used as a driver. And since so many PC games have been ported to mobile, we know that using the touch screen is not too far from using the mouse. In fact, touching the screen directly to draw pictures would work even better than a mouse. Some of the most entertaining players he had with Mario Paint came from his extra modes, which included a music editor, a simple animated creator, and a fly-swatting mini-game. If Nintendo brings everything to mobile devices, it could fuel kids' creativity for years to come. Whether Nintendo will bring any of these franchises to mobile is anyone's guess, but they all seem like they could transition with style. It's also quite possible that the mobile games that come out will have little resemblance to the original titles, and instead look more like the free-to-play fare we're used to seeing on mobile. But no matter how Nintendo goes, it's definitely an interesting ride. Follow Chris on Twitter @CheatSheetChris Look at Tech Cheat Sheet on Facebook More from Tech Cheat Sheet: List:

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