

The Unofficial

# GamePark Magazine

The Second Issue



# Shibuya Speak

The Blue Angelo Interview

Most Wanted  
Pirotic Interview  
ROM Reviews  
Electronia

[gpm.techme.org](http://gpm.techme.org)

Hello there.

Well, I couldn't ask for a better response to the first issue. It's been incredible; I estimate around 1500-2000 downloads, which is much more than I expected. To see comments in English, German, French and Korean really is a great feeling. The second issue was never really definite, and many said that being a one-man team I would tire of making it, but here it is, undiluted and ribbed for your pleasure.

I've kept the format of the magazine pretty much the same as last time, and added some new features, although I haven't received enough Emails to form an Email section yet. It will come though, hopefully:)

I'm still wondering about how often to write the fanzine, though. It would be best to go for an issue every month, although this is far too much work. I think it's best to expect to see another two issues before Christmas. (Expect a huge Christmas issue by the way; I've already got plans, oddly.)

Be sure to check out Issue 4 of Retro Gamer ([www.livepublishing.co.UK/retro](http://www.livepublishing.co.UK/retro)), as I have been told by the editor to expect my letter printed. (It of course says what a wonderful machine the GP32 is.)

Suggestions? Comments? Email [retropunchout@hotmail.com](mailto:retropunchout@hotmail.com)

Cheers,  
Mark

**GPMagazine is made completely in what little spare time I have. If you would like to donate, my Paypal address is [red\\_turkey@excite.com](mailto:red_turkey@excite.com). Thank you. Bribe money to that address too, please;)**

**Would you like to advertise in a future issue? Email [retropunchout@hotmail.com](mailto:retropunchout@hotmail.com) to enquire.**

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



**God bless the  
GameBoy camera.  
And chips.**

# 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 and MP3' s etc. 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.

## Homebrew/Ported Games

**Electronia**  
**Vertical**

## ROMs + Emulation

**Donkey Kong (GB)**  
**Sonic The Hedgehog (Mega Drive)**  
**McDonaldland (NES)**  
**Balloon Kid (GB)**

## More...

**GP:\\ MP3 : Incubus**  
**Other**

**GPETC**  
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**The Hardcore?**  
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# GPETC

Lately, I've been asking myself a few questions (Not literally of course) regarding the GP32 scene in general. For the magazine's first editorial, I've listed two; and the conclusions I have reached. Expect to see more in future issues.

## **Do we really need a GP32 magazine?**

After thinking about it, I don't think we really do. Most people buy a magazine as they can't afford to own every single game released, and they need an opinion on which are good and which are not worthy of the cash. The GamePark however is different to every other console; most of the games are free and therefore can be downloaded straight away. If the game's not good, it merely gets deleted.

GP32Zine and the new Diskmag Parklife have however proved that there is a 'market' for GP32 fanzine's. It seems that people want to hear other's opinions, and not just the facts on a game. This fanzine has been opinion based for the first two issues, although I'm think of resorting to a purely factual and objective look at games in future issues.

## **Do we even like the GP32? \*Controversial\***

Odd question maybe, but think about it. Is it really the GP32 that we love, or other companies work, and the large, active community? You could argue that when you own an Xbox you merely love someone else's games (although probably not the community. Stuck Up Assholes.), but with the GP32 it is different again.

The console has a bad screen. The console has poor diagonals. The PC Link Software is dire. The commercial games mostly suck. Now before you Email me with your letters of burning hatred, and how you wish to crucify me, let me explain myself. I love the GP32's community and the work of the homebrew developers. I practically worship people like Squidge, YoYo and Ryleh as Saints every time they release a new piece of software. I have also seen dozens of people with semi-broken GP32's, and GamePark refusing to answer pretty much everyone. This kind of thing really aggravates me; okay, they may not have the resources for perfect equipment each time it's made, but surely they should test the unit's before they are sold? Surely more effort should of been placed into designing PC Link? Even with all this annoyance, I have to applaud them for making such an open-source handheld.

# Electronia

**The creator says "A puzzler is a handheld' s best friend." I must say, I agree. This game however, is your batteries worst nightmare.**

Every puzzle game that arrives is beaten by the media with a large L-Block shaped stick if it doesn' t fit the description ' The New Tetris.' will however spare this needless beating for the following reasons.

- 1) I am not the media. Then again, nor is the Daily Mail.
- 2) This game is not ' The New Tetris.' You could argue that Tetris is the old Electronia.

The game is split into three game modes, "Arcade", "Classic" and "Gambit". The idea of all three modes is the same, but with the actual control varying between them. Using squares that can be rotated, you must complete the circuit so that as many bulbs as possible light up. Blocks that cannot be rotated and ready lit bulbs slow your process down.

## **The Big Question: What features is the game missing?**

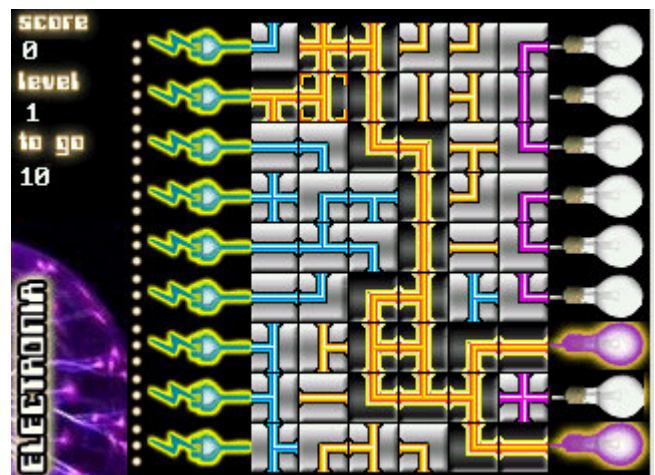
While the game could barely be improved, I' d say the game really needs a Multiplayer mode; how amazing would it be to compete against three other players, with every combo you gain smashing one of their bulbs? (Maybe at the GP meet-up 2004:D ) A high score table seems to be on the way, but if it had net ranking it could be even better. A story mode (Don' t ask me what the story could be) would make the game look even more professional, and finally I would personally love the ability to customize the graphics and sound, so we could play with water, beans or whatever the hell we wanted, all with suitable sound effects,

Classic mode is controlled as would be expected; you simply choose the block you wish to turn and then do so. Gambit mode is similar but without the level-ladder system, but arcade mode is totally different. The blocks in this mode fall from the sky and can be rotated in the air. These two main modes are essentially separate games, yet work so well together.

Every system needs a ' killer app' . This my friends is Electronia, the greatest game to grace the GP32 so far.

Perfect.

**Ten Out Of Ten**



# Vertical

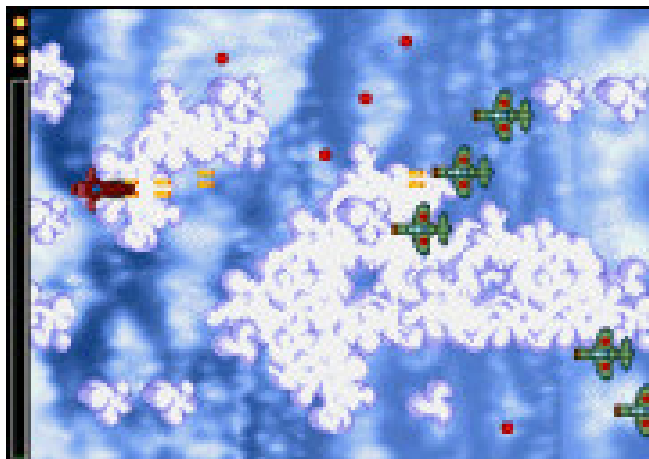
**While I don' t want to give this game a score, or even review it as such, I can' t help it. It' s the first game I' ve seen on the GP32 where you flip the console to a different orientation, which works much better for shoot-em-ups.**

You control the ship by using the control stick, and shoot with the start button. The finger is then extended up the left-hand side of the console, and use R to fire. They work exceptionally well, and inspired me to go and get my Wonderswan out for a quick game:)

The game itself is pure twitch gaming, with wave after wave of enemies flying at you from the top with more fire power than your average Californian Governor. There' s no need not to hold the start button down; apart from of course, if you are imposing new challenges on yourself.

While only being three levels long, I have played it dozens of times and enjoyed it to the end. I have managed to get a' perfect game' after much playing, and am currently trying to kill every enemy.

Any game that involves the player in such a way needs to be tried. I have given no score to the game, as I don' t believe I can at this stage, but this is absolute class.



# Donkey Kong (GB)

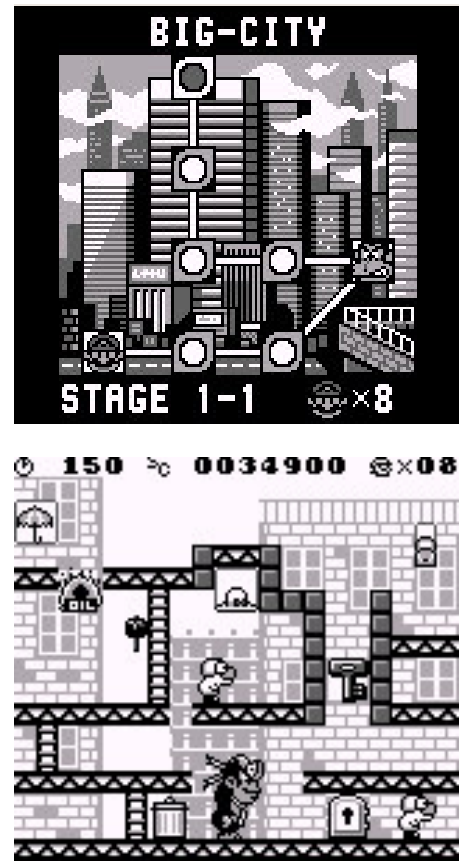
Hands up those who have never heard of Donkey Kong? If your hand is in the air, why the hell are you reading a games fanzine? May I suggest <http://www.conservatives.com> instead.

This was the first game I got for my original GameBoy, along with Tetris. I suppose that's why I love it so much; it gives me a warm nostalgic feeling whenever I play on it. The game is split into two sections; the first being the four levels from the arcade version, lovingly recreated on the tiny GB screen. While there's nothing wrong with this section, the real fun begins when you topple level four.

The rest of the game's premise is to pick up a key and take it through the door. This may sound simple, and at first it is, but it's soon obvious that things won't be so straight-forward. The first world; Big City, is just a practise run. There is nothing here that will complicate matters-get the key and unlock the door.

## How does it run on the GP32?

Just lovely. With FGB32 and frameskip 1, full screen and sound it works perfectly. The only thing is that as the sprites are enlarged the not-as-great-as-it-should-be collision detection can be seen clearly, although this doesn't distract from the game itself.



After that though, and through the help of ten-second cut scenes, you learn that you can do special moves (handstand and double jump) and learn to use new items. These include bridge making blocks, and the classic lever which has become quite a cliché for puzzler/platforms. There are around 10 worlds, each with about 15 levels in each. The final world is a real stunner though, with every level in it being a boss battle.

Try it-it's hugely playable and fiendishly simple.

**Nine Out Of Ten**



# McDonaldland/M.C. Kids (NES)

**McDonalds are evil; they direct advertising to children, slaughter animals inhumanely and hate trade unions. However, after picking this game up for £2.99 in the local GameStation, I can honestly say they have made a fantastic platformers; but will you agree?**

I've seen reviews of McDonaldland/M.C. Kids all around the 'net, with scores ranging from 0 to 100%. It's not loved all over the world, then. I'd have to agree with those who give it high scores, it's not up to the standards of Super Mario Bros 3, but then again it doesn't try to be.

You play two characters who I'm sure are the same as those in Global Gladiators. The idea is to collect a McDonalds card from a level and take it to the checkpoint. When you have enough you move onto the next world. If you get Game over, you start at the beginning of the world with no cards-this makes the game much tougher than you would expect.

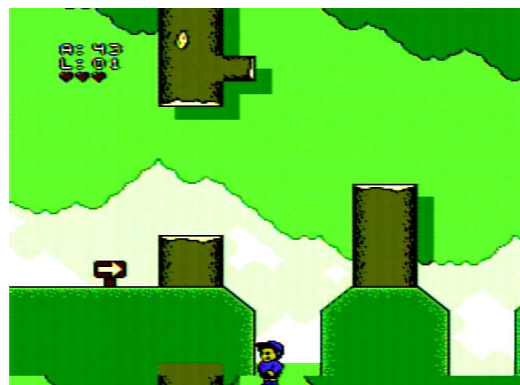
Exploration is the key here, as sometimes the cards can be hidden in clouds, on the sea surface or even on the roof. Using items such as 'the tricky weird roller thingy' (for lack of an instruction manual) let you run on the roof with anti-gravity.

Some will find the game too hard; and some will just plain hate it. It's not for everyone, and how fun it was has always been debated. For this game to apparently been created by just three people is simply unbelievable.

McDonalds blows. This game don't. Bad grammar fun.

## How does it run on the GP32?

Full speed and sound with Little John, and the Savestates make the game much easier and less frustrating. Nice, bright colours for those of us without a FLU, too.



**Eight Out Of Ten**



# Balloon Kid (GB)

**As you may have noticed, I am a huge fan of the classic NES game, Balloon Fight. Although it has never received a true sequel, the closest thing to it is a spin off platformers with more gameplay than you can shake a stick at.**

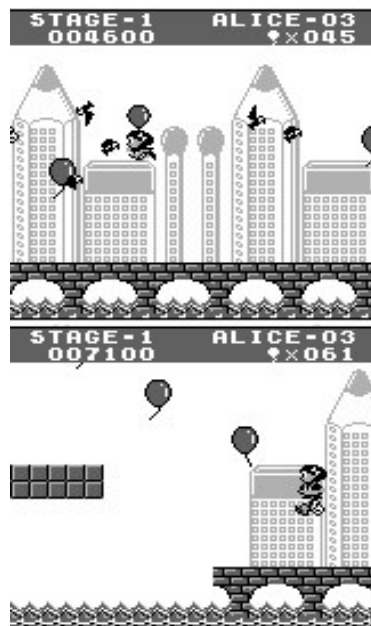
Platform gaming should follow the same rules. You must move from left to right at your own pace, only be able to single jump or double jump and kill the enemies by bouncing off their heads. Balloon Kid turns the whole genre on it's side before placing a balloon between it's cliched ears and bouncing up and down on the pump.

The game the balloon control of the previously mentioned NES game and some new techniques (such as releasing the balloons so you drop to the floor), with around ten right to left scrolling levels, with a boss placed at the end of every second one.

Most platformers rely on pixel perfect jumping. This, however, relies upon supreme control through spikes, enemies and walls in your way. The game isn't that tough, and can be beaten in a few hours, but it can prove frustrating. To get an extra life, fly into the GameBoy Bonus and play the NES bonus game, which also raises your points.

It's a really refreshing experience, and a game that shows that its game design over technical power. It's a lesson to every GP32 developer; you have such a powerful console at your disposal, and still a ancient GB title kicks 90% of the commercial games into shape.

Worth trying.



## How does it run on the GP32?

Fine, as ever with FGB32. Save states can help, and playing full screen is great.

I have tested the old black and white version, and not the newer colour version.

**Eight Out Of Ten**

# Sonic The Hedgehog (Mega Drive)

**Sonic isn't half as good as Mario. It is, however, head and shoulders above pretty much every other platformer of the 16-Bit Era.**

Nostalgia can cloud our minds and make us believe a game is much better than it really is. Take a look at Golden Axe if you don't believe me. Sonic, however, seems to have kept its original charm.

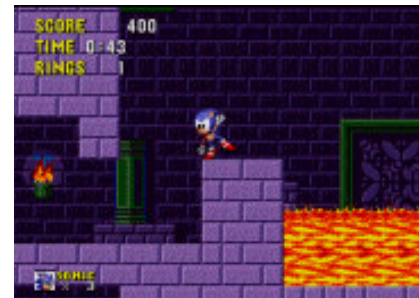
If not familiar with the series, the game is a basic left to right platformer with an emphasis on speed. Some differences with the sequels are the lack of the "super-spin" and any other hero characters. This doesn't distract from the action though. It has a more traditional platform gaming style, with block pushing and precise jumping.

There are some frustrating moments, when for no real reason you run head first into a block of spikes or a bottomless pit. This instant death action was outdated even at the time, and today it's all the more annoying.

The music, although unavailable at present on the GP32, is still very good. Not the kind of "I'll listen to this in my car" good, but rather the "I won't listen to this in my car, but I might hum it in the doctors" kind of good. The graphics have not really aged, and more than do the job.

It's more tricky than you would think, and although there are only 6 or so worlds, there are 3 levels in each; each being a considerable size. If you've never played a 2D Sonic game, the best place to start is probably Sonic 2. If you've played them all and want a game to try again, give it another go.

And, to be fair, the original version can be picked up in GameStation for about 10p boxed.



## How does it run on the GP32?

Smooth. No sound, but with GigaDrive it runs perfectly, even if the screen is a little too bright as of present. Hopefully this will be sorted out in future versions.

**Seven Out Of Ten**

# The Hardcore?

## *How many gamer's have heard of the GP32?*



In a recent GameSpy article; 'The top ten handhelds that never were' the GP32 was featured at number four. After reading the mis-informed piece I came to the conclusion that even alot of so-called 'Hardcore Gamers' don't know what a GP32 is. Hell, I can walk into a GameStation and have a long debate as to why Chrono Trigger is superior to every Final Fantasy game, or why video games will be what kills us all in the end (maybe), but if you say how you've been playing SNES ROMS on your GP32 and they merely politely nod, quickly ending the conversation. I'm assuming they either do know about the console but not really enough to comment, or think I'm talking about some brand new phone with even more annoying ringtones than before.

Yet, as I say these people have clearly been playing game's for years and have a rich and deep understanding of them. They would typically been labelled 'Hardcore Gamer's-a lazy and un-specific term for people who show a passion for what we see as 'good'or 'acceptable' games. So then, what exactly makes them hardcore? After thinking long and hard about this question I have come to the conclusion-there is no such thing.

The GameSpy article refereed to GP32 owners as the 'ultra-hardcore'. Wow, thanks guys! I can sleep safely at night knowing that me and the other 19,999 proud owners of the console are labelled because of one damn object. I've heard of people who just own a GP32 and no other console-and they are now 'The Hardcore'? What about the fat guy with blue hair in the local GAME-he owns every single N64 game(even the ultra-rare WCW/NWO World Tour) but no GP32; I think you get the message.

It's obvious that we are not 'the hardcore', but merely Gamers who love games and the ability to play them on the move. There's something quite charming about being able to take hundreds of NES and SNES games on the bus and I dare a gamer to say they wouldn't want to. GamePark would do much better if more gamers had actually heard of it; the fan base has already been established through other companies work-all they need to do is utilize it.

I decided to conduct an experiment to see just how many people have heard of our beloved box-o-tricks.

# The Setup

On a popular UK based video games forum I posted a new message in the General Gaming forum at 9:57 PM on Saturday 27th March 2004. The message was simply titled "Experiment", and its contents were written as below.

**I' m doing a little experiment for my fanzine and would like anyone here to take part. I would like to know how many people know the following things. If you know please PM me as not to give the answer away.**

**What is it called?**

**What is it' s homeland?**

**Name a popular feature of it.**

**Thanks in advance. All results are anon.**

I would then watch the topic for just one hour and see how the amount of PM' s I received compared to the number of views. In the end I had had (rather helpfully) 40 views and 4 PM' s. Not as many of either as I had hoped, but still enough to gain some results.

# The Results

The figures were very helpful as I didn' t have to do any remotely tricky math-something I' m grateful for. 10% of people that viewed my post replied, and knew what the GP32 was. The responses I received are as follows.

**"Game Park 32, Korea and er, it' s more or less open source, so has a lot of emulators for other systems. Notably a SNES emulator."**

**"Its a GamePark isn' t it?**

**I' m not really up on it to be honest, i think it' s homeland is the US?**

**But i know it' s popular feature is emulation. Of some kind.**

**Hope my mis-informed opinion helps..."**

**"Its called the GamePark 32 or GP32 for short. Its origin is from Korea and some of its unique features is being able to play mp3' s and emulate certain formats including NES and SNES. "**

**"A - Its a Gamepark GP32**

**B- I cant remember where its "homeland" is, Korea? Thailand? Its an Eastern Country that isn' t Japan**

**C - Popular Feature? The fact that it uses Re-writable Memory Cards and you can download games, particularly emulators and ROMs of other systems to said Mem Cards and play them on the GP32."**

As you can see, the responses were rather similar and all were pretty accurate. It does prove that it is known of by a few gamers; and that they have a basic knowledge of it too.

Obviously, what is more interesting here is not the rmessages I received but the messages I didn' t receive. 36 people who viewed the topic did not PM to say they knew what it was-this, of course is 90%-a shocking statistic.

Looking back, the experiment was poorly devised. For a start-off, the actual topic was badly written-and I' m sure alot of people wouldn' t of messaged me even if they knew. Maybe they thought I was some sort of depressive ' lone-boy' and badly wanted PM' s to show my friends.

And possibly most important, the experiment wasn' t even an experiment. It really has no practical applications and doesn' t mean much. But, as it fills space in the fanzine I' ll treat it' s word as gospel. I think you should too.

## Conclusion

Europe is where GamePark can turn things around. We all know what is going to happen if/when the Europe launch takes place-the forums will be full of "newbie' s" asking the same question over and over again. We will lose the niche appeal of our console, and unable to reconcile that only a comparatively few people have heard of it. This of course, does not matter. If GamePark can target the "hardcore" gamer market, and promote it as a "hardcore" gamer handheld, the money will slowly come.

I do get the feeling, however, that the most publicity the GP32 will get is if Nintendo sues for the GBA emulator.

If so, it will be a sad day indeed.

# Shibuya Interactive

Shibuya Interactive will soon be releasing their much awaited game; Blue Angelo. Below is a interview with them; please be aware that they are not a English company and it may not be as coherent as some may hope, though I feel editing it would not be the right thing to do. Here is the complete and unedited version. I am talking to Sophie Coste on the 19th April 2004, who has been very polite and helpful throughout.



**GPM: Hello there. Could you please tell us a little about Shibuya Interactive?**

SI: Hello

Shibuya Interactive is a part of the Shibuya International company.  
Our plan is to make games on handheld systems like GBA, GP32 etc...

**GPM:Your game Blue Angelo: Angels From The Shrine is generating alot of excitement in the GamePark community, even though of course no-one has played it yet.Can you give us a little information on the gameplay itself?**

SI: I' m happy to hear that Blue Angelo is generating a lot of excitement in the GP32 community, our goal is to make a good game like ASR, Herknight or Tomak.

Blue angelo is an action game like for example dracula circle of the moon on GBA (we hope make a game as good as...)

**GPM: When a character levels up, will they become more powerful or learn new moves? Is this levelling up vital for progress through the game?**

SI:Actually, when there is a level up, the character become more powerfull, but unfortunately, monsters too ;), you can learn some others skills during the game.

**GPM:Judging from the screenshots, the game looks to take inspiration from the Metroid and Castlevania games, which is by no means a bad thing. Does Blue Angelo have the same sort of ' feel' as these games?**

SI:Blue angelo has a castelvania feeling concerning the atmoshpere, it' s true.

**GPM: Without mentioning names we have had some incredibly short games for the GP32.Can you give an estimate on to how long this game takes to complete 100% on average?**

SI: We expects a time of 15/20 hours for finishing the game.

**GPM: On your website 5 European languages are listed, does this mean the game will arrive as a boxed product for the Europe launch, or be made available on JoyGp?**

SI: The game will be available in boxed and unboxed (Joygp) version, we have a plan to release it for this summer. The box will be the same for all european country.

**GPM: Also, Korean is not listed as a language on the webpage. Will we ever see a Korean boxed version/JoyGP version?**

SI: We have a plan to release the game in Asia (Korea/Japan) if the european launch is a success.

**GPM: Due to the lack of commercial games everyone is hugely grateful to see some fresh material surface; but why exactly did you choose to develop for the GP32?**

SI: We like alternative gaming, that' s why we are interested about to develop on GP32. Deveolpment on GP32 is cheaper than GBA too.

**GPM: Have any relations with GamePark been okay?**

SI: Yes we have good relations with Gamepark for the moment.

**GPM: Is Blue Angelo arriving on the Game Boy Advance (or any other format) as is rumoured-if so, will there be any differences between the two versions?**

SI: Our CEO has to meet the vice president of Nintendo Japan the next week, I can' t tell you more.

**GPM: Of course, you are developing two more games for the GP32; Yoke Yoke and Solitaire Advance. Could you tell us a little about these two?**

SI: Solitaire is cancelled, Yoke Yoke is growing up.

**GPM: Do you have any future plans for GP32 games or it' s potential successor?**

SI: We have some plan concerning handhelds, but it' s secret for the moment.

**GPM: Thanks for your time. Is there anything else you wish to say?**

SI: Last words for tell you that a video of Blue Angelo will be available very soon. Preorders will be available very soon too ;)

**GPM: Thank you for your time.**





# Most Wanted

*The games we all want to see created for our GP32.*



## Werther' s Original GP

When I was a young boy, these sweets were given to be by my grandad-I felt very special. That' s why everyone should download **Werther' s Original GP** now; feel the buttery love.

## The Good:

Makes everyone feel good.  
Enjoyed by all ages.  
Very twee.

## The Bad:

Pipe and slippers sold seperatley.  
Very twee.



## Coke/Pepsi: Turf Wars

Hang around your neighbourhood, spraying crazy-good graffiti to promote your brand. Watch out for the Pepsi Lemon and Vanilla Coke though!

## The Good:

Coke.

## The Bad:

Pepsi.



## Blipped4-O-Matic

Why just make one topic, when you can make litterally hundred in the space of a few mintes with the Blipped4-O-Matic!

## The Good:

Makes spaming quick and easy.  
Gives everyone a punchbag.

## The Bad:

Spam! Spam! Spam!



### **Council Estate Kart: Double Buggy!!**

At the tender age of 18, this girl has two young children. Help her scream as much as she can at the contents of her double pushchair within the time-limit.

#### **The Good:**

Could be the next Mario Kart.  
A game for the people.

#### **The Bad:**

Won' t be the next Mario Kart.  
These kind of people can' t afford games anyway.



### **GP Gnome**

The sequel to GP-Kat: Scare the ' living' crap out of your parents horrible garden people. Noises include the chainsaw, the anvil and Jeremy Beadle.

#### **The Good:**

Gnomes suck. Show them who' s the boss.  
More random noise goodness.

#### **The Bad:**

You have to listen to Beadle.



### **Charity Single GP**

Your favorite ' celebrities' have released a single just for charity. Not for fame or anything; no sir-ee.

#### **The Good:**

It' s for charity.  
Often features ' crazy' lyrics.

#### **The Bad:**

They may believe that they can actually sing.



### **Virtual E3: Nintendo Stand**

Recreate classic momments in E3 history, including (but not limited to) Shigsy unveiling his latest creation... PacMan.  
Cough.

#### **The Good:**

Create more GBA-GC connectivity games.  
Who needs Mario/Zelda anyway.

#### **The Bad:**

It' s just PacMan.  
....and PacMan is OLD.



### **Dyhard 2: Tramp Pushin'**

More gaming goodness from the kings of the platformer. New power up' s include SOME GAMEPLAY.

#### **The Good:**

Hey, more Dyhard!  
Sequel to the best game ever.

#### **The Bad:**

Dude, where' s my gameplay?



### **Fernando GP**

The man with an Iron lung. If, by Iron lung, you mean black coat. Help him do stuff. or something.

#### **The Good:**

Stylish.  
Owns umbrella.

#### **The Bad:**

Don' t touch his hair.

Do you have any suggestions for a GamePark game you want creating? Send them in then to [retropunchout@hotmail.com](mailto:retropunchout@hotmail.com) or alternatively, don' t. Either way suits me, humbug.



# **Blue Angelo: Angels From The Shrine**

## **Coming Soon**

[www.shibuya-interactive.com](http://www.shibuya-interactive.com)

# GP:// MP3

## Incubus

Reviewing music has always been a bit strange to me. I can see how a video game can be reviewed, as you are merely describing the features of that game. Books and film review's are the same. An album review though, is much harder to do. Magazine's such as Kerrang! and NME normally resort to using lazy comparisons and calling this new band "the bastard love-child of whomever and whomever".

I suppose that it is much harder to summarise how a album sounds with mere words; music is of course the 'language of the soul'. To me bands can be as good as they want, I can still not 'grasp' the songs. Muse are a perfect example of this. They are excellent musicians that excel in what they do, and the lead singer's voice is stunning. The lyrical content is of a high standard, yet nothing they have sung has so far has embedded itself in me and made me tingle with the thought of seeing them live. This is what I would call 'energy', and is what most of these soul-less nu-metal/pop punk bands lack. I will be trying to translate this energy in words (and of course, resorting to those lazy comparisons and bastard love-child ideas).

I am fully aware that this is a GP32 fanzine and using the handheld as an MP3 player is not high on most people's list of priority, and even if it is, you will probably have your own taste in music which will greatly differ from mine. That's why to kick this section off I have chosen to focus upon the album's of 'Incubus', who have such a varying spectrum of styles they can hopefully appeal to everyone. This section is total experimental and may not feature in future issues dependant on feedback. Let me know what you think.

## Enjoy Incubus

'Enjoy Incubus', itself a selection of tracks from 'Fungus Amongus', while not being a full-length album

it really is worth mentioning as it is totally different from the rest of them. Seven high-energy metal tracks tinged with funk and jazz, with Brandon's surreal lyrics being spilled over the songs at random speeds. Although not as accessible as the other Incubus work, their unique style shines through, especially on "Take me to your Leader"; a typical nu-metal offering with a basic song structure, yet still managing to surprise. Don't go expecting "Chilli Pepper's" style funk here- you will get the surreal lyrics, some of the similar bass lines but Mike's guitar work obviously has different influence's.

**Best Tracks: Wanna be a Hot Dancer, Take me to your Leader**

**Sample Lyrics: "What if I were just dreaming? What if I lived in a pear? What if I had a mustard drenched cucumber tied to my belt?" "Let's get this marmaduke naked."**

# S.C.I.E.N.C.E.

'Science' was written in the mid-90's, and as a lot of bands were making at the time, is a nu-metal record. I hate to pigeonhole music into certain genres but to be honest this, along with the first Korn album, is what I think of when I think of nu-metal. 'Bands' like 'Powder' and the dire 'Linkin Park' really could learn from this. Clever lyrics, thundering guitar and some mighty fine DJ-ing (is that even a word?) make the album a joy to listen to. There's not one song on here which I don't enjoy, but some that stand out are 'Nebula' and 'Certain Shade of Green' (the former having one of the most unique song structures of this kind of music) with their humorous lyrics. Of course the music can be taken at surface value, but look deeper and you'll realise that Brandon isn't singing about a set of traffic lights, or taking cod liver oil, but much more. This is the album I'm most looking to hear live; the energy they give off is unparalleled. You'll want to throw yourself around when 'New Skin' kicks in, and slow it right down for the purposively cheesy crooner jazz of 'Summer Romance (Anti-Gravity love song)'. The final song really surprises though, which I left undiscovered till recently. Starting off slow with incomprehensible lyrics over gentle guitar work the song builds up until it releases itself in a fury of yet more surreal lyrics, before dipping back into the sea of calm where it started. Brilliant.

**Best Tracks:** Nebula, New Skin, Certain Shade of Green, Vitamin

**Sample Lyrics:** "Are you gonna stand around till 2012 A.D.? What are you waiting for, a certain shade of green?" "You stare at me like I'm a vitamin. On the surface you hate but you know you dig me."

## Make Yourself

By far the most popular album Incubus have ever made; it set a standard in sales that they have been unable to obtain since. Many people believe this to be their best work, but I'm not sure. The quality of most of the tracks is stunning, each with their own individual style. This is a record that cannot be classified as easily as the others, with metal, rock, funk and God knows what else making their presence felt. The first song "Privilege" is a personal favorite, and although the lyric content isn't as high as normal, the music and sheer quality of Brandon's voice more than make up for this. The next few songs are, for me, a non-event. They take away from the sheer brilliance of the others, and although by no means bad tracks, don't have the same edge that "Drive", "Stella" etc. do. 'Make Yourself's title track is an absolute stormer, and one of the best songs I believe they have ever written: It's got the slow parts, the melodies, the heavy parts and some of the most memorable lyrics ever to grace your stereo. 'Pardon Me' is another classic, with its individual melody lines.

**Best Tracks:** Make Yourself, Privilege, Drive, Pardon Me, Stellar

**Sample Lyrics:** "If you let them \*\*\*\* you, there will be no \*\*\*\*\*ay" "Whatever tomorrow brings I'll be there, with open arms and open eyes."

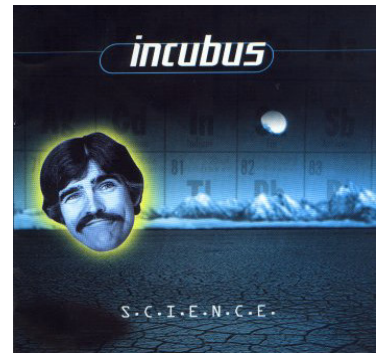
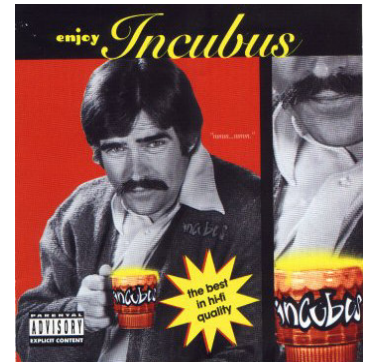


# Morning View

This is not the best album Incubus have ever made, yet it feels like the album they wanted to make all along. It's an incredibly chilled out view of life, with no tension or conflict festering in the songs. I can listen to this when I'm falling asleep to help me relax, but it's definitely an album that I can listen to without getting bored. "Nice to know you", "Circles" and "Wish you were here" are all very well written songs; the instruments seem to flow into one another to create the perfect harmony. I can see this being the album that most non-fans will enjoy; pure, classical rock music with emotive lyrics and wonderful singing.

**Best Tracks:** Under My Umbrella, Circles, Nice To Know You

**Sample Lyrics:** "The world's a rollercoaster, and I am not strapped in." "I am fizzy, bottled water, and you are shaking me up."



# The Crow The Left Of The Murder

Incubus' most recent album is a genuine work of art. Nearly everyone I have spoken to has said that it's a disappointment, and that they were expecting something of "Make Yourself" quality, which they haven't got. In my opinion, this surpasses everything else they have ever written, including the aforementioned album and Science. Even more jazz/funk than ever before and some wonderful rhyming really make this something special. The opener "Megalomaniac" has the greatest lyrics of any song, ever. "Hey Megalomaniac, you're no Jesus, yeah you're no \*\*\*\*ing Elvis." and shows Incubus having a political voice for the first time in their career. The next track really should be downloaded by everyone; whether you like rock, metal, hip hop or even classical it's worth it. "The Crow the Left of the Murder" (the title track, not the album) will make you wonder what the hell Brandon is singing about, but you won't care. There is a crow shaped hole in everyone and this is what needs to fill it. The new single "Talk Shows on Mute" references the oxymorons of "Nineteen Eighty-Four" (reviewed last issue) with its simple but effective lyrics. "Leech", the last song on the album, is the perfect set closer and plain brilliance; weaving guitar, bass and drums with Brandon asking the question, "The ride's over, did you enjoy yourself?" Well I did. Hopefully everyone reading this will have a chance to as well.

**Best Tracks:** Crow the Left Of The Murder, Megalomaniac, Leech, Pistola, Agoraphobic

**Sample Lyrics:** "I wanna stay inside, I wanna stay inside for good." "Come one, come all, into nineteen eighty-four."

# Pirotic Interview

*A few months ago, if you wanted to code a game for the GP you would have to get your hands dirty in C. Now, with VNS, ZOT! and Pirotic's RPG engine you can make games with ease. I asked Pirotic a few questions regarding his game creation suite.*

**GPM: Hello there, could you tell us a little about yourself?**

I'm 22 and have been married for a year. I live in the UK where I work freelance coding web based software.

**GPM: Congratulations on The Gigas Engine; it's what the GP needed. What inspired you to make it? Is it through a love of RPG's?**

The GP32 has some great homebrew games, but RPG's are such huge projects that they can be a daunting task for a hobbyist.

By making an Rpg Maker the work is halved as I don't have to spend my time creating content or graphics. And it'll give non-coders the opportunity to do something for the GP32 scene and hopefully have some fun in the process.

I'm a big fan of Square-Enix and the old SNES RPGs.

**GPM: There are a few instant game creation programs available for the GP32 now; ZOT, VNS and now this. For those who haven't used it, what does it allow you to do that others don't?**

I don't really know much about ZOT or VNS to be honest.

But from what I've heard they all seem to be geared towards different genres, so hopefully they'll all compliment one another.

Gigas is primarily for RPGs and Hack and Slash adventure games.

I think it's unique in that it has an editor built into the game itself, and doesn't require any scripting language. meaning you can make a game while on holiday or on the bus, without needing a PC with you.

My main goal was to make every aspect customizable, from the graphics and sound, right down to how the individual features work.



**GPM: You say the current version is 60% and it seems pretty complete. What features are yet to be added?**

0.6.0 had a lot of the basics coded, most of the work now is linking it into the editor so people can use all the functions.

Conversations, Sound, Items, Cutsscenes, Turn Based Combat and Mini Games are the next big additions, plus i need to finish work on the PC version of the Editor to make life a little easier for people working on larger projects.

**GPM: The RF link feature intrigues me, will it allow two or more players to wander around a map together as a team? If so, that must require a hell of alot of coding.**

You' d be surprised, as i knew i wanted multiplayer from the beginning it' s been rather painless to implement - the other characters can jump in and out of each others games and take control of any allies on the current map, you can even be the enemies and boss' s, as each ' entity' has a full set of animations it allow' s them all to be playable.

Sadly, until i save up enough for a second GP32 and RF adaptor i can' t test and debug it so it' ll have to remain disabled - and i' ve yet to meet anybody with the aforementioned who can test it for me, fingers crossed.

**GPM: You say you would prefer lots of short 20 minute RPG' s than a half finished epic, something that I agree with. Can you see many games being created with it? And are you aware of any in development?**

I' ve been surprised by the positive feedback i' ve been getting, considering its nowhere near finished (in my eyes).

Hopefully if i listen to all there suggestions and help people along with the creation process i can get the ball rolling, even if only one good RPG comes out of it i feel it' ll of been worth the effort, i know of a few in development but haven' t seen them yet.

**GPM: Alot of people have doubted you in the past, and to be honest in my short time in the community I was sceptical of your projects too. What does it feel like to prove everyone wrong:) ?**

thats the internet for you, lol.

But i do sort of bring it on myself - I tend to jump straight into large project' s rather than start off small. and when your new to a community and dont have anything to back up your claims people tend to question if what your planning is ever going to materialize, or if you' ll simply vanish after a few posts into the dark abyss.

Having said that, its depressing when people start personal vendetta' s against you without reason - no matter how crazy somebody sounds, its always better to give them the benefit of the doubt, if you scare people away you' ll end up with a very expensive handheld without any new games to play.

**GPM: Do you have any plans for another game creation suite after you have finished the Gigas Engine, or any other plans?**

Once Gigas is finished, i plan to make it open source so it can be ported to other platforms - so hopefully it' ll live on, but i' ll always be around to help.

I have some other projects up my sleeve, but they are all back-burning until Gigas is completed.

**GPM: Thanks for your time, do you have anything else to add?**

Nope, thats about it thanks - but if anybody has any ideas or suggestions feel free to throw them my way as im always happy to improve.

# EndGP

**STOP PRESS! Nintendo to  
buy out GamePark at E3!!!**



**Shigsy: "Now, with the purchase of GamePark and SEGA as a third party,  
we will have no competition! Apart from Sony and Microsoft, that is."**

**\*Long Pause\***

**Thank you for reading my work. Donation and advertising details on the first  
page-feel free to contact me if you are interested. Pictures ' borrowed' from the net. If  
you would like to donate/sell any GP32 games then get in touch and we can sort  
something out; this helps keep the magazine' s content up.**

**Mark Rowley 2004**