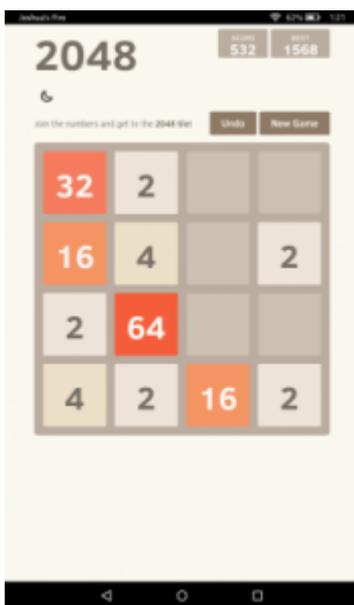


# 5 open source games for Android (Part-1)

## 2048

An implementation of the *2048* puzzle game. The game involves moving tiles with numbers on them around a 4×4 grid. Tiles start with a 2 on them, and each time two matching tiles touch they combine. A 2 tile touching a 2 tile would become a 4 tile, two 4 tiles touching would create an 8 tile, and so forth. The objective is to keep combining tiles to form a 2048 tile, but if the grid fills with tiles and there are no valid moves left, the game is over.

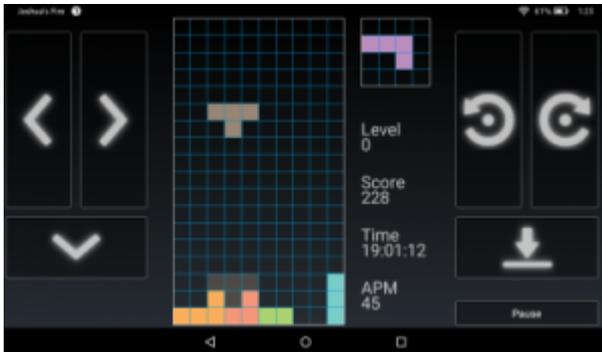


- [F-Droid page](#)
- [Source code](#)
- License: MIT

## *Blockinger*

*Blockinger* is a *Tetris* clone. The standard *Tetris* pieces fall from the top of the screen and the player moves and rotate the

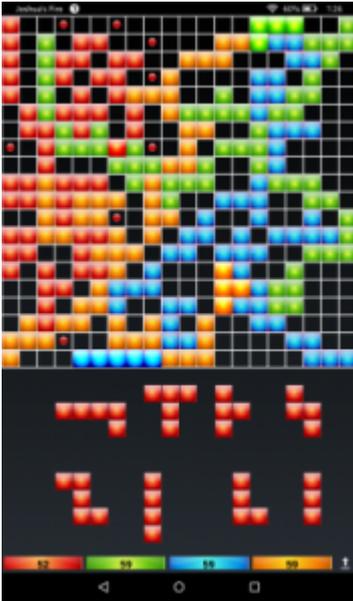
pieces to create full rows of squares. When a line is completed, it disappears. Play continues with ever-increasing speed as long as the player keeps completing lines. However, if the blocks reach the top of the screen, it's game over.



- [F-Droid page](#)
- [Source code](#)
- License: GPLv3+

## ***Blokish***

*Blokish* is an unofficial, digital version of the *Blokus* board game. Play takes place on a 20×20 grid and four players (in a single-player game, the computer plays all three opponents) take turns placing their playing pieces on the grid. Each player has 21 pieces of various shapes and sizes ranging from a single square to pieces that have five squares arranged in various formations. The first piece a player puts on the board needs to touch the corner of the board and each subsequent piece needs to touch the corner of a piece the player has already placed on the board, but it can not touch the side of piece of the same color. The goal is to use up as many pieces as possible and cover more spots on the grid than the other players while trying to deny the other players the ability to accomplish that same goal.

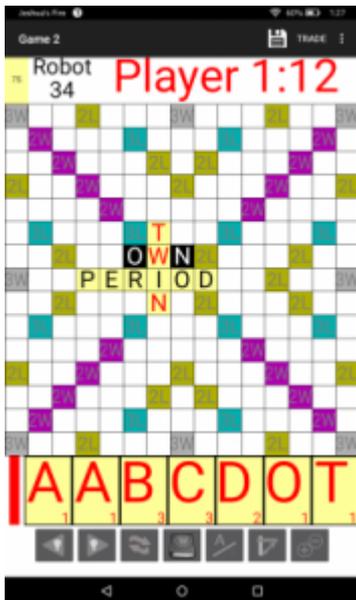


- [F-Droid page](#)
- [Source code](#)
- License: GPLv3

## ***Crosswords***

*Crosswords* is a *Scrabble* clone with a decent computer player to play against and options to play against real people taking turns on the same phone or remotely by using Internet or Bluetooth connections. The game is played using standard *Scrabble* rules. Using a set of tiles with letters on them, players form words. Points are earned based on the letters used, with some letters being worth more points. Placing letters on certain spots can earn even more points from double letter, triple letter, double word, and triple word bonuses. When a player places a new word on the board, it has to connect to the words already on the board. As the game progresses, the board takes on a crossword-like appearance.

- [F-Droid page](#)
- [Source code](#)
- License: GPLv2



## *Devinettes*

*Devinettes* is a collection of riddles that the player can puzzle over and try to solve. The first riddle is the famous riddle of Sphinx, “What walks on four legs in the morning, then two legs in the afternoon, and three in the evening?” There are a total of 18 riddles to ponder over. While the game is open source, the answers to the riddles are SHA1 hashes, so you can review the source code without spoiling the game.



- [F-Droid page](#)
- [Source code](#)

- License: GPLv3