The Unofficial
GamePark Magazine

Darts GP
Causing A Splash

Hello there.

Thanks for reading the first issue of **GPM**, the Unofficial GamePark Magazine, whether on your computer or printed. The GP32 is a truly brilliant console, with a great screen, smooth ridges and of course those oh-so-sexy insides. This magazine/fanzine is a tribute to it and the community that surrounds it.

You just have to make a post on GP32x, Emu or another site to know how nice everyone is, and how willing to help they are. A close, tight community deserves more than one paper/electronic paper based source to assist it. This is my personal contribution.

You may have noticed the word 'me' used. That's because GPM is a one man project, and due to that you may find this over-opinionated and possibly even anti-GP32. I'm not at all, I just like to be honest and not overrate games for the sake of it.

I'd like to thank everyone who reads this fanzine/magazine/e-zine/whatever-zine and a special thanks to Guy Fawkes, Washo and Enf65. The magazine may not be as long as I had originally hoped but my free time is being narrowed down again and I think it's better to get it out as it is.

The future depends on you; if you want another issue let me know. There may be a future printed version of this issue with revisions available on the Internet, but of course I don't know if this will ever happen.

Suggestions? Comments? Email retropunchout@hotmail.com

Cheers,
Mark

Would you like to advertise in a future issue? Email retropunchout@hotmail.com to enquire.

The GPM website can be found at http://gpm.techme.org. A special thanks goes to Narmak for hosting.

Post Issue Release Notes: Thank you for downloading the new version of the fanzine, I can't believe all the feedback it's been getting. I never thought it would be so well accepted; thank you everyone who downloaded the first issue and gave comment. This version fixes some of the points fired at the first edition such as layout and spelling. Please note that future issues will only be available as one edition. Also, thanks to everyone who hosted the files, and to the websites around the world that advertised it.

Contents

Since there is a lack of commercial, boxed GP32 games, I also review homebrew games and ROMs. Of course, nothing is gospel and information is based on my own knowledge/opinions in the majority. My views on emulation are strong, but that does not mean I endorse breaking the law. I cannot be held responsible for anything that happens when you play any of these games or download them. The same applies for all other formats.

Dyhard: With Infinite Stairs

Like hard games? I do. Like platformers? I do. I' m sure to love Dyhard: With Infinite Stairs then!
Erm, not exactly. You see; I like games where you actually control your character.

You have to hand it to the developers, they made a bold move by not conforming to platform cliches.
You "control" Bruce Reeves trying to get to the top of what seems like an infinite and random amount
of stairs, hence the subtitle. You achieve this by holding down the A button until he power gauge is at
a suitable level for the height of the jump you want to achieve, while Brucey walks backwards and
forwards constantly, presumably looking for some sort of gameplay. And when you fail (which you will, many times) you can use 2 rockets by pressing B to recover. That's innovation.

The Big Question: What were Kookie Soft thinking?

My reasoning behind the game is that after watching the DieHard films, they wanted to make a platform game based on it' s action packed storyline. But, instead, they kidnapped a tramp and put his legs in cement, before repeatedly pushing him down the stairs. One idea had to go, and alas, it was Bruce Willis. I suggest the title "Tramp-Push" for the sequel.

There is another mode, which is possibly even worse. You can' t jump in this mode, but instead move
left to right, trying to land on the platforms that appear below you. Fall, or get caught by the top of
the screen and it's game over. Not fun.

Don' t buy this game unless you' re a compulsive collector-and if you do don' t say I didn' t warn you.
Oh, and it's got absolutely nothing to do with Diehard.

Two Out Of Ten

Tomak: Save The World, Again

Originally a total mess, with the patch the game now becomes a fantastic weekend killer-as long as your weekend is 15 minutes long. Get saving for that rocket my friends and blast next to the sun.

The Big Question: What else could I do in 15 minutes?

You could write a Email and send it here.

You could listen to half of a Cradle of Filth song.

You could count all the spelling errors in this magazine.

You could thank God that playing Tramp-Push isn' t compulsory.

Oh it' s short. Dear God it' s so short. Think of something short, then take away something slightly shorter. It' s still probably longer than Tomak. It really is a shame, because this shooter really could of been amazing. With lovely graphics, dozens of sprites and nice large bosses, the game is nicely presented. It plays great too, with a choice of three ships/characters, that can be powered up and transformed. The sound isn' t bad, but like most GP32 games, it' s nothing to write home about. (Speaking of which, if you have ever had the urge to write home about a video game' s music, let me know. I' d love to hear from you.)

It really is a crying shame. I can' t say it enough, but it is so damn short! 4 levels are not long enough! Okay, you can give yourself less power and make the enemies harder, but still, it' s only four levels. I completed it on the medium settings on my first try losing only one life, and that was because I didn' t know which part of the boss to hit. I own the boxed copy, and while the artwork is stunning, I can' t see myself getting it out to play for a while. With more levels this would of been a Nine Out Of Ten, but as it stands, Tomak is merely above average.

Six Out Of Ten

Treasure Island

No, no, no, no. Why does this always happen? A GP32 game that starts off looking well, then reveals itself to have a major fault. Damnit.

The Big Question: Why do GP32 developers often try new genres?

I think it' s because the GP32 is a very original console-how many of them support homebrew games this much? But as I said, there really is no point in creating a new type of game when it' s this quality. am all for originality, and love games such as Super Monkey Ball and a great TGF game called Caveworm, but they were good ideas. This, sadly is not.

The main thing wrong with Treasure Island is simply that the game isn' t fun to play. You and a opponent take turns to put bombs into holes, which then turn up on your opponents part of the screen. if they are standing under the hole, they lose a point. Three points lost and you lose. That' s it. Nothing else to it.

The Graphics are big and well animated, and the introduction movie at the start is fantastic, so there are no problems in that area, and sound isn' t half bad. It' s just the fact the developers have tried to create a new style of game-which obviously there is nothing wrong with. But, unless the new idea is a good one, there really is no point.

Three Out Of Ten

Dooly Soccer 2002

I am not really the world' s biggest fan of football, although I do know that it is not played quite like this. But if it was it would be a damn site more entertaining.

This, in a sentence, is a game for children. I am aware that that' s often a easy way for a developer to get away with releasing a painfully average Arse-Em-Up, but this really seems to be aimed at the younger owners of a GP32-which, to be fair probably sent their mum' s to get a GBA.

You can get a small amount on enjoyment out of this 5-a-side style game, which incredibly basic controls and gameplay. The number of goals often accumulates to around fifteen, which makes it little more than an advanced game of pong with a knockout mode.

The Big Question: How would a realistic sports game be on the GP32?

Well I' d say fantastic. A realistic football game would be perfect for the Europe launch and could bring some much needed sales to the dying company. The graphic and sound capabilities are there, so come on developers.

Human' s are replaced with animals and other creatures, each with a special move they can unleash, such as running faster than the other players or causing a earthquake which knocks everyone on the pitch down. It sounds good but it' s not executed well- the moves are often pointless, especially as you can' t often tell where the player is, or in the extreme-what team they play for.

I tried to like this game, and played it quite heavily after buying it to try and feast on all the fun in it, but it' s not worth the asking price. I can honestly say, I had more fun playing the box puzzle extra, and I still do. The puzzle thing alone would get a five if turned into a full game. The space game you also get as a bonus isn' t worth bothering to navigate the Korean menu.

Four Out Of Ten

Balloon Fight (NES)

An incredibly simple twenty year old first generation 8-bit remake of a game that was released several years prior. Now look at the score.

You are a man with two balloons attached to you. You float around trying to bounce off the head of enemies while avoiding being hit yourself. If this happens, you lose a balloon and some of your flight, making it harder to stay up and control. When all enemies are knocked out on the screen, you move onto the next level. Every three levels, you play a simple balloon pipe collect-em-up, and get back both balloons. That's it; it's that simple.

The game itself is an easier remake of Joust, while managing to be much better than it. The high score is the only thing to try and achieve, that and the two player mode, which is also brilliant. Of course, the graphics are dated, the sound effects aren't up to much and there are far more complex games out there, but this is gaming brilliance. And with it as a extra in Animal Crossing and on the E-Reader, another generation of gamers get to sample this work of art.

Play it, and know the meaning of fun.

How does it run on the GP32?

It works perfectly in Little John. Full speed, nice screen size and perfect size. Plus the ROM is incredibly tiny, and is worth always keeping on your SMC.

Nine Out Of Ten

Super Mario Bros.(NES)

I couldn' t really not review this, it' s arguably the best game of it' s kind. Despite it' s countless re-releases (well, countless if you can' t count past three) the original NES version still has an edge, mainly due to it' s charm, and the memories it brings back.

How does it run on the GP32?

Again, it works perfectly in Little John, as most NES games do. The only trouble you' ll have at first is running and jumping at the same time with the clicky GamePark buttons and playing without the patented directional pad is slightly odd.

If you have never played this game you can' t call yourself a gamer. Scrap that-you can' t call yourself anything. You owe it to yourself to play this -it' s beautifully simple graphics, sounds and control make it perfect beyond belief.

It' s been twenty years since we first got our hands on this game-that' s older than me. I never grew up in the arcades, playing nigh on impossible games with the paper-round money on Saturday mornings, with people crowding around as me and three mates kicked everyone' s arse on Gauntlet; I' ve had to catch up with that since. But I can vaguely remember getting playing this at an incredibly young age, and completing it without warping-although I probably didn' t do it in it' s harder mode. I still haven' t-not without warping to the painfully hard world 8 via beanstalk that is.

Nintendo really hit the video gaming industry hard when they released this. 20 years later, it still stands up, and if you haven' t fired up your NES for a while, get the game and see how it still stands up against every other 2D platformer made since.

Ten Out Of Ten

The Great Giana Sisters (C64)

Upon release C64 owners no longer needed to look to at the growing console market with green eyes- they had a clone of one of it's greatest games. With attitude.

How does it run on the GP32?

It works even better on the GP32 than on the C64. Not only can you have highscores etc. with certain versions, or have infinite lives automatically, but you can also switch the jump to the 'A' or 'B' button, instead of the 'Up' key, which proves awkward when played on the C64.

Eight Out Of Ten

Some say this is even better than the brilliant Super Mario Bros.-I say no way, it's good but not that good. It would be pretty damn difficult for this game to be any different though; copying the formula of an amazingly successful game isn't rocket science.

However, it is implanted very well.

It features a Punk/Cutie character, who flicks between the two as Mario grows with mushrooms. The controls are sensitive, and on the original using the up button to jump seemed outdated even then. Luckily, this isn't needed on the GP32-see the yellow box.

The levels are shorter than that of Mazza's, and there is no world system-the levels are just Level One, Level Two etc. They still echo the design of Mario's levels, and are all the better for it.

However good, I really couldn't give this game more than a Eight, as it's a obvious rip-off of a superior game. Download and play this using Frodo-it's good to see what Giana's Return takes it's basis from.

Penguin Kun Wars (NES)

Penguins are my favorite animal, so when I saw this on a GBA multicart (Tsk Tsk, I know) I decided to have a quick blast.

I was pleasantly surprised when I played this. Although I'd never even heard of it before, it still kept me occupied for two weeks worth of holiday (along with Mario Bros. 3) due to it's odd game design.It's probably best described as a cross between Pong and dodge which oddly works.

How does it run on the GP32?

Absolutely fine. The Penguin Kun Wars I downloaded was a weird hack, with a cat/rabbit thing instead of the penguin, and rather oddly a VMU/Pocket Station as a paddle in the bonus stage, but still worked like a charm.

You are a penguin who sits at the bottom of a Semi-3D Court. The idea is to get as many balls into your opponents half as you possibly can in the time limit. When all the balls enter one half, or the timer hits zero a winner is decided, and the next game is played. The winner of the best of three goes on to the next stage of the tournament.

Be warned though, it's freaking tough. Although the first levels and slightly varying bonus games aren't too much of a problem the game soon heats up. The best tactic is to try and get a perfect game by throwing the balls at your opponent, stunning them for a few moments, and repeating this. While this works in the first two levels, the level three and above characters barely take damage from it, so new tactics need to be devised.

The game isn't outdated in the same way as most NES games are. There aren't really many games like this on the next-Gen consoles so we have nothing to compare it with. Although the graphics aren't the best, they are cute, colourful and do the job well.

It's not without its faults tough, it can be incredibly frustrating at times, and brutally tough. Sometimes it seems it all comes down to luck-and to be fair it sometimes does, but I can't see a point in not downloading this. It deserves to be seen in todays world of pre-defined genres with copious amounts of cliches and the same crap being pumped out again and again. You've probably never played it, so it'll be a fresh gaming experience. Give a shot people.

Seven Out Of Ten

1984 (George Orwell)

A work of fiction or a prophecy predicted? You decide.

Orwell's final work, and possibly his finest has survived like only the best books do for around fifty years, even growing in relevance over this time.

The world is split into three superpowers, with phoney wars used to control the masses. They live under 'Big Brother', a figurehead used to absorb all the love and emotion that the population may feel. Every movement is watched, every sound recorded. No books are allowed that mention the word 'God', or any Religion. Big Brother is everything- there is nothing else.

I won't even touch on the story-I'll leave that for you to find out. The climax is as chilling as you could possibly expect-yet you know it will happen all along. It's a horror story, with extreme right politics as the ghosts.

The book can be sold without even mentioning the plot- the setup is tempting enough. As scary as this may seem, we may not be so far removed from this way of life. With more and more CCTV following us at every turn, and the activities of the secret service, the book seems more appropriate now than ever before.

Tobi Drummer

If you only play one black and white stickman drumming game on your GP32, make sure it's this one.

Who would of thought the GP32 could turn into a drum machine quite so fantastically? You use every button on the pad (apart from the control stick) to hit a different drum and thus make a different noise. I'm hopelessly rubbish at drums (as with anything slightly musical), but I can still knock out a mean beat with this monster. Grhh.

The obvious way to improve the game would be to make a Beatmania mode, where you press the buttons in sync with the symbols that flash up on screen, but unfortunately, I can't see that happening. None the less, this is well worth the little space it takes up on your SMC.

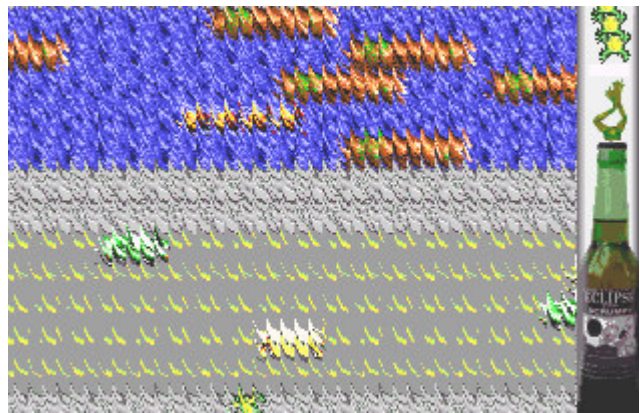**Seven Out Of Ten**

Friends Revisited

We all love the classics and the ability to play them on the move, but in most cases, aural and visual delights are certainly lacking. It seems we' ve been spoiled by the movie-era of games, and that has left certain titles unplayable to most-but what happens when developers update them especially for our beloved console? GPM looks at a select few.

Drunken Frogger

Everyone knows what Frogger is, or has at least played one of it' s clones (such as Purple Turtles) on a huge number of consoles. He' s seen quite a few remakes including the hugely enjoyable PSOne version. He' s even been given a total makeover in the newer games and been turned into a fully pledged platform star. And now, best of all, he get' s pissed out of his head.

It' s regular Frogger with a twist that means the more you move the harder it becomes to see anything-apart from some truly amazing effects (with my favorite being the retro-look). Stopping still for a second helps you sober up, and then carry on. As with the original, you must guide your frogs to the other side of the road.

There are problems though. The game can be cruely hard due to the effects, and you get the feeling that it' s just a graphical demo-it lacks fun. Maybe the Frogger idea is outdated and gaming has moved on, but still, this was a decent attempt at a game, and a Ten Out Of Ten for visual genuis.

Why It' s Better Than The Original:

Animals+Alcohol=Fun.

Fantabulous (I am aware this isn't a real word) Graphics and overall presentation.

Why It' s Worse Than The Original:

The original didn't rely on graphical effects.

Six Out Of Ten

Giana' s Return

There' s something about the Giana' s that gives them a special place in gamer' s hearts. Sure, it was never as good as Super Mario Bros, but that doesn' t matter. It was the underdog, crushed by Nintendo' s fat lawyers. That' s why it' s so great to see an update.

The first thing that strikes you is the water that ripples behind the characters and the clouds in the sky. It' s amazing how the developers have managed to keep the retro look, yet update it to today' s standards. This is one of the greatest examples of how a remake should be handled.

When you really get into it you see what fans of platform games the developers are. The level design is seriously the best I' ve seen in a original game for a long time; commercial or not. It demands pixel perfect jumping and allows for some ' mad skillz' by bouncing on multiple enemies head' s without touching the floor. The levels are of a large size (much bigger than the original) and range in theme.

I haven' t even touched upon the sound yet-and I really should do. The only thing is, I can' t really do it justice. Although not quite up to the quality of Donkey Kong Country or Super Mario 64, the audio is still a joy to behold. It really should be heard- it fits in with the moody theme of the game superbly.

I can' t think of many faults-apart from the fact that in the version I played (the first version) there wasn' t a working high score table, and the secret levels password didn' t work. But if you' re not convinced-download it. You won' t regret it, it remains true to the original while improving on it in every possible way.

Why It' s Better Than The Original:

Lovely Graphics
Almost Donkey Kong Country Quality Sound
Awesome Level Design
Use Button To Jump

Why It' s Worse Than The Original:

Nothing. Surpasses it in every way.

Ten Out Of Ten

Mya Mya Rocket

Okay, it may not be really retro, but who cares.

This game always was going to be superb. There was no question of doubt; the Dreamcast version is a true classic, and the GBA port proved that it really seemed perfect for handheld gaming, so it's a good job the developers haven't let us down.

The principles of the game are the same as ever, except now you control cats trying to eat mice. Not as friendly as the official versions, then. But who cares? There are only 25 stages at present, and the game has quite a few bugs (possibly the most notable being the flickering screen on some levels), and it lacks polish, but this is one of the most promising games on the GP32. Keep up the good work team.

Since the game has been reviewed, the bugs have been fixed.

Why It's Better Than The Original:

You can carry it around with you. With a level editor we could have an almost infinite amount of puzzles.

Why It's Worse Than The Original:

Worse Graphics.
Worse Sound.
More Cats.

Seven Out Of Ten

GP Asteroids

There's not much I can say about this really, other than the fact it's a amazingly faithful reproduction of the original Asteroids. Since I don't know anyone else with a GP32 in person I can't try out the RF link mode, which of course I would love to do.
I never played the original to do death but I am aware of a skill known as "Lurking" that was only available in the original machines, and I doubt it would be possible in this remake. As with BTAL, purists may not feel it's the real deal.

It's as good as I can see asteroids on the GP32 though.
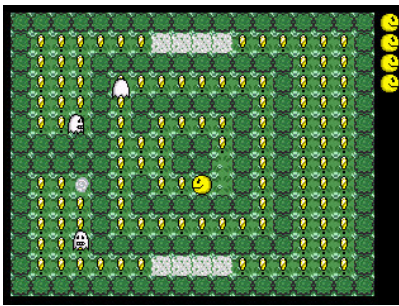

Why It's Better Than The Original:

RF Play.

Why It's Worse Than The Original:

Nothing really, although some may argue it's only a remake.

Seven Out Of Ten

Bob The Amazing Lemon

This game has some very catchy music. It' s a clone of Pacman, only you have to actually hold the stick in the direction you want to go, unlike Pacman who travels where he has been told.

There are some new hazards to avoid, and appearing blocks that stop you entering an area again which make the game a much more tactical experience. The purists will obviously argue that there are no patterns (Moving Pac in a certain way so the ghosts never touch you) but this is really a very nice try at a clone of Namco' s pizza based classic.

Although I have never tried, the game looks customizable with pictures, new levels and sounds, which will add to the replay value.

Why It' s Better Than The Original:

More variety in levels.
Customizable?
Catchy Music.

Why It' s Worse Than The Original:

No Patterns.
All the ghosts look the same.

Seven Out Of Ten

Bomberman World GP

The PlayStation version of Bomberman world really can' t hold my attention in the one player mode. I normally get to world 2 before turning it off, and not many people I know are interested in the Multiplayer mode, which left the game collecting dust in the corner. This version is different though-I can carry it around with me. There may be the Bomberman World Graphics, but this is pure undiluted Bomberman; no power-ups and no fancy moves. Some may enjoy them, and I do, as long as they are in moderation. Saturn Bomberman hit the balance perfectly.

As of yet there is no Multiplayer mode but the computer AI is smart enough to put up a decent game. It' s definitely worth the same on your SMC, preferably next to Bomberman ' 95.

Why It' s Better Than The Original:

No power-ups, although they will be added
Portable

Why It' s Worse Than The Original:

No Multiplayer as of yet

Eight Out Of Ten

Falling From Heaven

Tetris and Puyo Puyo are the two greatest puzzles games the world has ever seen-theres no argument in my eyes. This feature examines them both.

Puyo Puyo has been called a poor man' s Tetris. Well, that' s rubbish. Puyo Puyo and Tetris are both equally engaging, but in very different ways. Here' s a few reasons why either are superior.

Why Puyo Puyo Is Better Than Tetris:

Puyo Puyo is more expandable than Tetris will ever be. It has constantly been updated with new modes, the most recent being Puyo Pop Fever. The different size blocks and other things that get added only add to the gameplay, not take away from it. Tetris simply can not do this- any true variation of Tetris is awful.

Puyo Puyo arguably has more chance for tactical play, as combos can be ranked up by skillful players in huge numbers.

In Puyo Puyo there are normally five different colours, although in some there are three. They fall in sets of three from the sky can be manipulated and rotated, When four or more of the same colour join (not diagonally) they disappear, and the blocks above it fall down. Using this technique you can cause multiple blobs to disappear. When you get a combo you send an amount of blocks to your opponents screen that hinder them. The game ends when you reach the top.

In Tetris there are seven shapes that fall from the sky. You can rotate them in the air and make them fall faster. The idea is to make the blocks into lines, or a wall if you will. When a full line is completed the blocks disappear and everything above it is shifted downwards. The most lines you can get at any one time is four, when you slot the ' I' piece into a perfect gap. The game ends when you reach the top.

Why Tetris Is Better Than Puyo Puyo:

Tetris has always had that simple charm. It may not be as colourful as Puyo Puyo, but it certainly had better music.

Tetris is easier to master-and you are only battling against yourself. When you get Game Over you can' t blame it on the other character (as in Puyo Puyo).

Tetris is Russian-and Russians are cool.

Puyo Puyo and Tetris have been on quite a few consoles-here are some that are emulatable on the GP32. First up...
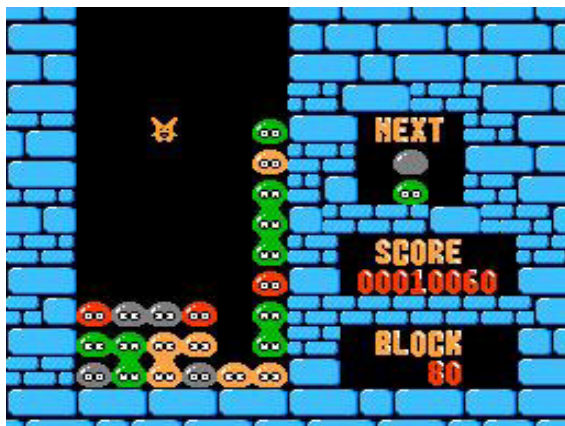
The Puyo Puyo Games

Doctor Robotniks Mean Bean Machine
Mega Drive

Without full speed Genesis Emulation as of yet this game isn' t really worth playing. Shame, as it has one of the best quest modes of any Puyo Puyo game. It also has the best name: pure poetry.
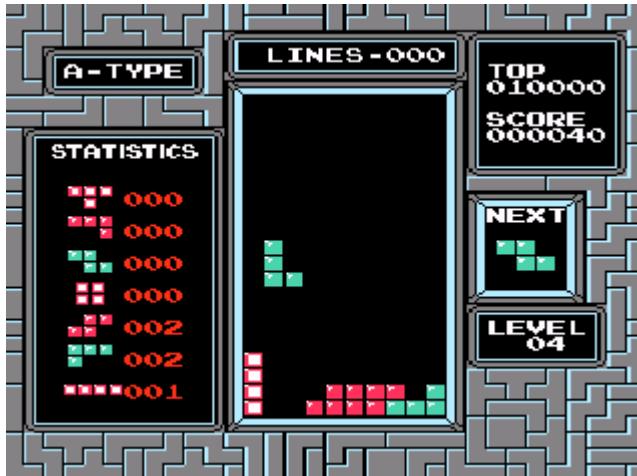

Kirby' s Avalanche
Super Nintendo

This runs much better than Bean Machine and can be played with sound. At a high clock speed this is most definitely playable and has Kirby in it! Great graphics too. For some reason, certain dumps don' t seem to work at all.
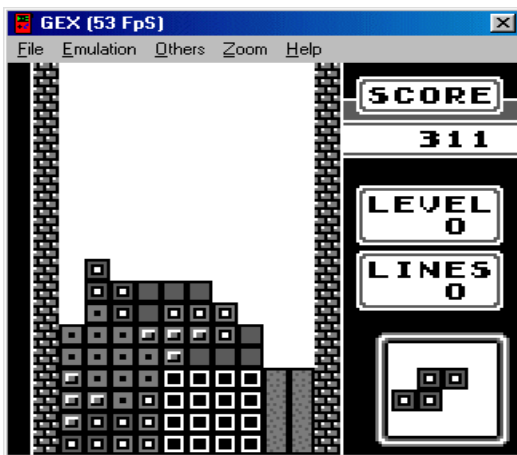

Puyo Puyo
NES

Runs full speed with sound, although there are two reasons this isn' t worth playing. One-you' re only playing against yourself and not a computer opponent, and two, the grey and green colours mash together and you' ll struggle to see.

The Tetris Games

Tetris (Nintendo or Tengen)
NES

Both games are similar, yet the Tengen version is held more highly in general. The Nintendo version has some classic Ninety characters stashed away though. Both work well and are suited to the GP32.

Tetris
GameBoy

The version we all own; or at least should. The black and white GameBoy version still holds up and runs perfectly, although has been overshadowed by Tetris DX.

Tetris DX
GameBoy Colour

Pretty much the same game as above, with a few new features and a bit of colour. Probably the best version to go for.

Darts GP

Arguably one of the greatest freeware games on the GP32, Darts GP (or just plain Darts if you will) is permanently on many people SMC's. It has a great control feature; something that has always been tricky to balance for programmers, and is perfectly balanced. With the last edition being a minor bug-fix, and many people wanting to know when the next edition is coming out, and what additions there will be, I caught up with Guy Fawkes, the man behind the board.

GPM> Hello. Can you tell us a little about yourself?

My name is David, 27 years young ;) and I live in London, UK. Work in computers and also DJ at various clubs around London and on Radio. Spend my time between my job, girls, friends, music, drinking/clubbing, coding and running the websites (not in any order). Been coding on and off since I was about 13 but only got back into it properly in the last few years when I got interested in coding on the GBA.

(not really sure what you want exactly here, let me know what you want more of)

GPM> What inspired you to make a darts game? Do you play in real life?

It was during a talk about Pubs and eventually Darts on one of my IRC channels (#emuholic) that lead me to writing the game. It was a spur of the moment idea because I couldn't remember any darts computer games since the 8bit days (apart from the one on Sky Digital) and I thought it would be cool to make.

Darts originally started being written on the GBA but for various reasons (screen size, faster to code the game etc) I changed to the GP32 a few days later. I have a dart board at home which I play every now and again, also play down the pub, I am about average at the game in real life... much better on the GP32 :)

GPM> The control system of Darts is original and works wonderfully. How did you decide on this particular method?

I tried two different methods before the one being used now, the first was a moving horizontal and vertical bar that you had to stop at where you wanted the dart to land. It didn't seem that realistic so I tried another idea which was a rotating dart and power gauge similar to the dart game on Sky Digital. Again, it didn't seem that real so I thought about using the method I am currently using which is nicknamed 'Drunken Dart' because of the shaky hand movement. I like it alot but it needs a bit more fine tuning.

GPM> Were you surprised at the response to Darts?

The first release I got some good feedback and it was more than I expected. This helped alot towards making a much improved version for the people that liked the game, main

updates were using 16bit display, new menu screens, new game graphics, two player option, speech for the referree, music and changes to the gameplay (power gauge, new drunken dart routine etc). Funnily enough I didn' t get alot of feedback for v0.2 compared to the first version despite (in my opinion) it being alot better all around.

When releasing a bugfix version v0.3, I decided that it would be the last release as I was moving over to coding on the Zodiac (more on this below) but I have now come back to the GP32 and have decided to continue the game with version 0.4 after releasing a small bugfix (again :)) update v0.31. When I announced this and asked for ideas and feedback I got a great response which was a big boost.

I think its very important to tell developers what you think of their programs. For me, not getting any feedback (good or bad) just makes me loose interest in continuing the project and I am sure it is the same for other developers. People spend a lot of time writing games, emulators etc for the GP32 so next time you play their game etc. give some feedback. Even bad feedback is good (at least for me) as it shows what people may not like about the game so I can improve on it.

GPM> What do you have planned in the next version-and is it the final edition?

The next version will hopefully be a big update like version 0.2 was.
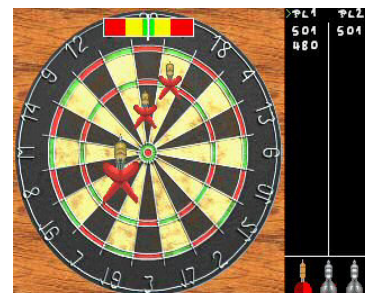
- CPU AI is definitely in the next release as I have 70% completed this.. just need to make it less smarter as it gets perfect scores every time at the moment ;)
- Tournament mode is planned which I am currently thinking about how to do, that will be much like a proper darts tournament like what you see on BBC2. I also want some kind of ' Create Your Own' tournament or Career mode so people wont get bored of the same opponents etc.
- The Tournament mode and Standard Game modes will also feature a player profile. This will record stats

The difference between Version 0.1 and 0.2 was obvious, with 0.3 being a simple bug fix.

like games/tournaments won/lost, darts thrown, darts dropped etc. This was my idea after playing EA games (FIFA and Tiger Woods) and saw how they have created BIO' s for players which keep track of everything and even over different games... hint hint Fruit Machine, Cards anyone ;)
- I am looking to make changes to the presentation of the game, in particular during the game. I watched the recent darts championships on BBC2 and got some ideas from that such as the presentation, flow of the game, the way the scores are displayed etc. The scoreboard on the right hand side will probably disappear in the next release and be replaced by the new ideas I have.
- I was playing around with some more speech for a new commentator in addition to the referree who will say some things during the game. I am not sure if this will go ahead though as people will probably get bored of hearing the same sentences over and over again.

- Most of the feedback I got was to add different game types (Cricket, Round The Clock etc) to the game. I will be adding as many as I can so no worries there.

I think that's all the main features I have planned for the next release, there will be loads of smaller changes which are not that important. As for it being the final version.. I don't know, it depends on how long it takes to get finished and if I have a Zodiac by then

GPM> Is there anything you wanted to add to it, but couldn't for whatever reason?

I wanted to do netplay and RF unit support. Can't do netplay as the net libraries are not available on GCC so that's a no go. RF unit may be possible (haven't really looked into it) but I think this relies on the net libraries and also I would need two GP32s and RF units which I dont have and dont really plan to get. I have done or planning to do everything else I wanted on the game so far.

GPM> You say you are moving onto the Zodiac after Darts-do you have any specific plans yet?

It's 50/50 if I will move over to Zodiac, depends on when I get the console and also what the scene is like by the time they release it worldwide. I have done some test code on the Zodiac and its very nice, in my opinion better to code on Zodiac than GP32. If I do move over to Zodiac then I will most likely port or rewrite Darts and continue with my Pub theme games, things like Cards, Fruit Machine, Dominoes, Table Top Footy and erm 'Chatting up the Barmaid' sim ;)

GPM> There seems to be alot of hate in the community towards the Tapwave handheld, why do you think this is? Is it as developer friendly as the GP32?

To be honest I think its just people being stupid why there is so much hate. It happens in all the scenes like PS2 v Gamecube v Xbox, can even remember it with Amstrad v Speccy v C64 in school :) What I don't like is when people from the other side get their facts wrong, that really pisses me off and it was proven when I got involved in a GP32 v Zodiac argument and it appeared to most GP32 fans that I was some kind of Zodiac fanboy. I like the GBA, GP32 and Zodiac but if there is an argument where wrong facts or opinions are given just to make the other side look rubbish I will jump in all guns blazing ;)

A few coders from the GP32 scene are now coding on the Zodiac so there's already some friendship there. The Zodiac dev scene isn't as tight knit as the GP32 scene mainly because the most of the Zodiac coders are from the Palm dev scene which is very large. I don't actually know as many Zodiac coders as GP32 coders but there is alot more. The ones I do know are very friendly and helpful though.

GPM> What's frequently on your SMC?

Darts and my other game Yahtzee are always on it (addicted to Yahtzee) and a couple of my other games that I have wrote but cant release for various reasons. Only the one commercial game which is Pinball Dreams (I'll buy GloopDX eventually) as its the only commercial game worth buying. There's LittleJohn and oSnes9x and a couple of other emulators. I don't really have alot of time to play games on the GP32 so there's hardly any homegrown games on there, all the entries from Another 15 Days are still on it though.

GPM> Thanks for your time. One last question- any chance of a bit of Bully;)

Depends if I have enough time and can get an episode to watch to get the order of the quiz. Haven' t watched Bullseye in many years, I can remember the show but not the specifics. If anyone can help out with an episode to watch please get in contact with me.

And make sure you do! Bullseye is needed!

When asked when we can expect the latest version, Guy Fawkes had this to say:

Hard to say, Darts is only coded in my spare time which I don' t get alot of, I also run the websites etc which takes up most of the free time. I don' t make release dates unless I am close to release but as a very rough estimate probably in two to three months so maybe around May which will be just in time for GP32Emu' s 2nd anniversary ;)

The official preview of the next build of Darts will be in a future issue.

GP64

The emulator we all want, not the next generation GamePark. Just Imagine it...

It' s probably never going to happen. We can all sit here and say how it is possible if we assembled a team of superstar coders and paid them for a year or so, or how we could have it at a few frames per second, but we have to face facts. Re-read the first sentence of this paragraph here.

The thought of playing Super Mario 64; my favorite game of all time, on the go is something that I' ve always wanted to be able to do, but never been able to. A project called simply GP64 teased me with it' s screenshots, and the thought, "Is it real?". I don' t believe it is-however much I really want to.

MoonDragon says he it is not a full pledged emulator that will allow us to play, but merely a test of the GP32' s strength. But is it strong enough; I don' t know. But someone, prove to us all it can.

If you will be checking out the link below, whip out Sonic 2 and prepare to tap those impatient feet in unison-it' s an incredibly slow server.

Check out **http://www.ifrance.com/gp64project**

GPAdvance

It's the most talked about thing in the community at the momment, as we finally have a working GBA emulator. It only plays a few demos and lacks sprite support at the momment, but it's very promising.

GPM has the exclusive interview.

A big thank you to Washo for translating from French to English, and of course to enf65.

GPM: Can you tell us a little about yourself?
---Im studying in Toulouse (south-west) in an engineer school

GPM: Why did you choose to make a GBA emulator?
---I had already programmed on GBA and when Ive seen the GP32 having the same CPU (or more likely the same language) then I launched this idea on Yaronet and then I started to work on that...
In fact this is more a technical challenge

GPM: Are you pleased with all the positive feedback it's been getting? I mean, you've mean heralded as a God in the GP32x forums:)
---Im pleased to read all the encouragement Im receiving but not to be heralded as a God: I need to insist on the fact that my emu doesn't emulate the GBA CPU so there is less code to write than a classical emu

GPM: What do you think the limits of the GP32 are? Do you think we will ever see fullspeed GBA emulation with sound, or the other
major emulator that has popped up lately; the Playstation emulator?
---Limits are very depending on the type of applications. I dont have a big experience with GP32 (I have mine for about 2 months and this GBA emu is my 1st project). It get a marvellous CPU but no graphical chip.
In my mind it should be great for 3D but for everything like 2D I think it is not really better than a GBA.
For the PSX emu I really dont know but for my GBA emu I think fullspeed is reachable but with some restrictions (no fullscreen, frameskip...)

GPM: As you proberbly know, the Zodiac's emulator developer has been emailed by Nintendo, saying he is infringing on
copyright-when obvouisly Nintendo don't have any legal rights to shut him down at all. What do you think of this?
---Maybe I would be pleased to receive a mail from Nintendo: that would show me that my emu is getting attention by a lot. I would be pleased to become a game devr so if I set up myself as Nintendo or a GBA devr I understand very well that emulators arent welcome. From a legal point of view I dont think my emu is illegal. If I find a solution to avoid piracy I wont hesitate to use it with my emu but now I didnt find a way

GPM: What's the French GP32 scene like? And do you think we'll ever see a Europe launch?
---Except making some research using internet Ive never heard about GP32 in France. I dont really trust in the EU launch for now. I dont encourage that before making a lot of people knowing about it. I should be enough to make the GP32 a little popular so it will work in Europe

GPM: Thanks very much for your time. Do you have anythin you would like to add?
---Dont be too impatient, Im at the early beginning of the developpement. Even if demos seem to work great there a llot of things to be done

EndGP