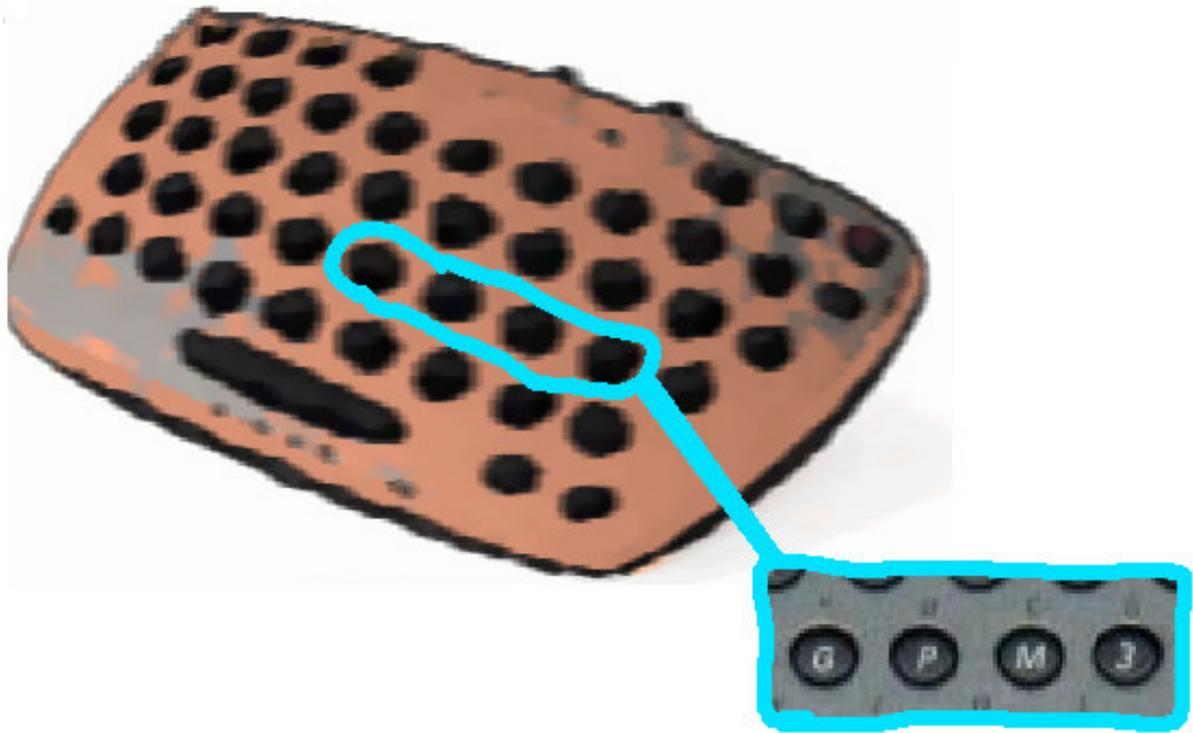


The Unofficial  
**GamePark  
Magazine**  
The Third Issue



# The Chatboard

The Compo  
ThunderZ + FDave Interview  
Super Mario War  
Beats Of Rage

[gp-magazine.org.uk](http://gp-magazine.org.uk)

Hello there.

I've re-written this into a few times now. I've talked about the next issue in one of them, said it's the last ever in another and talked of changing the name in another. I think I've reached a conclusion though; there will be more issues of GPMagazine, and they should come at a regular rate. However, I really need your help.

I'd like to thank everyone who took part in the poll. Let me know what YOU want in the mag. Do you want more commercial game reviews? More homebrew? More Roms? Which games? The results from the poll have been taken into account and I hope that the changes made are noticeable. That's apart from the people who voted GPM sucks, and offered no constructive points at all. Ah well.

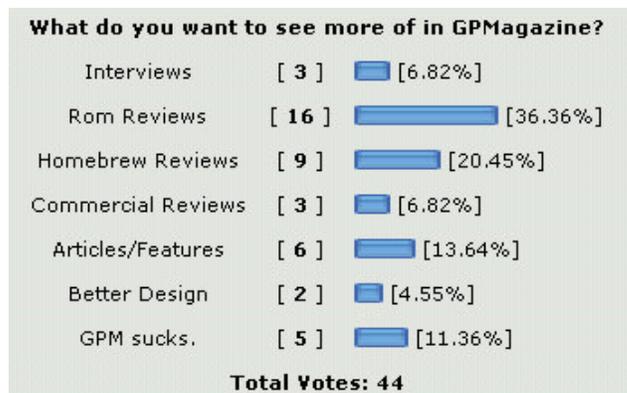
I believe that this is the best issue of GPM so far. Some may disagree; but this has been more work than both other issues. I've enjoyed it though.

I'm running out of things to say (not surprising since there's around a novel's worth of rough drafts for this section) so I'll cut it short. Enjoy the issue people, and be sure to let me know what you think.

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;)**



**PLEASE NOTE: THE SPACES AFTER THE ' ARE DUE TO THE PROGRAM I USE.**

**The GPM website can be found at <http://www.gp-magazine.org.uk>. A special thanks goes to MattMagoo for the domain.**

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# "News"

## All The GP News A Good Few Weeks After It Happens

**Black doesn't announce his next version of GP Engine** to the shock of no-one. He is making it in his own time with his own resources, and people should respect what he does-but the fact that a thread with a very angry tinge to it was started by a Guru was odd.

Finty101's name became a topic of debate.

**Guy Fawkes was accused of conspiring** to 'kill off' the Gamepark community with the help of Craig from GBAX. The accusations were made by Atrkid, who believed that Guy Fawkes told YoYoFr to make a SNES emulator in order to win a Zodiac in an attempt to destroy the community.

However, this has practically been proven false, has sparked alot of confusion and should never be mentioned again at the risk of bringing unfair shame onto the names of Guy Fawkes and Craig. Besides, it makes no sense whatsoever.

**About 500 Million (nearly) topics have been started asking about BLU's** and whether "I should wait for one or get a cheap FLU from lik-sang.com". It's obviously something bothering alot of people.

**A new member of the GP32x forums** joined called 'GanePark64' and even had an avatar to match the typo in his name. He then rejoined and is currently around as GamePark128.

**Blipped4 has been spotted** posting recently on the GP32x forums. I can't for the love of God think of where it is, but I think that the resident Gary Coleman 'bringoutthegimp' may of seen it to. Perhaps he is now rejoined as a new member, and while checking his PM's forgot to sign in with his new name before posting? Mmm.

Firmware now becomes a lifestyle choice.

**The GP32-DC link cable has been postponed** for a while. While still in production the developers say it wasn't up to the standard that they wanted, so is now on the backburner.

# The Chatboard

**The Chatboard is one of the newest toys you can get for your GP32. It really does open up a whole new world of interaction between the player and the handheld, and allows many more games to be playable. I take a look at the model sent to me by Nigel Brown.**

The chatboard itself is slightly bigger than a credit card with buttons in the QWERTY format, and of a reasonable size. While typing a book might prove tricky (especially for the people with larger fingers) it's rare to make any mistakes when typing a sentence. It's not as fast as typing on a keyboard is; it never was going to be, but it's still adequate. The wire sticks out at what feels like the perfect length, and is flexible enough to move out of your way. It slots into the console with a rather tasty click, and comes with a sticker on top so you know which way to insert it.

When it first arrived in the post I was leaving for an exam, so I couldn't try it out straight away. When I returned around 3 hours later with a hopefully justified smirk, I decided to download some .fxe's and plug it in-however, it wasn't as easy as I'd hoped for.

I did a search of both Google and the GP32x forums hoping for swarms and swarms of programs ready to use with the chatboard; after all, I'd heard that many programs supported it. As it turns out they do, it's just that they aren't as easy to find as some would lead to believe.

The first game I tried was Kronos, which ironically was the first game to use the chatboard. It was released in the GBAX competition, and allows the play of magnetic scrolls games on the GP32. Even though I've never played these games before they appear to be well emulated (is it emulation?) even though there are some faults, such as the shakey screen when text is appearing, and the pictures being very dull on my non-FLU. If it wasn't for the chatboard this port could not be playable; games require you to type things like "ask 'John' about 'the price of fish' " and would become tedious very quickly without it.

The next, and final program I tried was CaSTaway, the Atari ST emulator. This is reason enough to own a chatboard; I can play the (presently buggy) Daily Double horse racing sim with complete ease. Later tonight I'll be searching for more games to play; I'm in the mood for some 'olde-skool' text heavy RPG's. And when Sensible Soccer is playable, creating your own stupid named teams will be as easy as pie.

The most exciting thing though has to be the potential the chatboard has. It could easy act as an extra controller, meaning that you could play a simple game against a friend on the same screen. How about using the RF link to connect two GP32's with chatboards, and four players battling it out for a fraction of the normal cost? Or how about the proposed access to the Internet through a mobile phone? Surely a chatboard will make this much easier to use?

Overall it's certainly worth getting a chatboard. Nigel Brown is currently offering a developer discount at his discretion; if you are interested please see the advert on the next page.

GP32 Chatboard	GBP 19.49
GP32 Chatboard Modification	GBP 15.99
Ericsson Chatboard CHA-01	GBP 3.50
GP32 Ext Connector + Cable	GBP 5.00
Worldwide Shipping	GBP 3.00



### Supporting Software:

- Atari 800 v0.5 (emulator)
- Castaway Atari ST (emulator)
- Kronos (Adventure game)
- Speccyal'K v0.6+ (emu) (under dev)
- Mirko SDK
- Bobatron (game)
- EdgePad (text editor)
- GP32 Linux

GP32  
**CHATBOARD™**

<http://www.nigelibrown.pwp.blueyonder.co.uk/gp32/> 6

# Woogal's Interview

**Woogal is one of the GP32 devs. who is supporting the chatboard in a big way. He is the author of BobTron, EdgeWrite and Bob the Amazing Lemon to name a few.**

**GPM: Thanks for doing the interview. Can you tell us a little about yourself?**

I'm 27 and been coding for about 20 years. Currently working for a mobile phone network doing php/mysql stuff, touchscreens, and a few pda apps. Got my gp32 just over a year ago after seeing how much the community reminded me of the old Amiga days.

**GPM: What's currently resting on your SMC? Any favorites?**

I don't get much time for playing, so most of the stuff on my SMC are simple, fun and short games. Things like falldown, flipover, gianas return, arachno, xroar (for a few old favourites), and of course a few episodes of RvB.

**GPM: What advantages can you see of adding chatboard support in your programs?**

The chatboard is a nice little toy, but it isn't something everyone will want and those that have one won't have it with them at all times, so I'm just using the chatboard to enhance certain things and increase speed of use. I won't ever code something that is useless without a chatboard.

**GPM: You say that a 3 player mode of BobTron will soon be available; this is the first instance of using the chatboard as a separate controller for the GP32. What other plans do you have for BobTron?**

BobTron is planned to be one part of a collection of silly little 2 player games (well, some of them will be 3 player now too). Multiplayer games is something the gp32 seems to be lacking in, and most of the ones that do exist require 2 gp32's, so I wanted to create some games that can be played on just one gp32.

**GPM: Do you have any plans to implement chatboard support into Bob The Amazing Lemon? Possibly a two player mode?**

Probably not in the game, but when/if I finally get round to building the level editor it will almost certainly contain chatboard support.

**GPM: Can you tell us a little about EdgeWrite, and the chatboard plans please?**

EdgeWrite is a system for pda text input I came across a while ago. I found a paper about using EdgeWrite for joystick based systems, decided I'd give it a try, and was very suprised at how well it worked. Since then I've added chatboard code to the library so any apps can switch between the two different input methods.

EdgePad will be the first real app released that uses EdgeWrite (other stuff was just test apps). It is designed to be a simple text editor like memopad on palmos, so won't ever include any fancy formatting stuff. The chatboard is working well with it, but I discovered some strange chatboard features which makes text editing frustrating at times (mainly due to backspace stopping the chatboard working if it's pressed too many times). It seemed really strange at first, until I realised that the chatboard isn't actually a keyboard - it is in fact a mobile phone keypad emulator. Once you stop thinking of the chatboard as being a keyboard it becomes much easier to develop for:)

**GPM: Will it feature multiple file saving and loading?**

Yes. I'm also looking to include some simple wikitext support which will allow for linking between documents.

**GPM: What do you think of the other software that uses the chatboard at present?**

I've not really used much other chatboard software yet. I took a brief look at castaway and it seems to work very well, and the support in gplinux is coming along nicely too. What I'd really like to see are more gp32 games that use the chatboard. Maybe we'll see some flight sims being developed soon:)

**GPM: Do you have any more plans for anything else that uses the chatboard?**

The next release of YAFL will be able to use the chatboard for navigation and shortcut launching. I'll probably include file renaming too.

**GPM: Thanks for your time.**

# Chatboard Idea's

## Extra 'Versus' Joypad

As mentioned, why not use the chatboard as an extra controller for VS. matches? While more complex controls may prove difficult on the tiny buttons, a simple space shooter using 'A' for left and 'W' for right with the 'Space' button for shooting shouldn't be a problem. A two player game of Snake could also prove to be fun.

Best of all, what about using it to control the second player in an emulator such as Little John? Two player Bomberman has never been so cheap. (In both monetary terms and the fact that the NES versions suck.)

## Co-Operative Mode

Remember 'House of the Dead'? I bet you do, but do you remember 'Typing of the Dead'? In one of the odder game spin-off's the lightgun was stipped away and replaced by, ahem, words. You had to type these in as fast as you could to kill the zombies, which led to frantic and surprisingly genuis gameplay. (The best typing tutor bar none.)

Why not combine this with a real time action game, whether FPS or shooter? Player one uses the Stick to avoid the incoming enemies while Player two types the words that come up on screen to kill them.

## More Text Heavy Games

The games that couldn't be possible with the 'board, for example, a crossword game would be great for a long bus journey, and with the chatboard and a GP32 you could carry an almost infinitite amount.

Maybe a clone of some Gameshows such as Countdown (A very British show) or Wheel of Fortune?

Finally, what about clones of board games like Scrabble, Boggle and Trivial Pursuit?

## GPVoice

Take GPKat, add the 'board and what do you have (Apart from a future animal cruelty record) ? GPVoice of course!

Using a simular design to the 'speech' in 'Animal Crossing' (where each letter of the alphabet is recorded, and then speeded up to read whatever you type) you could tell everyone how much you hate them with the touch of a button.

Ideal for those that think swearing at the Television has an effect on the programmes.

# Super Mario War

**As you may of guessed, I'm a huge Mario fan. Around 6 foot to be exact (ouch), and I love the games so much I will eventually get his mustachoed face tattooed onto my buttocks. Possibly.**

I'm not sure why I love the games as much as I do, but I have a few idea's. Number one-because they remind me of when I was very young, and things were much simpler. Number two-because the games have such as great atposhere; the music, the enemies, the bosses all give the games an extra edge. And finally Number Three-because they are simply some of the greatest games ever made. I'm going to guess that it's reasons two and three that tell my brain to play on Super Mario Bros. at least once a week.

Some people, however, feel that Mario is too childish, and not violent enough. Well here's the answer; Super Mario War. It combines the atmosphere of the NES and SNES games with a healthy dose of DNA cloning and death.

Think of the original Mario Bros. and that's the closest thing Nintendo have made to this. You play as one of four differently coloured Mario's, with the idea being to stomp on the head's of the other brothers. Different rules can be set, and computer characters can be assigned AI. if you fall/walk off the edge of the screen you are 'wrapped' parralel to it, just as you were in the old arcade games.

You can select the level from a large choice, each with it's own style and different tactics needed. The real fun though somes from making your own levels with the inbuilt level desginer. Check out the design I created within a few minutes with no experience of the level editor at all. Granted on my design a few Mario's have become trapped in my GPM maze (Lex Luthor Style) but that could be fixed easily.

It's a absolute blast to play in multiplayer, and the AI is challenging. You could even edit the sprites if you wished to add Jak, Crash, Spyro or any other stars of what have now become lifeless platforming romps to destroy mercilessly.

This is most definitely something to look forward to on the GP32. Check out the interview witht he author on the next page.



# The SMW Interview

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

Hi, my name is Florian, I'm 17 years old and I live in Austria. I spend most of my time programming, on LAN parties, online and running jnrdev. I've been coding for about 5 years now. During the last year I've started jnrdev, a jump'n'run tutorial series, and wrote Super Mario War.

**GPM: What's currently on your SMC? And of course, what's your favourite Mario game;**

the c-dogs port (although I think a port of cyberdogs (c-dogs 1) was the better game)  
fgb32, littlejohn, opensnes9xgp (yoyofr, thunderz and laxer3a are geniuses)  
gpdoom (with all the wads it's everything you ever want...)  
and vertical (great game although my fingers hurt after playing for a while)  
My favourite mario game is Yoshi's Island. It has these cool, unique ideas and an awesome gameplay.

**GPM: What's the inspiration behind the Super Mario War game? Is it a tribute to the original Mario Bros.?**

smw is a tribute to mario war by Samuele Poletti (a dos SuperMarioWar with NES graphics).  
i played it with my friends but something was missing... m m m monsterkill :)  
so i've written super mario war (and failed at a test at school because i've spent the whole day programming instead of learning...)

**GPM: What will the differences between the PC version of Super Mario War and the GP32 port?**

you will be able to play with four players on one gp32.  
besides of that i don't want to have any differences.  
i think single player is more important on the gp32 so maybe i'll add better ai somewhen.

**GPM: The music and sound effects are very important in a Super Mario game; have you used the original music or some newly created it?**

i wanted to use the original jump and stomp sound and the background tune from super mario bros 3. but i wasn't able to get them in an usable format, so i've made my own jump and stomp sound.  
recently i got the original sounds, so the gp32 version has the true super mario feeling.

**GPM: Is there any sort of single player mode?**

you can play against computer players. that's all at the moment.

but i get a lot of suggestions and some people even code new game modes etc, so maybe someone someday adds a campaign or something that way (haha :) ).

i'm currently working on a single player game with hamish from [www.faind.com](http://www.faind.com) (commando 2), which most likely will also be ported to the gp32.

**GPM: How will multiplayer work on the handheld?**

i want to have up to four players on one gp32.

you have two buttons to control your mario. one for moving left and one for moving right. if you press both at the same time you jump.

but to be true: i don't think it will be very funny to play with four players on one gp32 - three is the maximum before hands of other players get in the way.

however the controls will be configurable so you can either play with

four players with two button control. or play with up to three marios with three buttons per player.

**GPM: Have you thought about adding Chatboard support for the mutliplayer? chatboard?**

like chat?

when a online version (pc) comes out that may be added, but i ain't am sure.

i don't work on the network code, so i don't know when (and if) it's done.

or chatboard like forum?

i've already a smw forum online (as part of the jnrdev forum): <http://jnrdev.weed-crew.net/forum>

**GPM: Nah, the chatboard is like a small keyboard for the GP, never mind. Will there be a seperate level editor for the port, and will all maps currently made be compatible with the new version?**

there's no difference between the gp32 and the pc map format.

the editor will still work and you can play all pc version maps.

**GPM: Will we be able to use our own graphics for the sprites etc.? That way we could create our own characters.**

everything in the game (including the sourcecode) can be modified. but i

don't plan to make something like a skin selection (but maybe someone else contributes that).

**GPM: Do you have a means where GPM readers can contact you with their ideas?**

all suggestions are welcome.

but keep in mind: super mario war is basically done in my eyes. my

current main project is commando 2. but i have some things i definately want to add somewhen.

**GPM: Thanks for your time. One last question; Pepsi or Coca-Cola?**

neither nor :)

most of the time i drink tea or water.

# Beats Of Rage (Bor.Pak)

**What I'm about to say might offend some people. Sorry-but this is my honest opinion.**

Beats of Rage is not the most amazing thing on the handheld. It is not, as the author says, the possible greatest free game ever, and it is not better than the original Streets of Rage. I'm ready to be flamed.

It is a good game; a great game, and must of taken a hell of alot of work coming from about 2 people. The engine is smooth, the collision detection exact and very graphically capable. I'd even go as far to say that it's almost of a commercial quality, but I'll stop there. I almost lost myself in the hype.

My main gripe with it is it's reptitive nature. I am aware that most side scrolling beat-em-ups are repetitive, and most are only fun with two players, but it's no excuse. There are a limited number of moves available, with the only real tactic being able to throw people from in front of you at the enemies behind you. While this can be combated by adding new characters and more varied levels the game still has pretty much the same premise.



## **The Big Question: What are you actually reviewing?**

The bor.pak, which is like a doom.wad. Beats of Rage is a customisable engine for making these games, and works like a charm.

However, I believe that bor.pak (which is supplied) isn't all it's made out to be.

It's odd to review though; should I mark a game down for re-creating what a game did 10 years ago; and recreating it well?

As you can see, I have very mixed feelings about the game/engine. While on one hand I love it; on the other (arguably more hairy) hand I think it's a victim of it's own hype.

You may think that I'm being overallly negative; but I'm not. I honestly do like Beats of Rage (I'm refering to the Bor.Pak here, not the engine; which I think is stunningly good) and I appreciate all the hard work Squidge et al have done bringing it to the small (but not minature , GBA) screen. But the game has been over-hyped, and isn't quite as good as it has been made out to be.

The only expense will be the size taken on your SMC (about 50MB) as it's a free download. Try it; you might think I'm wrong-although I believe a silent majority agree with me.

**Eight Out Of Ten**

# World Of Picross VERSUS Mario's Picross (GB)

**The Big Question: What is Picross?** It's hard to explain, but when you play it it becomes much more clear. The 'action' takes place on a grid of varying size, with numbers on each axis. These numbers then reflect where and how big each of the lines in the area are. For example, the numbers at the top of one column might say "2 4 2" which means that there is a line of two blocks, four blocks and two blocks somewhere in there. Where exactly they are is not given away, but can be deciphered by looking at the numbers on the horizontal axis. You use the 'A' button to mark where a line is, and the 'B' button where you think there is not line. You have half an hour to complete the drawing, but each mistake will cost you time. The first error will cost you one minute, the second will cost you two minutes, the third four minutes, the fourth eight minutes and so forth until you have no time left. (Although some versions simply add a minute to each penalty each time.)

**When playing Picross on your GP you have a number of choices. While they are very similar (I believe that World Of Picross is actually a remake of Mario's Picross, not just a Picross game) these two seem to be the most popular.**

World Of Picross is a homebrew game made for the ADIC 2002 coding competition. It has full colour graphics, some great catchy music and seems to be updatable through level packs. It also has some nice backgrounds while you are playing.

Mario's Picross is a black and white GB game which runs full speed stretched in FGB. It has some okayish sound, but has more levels than a non-updated World Of Picross does and an easy to understand tutorial mode. The graphics are rather dreary but the pictures themselves are often images from Mario games.



Eight Out Of Ten



Eight Out Of Ten

# Punchout!! (NES)

**Punchout!! is not a realistic sports game by any stretch of the imagination. It is however one of the best games on the NES.**

You play as the boxing rookie 'Little Mac' (ho ho) in an attempt to gain Championship belts and eventually beat either Mike Tyson or Mr. Dream (depending on whether you played on the game before he smacked his wife around) although both characters are essentially the same.

Even with the button limitations of the NES the controls are still perfect, and as ever well suited to the GP. A and B throw left and right punches, and by holding up you can control the height at which you hit at. Rapidly hit the buttons to unleash some repeated hooks, and use the down key to duck. If you land a particularly meaty shot onto your opponents, you are given a star, from which by pressing 'Select' you can deliver your special move. (A, ahem, right hook.)

As you would expect, it uses a simple energy bar, and when depleted it leads to you being knocked out. You then have to bash the buttons to get back up. Get knocked out three times in one round and it's a TKO, and you have to fight the character you previously beat.

Your opponents in the game are possibly the most stereotypical you could wish to find anywhere. This isn't Custer's Revenge; you won't be deeply offended, but with all the political correctness in the world today it's something that Nintendo really couldn't afford to do. But the joys of facing Von Kaiser are unequalled.

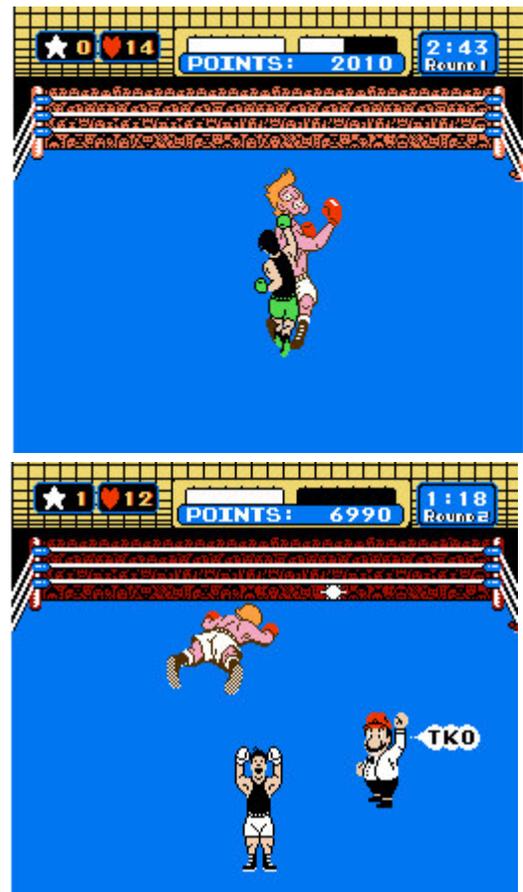
The sound is more than adequate, but the graphics really show what the NES can do. Huge characters, maximum colours and smooth animation make it a joy to look at as well as play.

Punchout!! can occasionally be brutally tough, but I always go back to it. Any game that can slap you around but still make you return must have something going for it. (Unlike Tyson.)

## How does it run on the GP32?

Perfect again. Possibly slightly slower on 0 frameskip but nothing to note unless you have played it to death on the NES.

With Little John you can also hold the L button to skip past those long running 'cutsscenes'.



**Nine Out Of Ten**

# Taboo: The Sixth Sense (NES)

It's hard to review this game in any conventional way for reasons you will see later. Instead I will talk through when the ROM is loaded until it's belated end.

An ample tune is pumping out the speakers, and a picture of a wizard has appeared. Beneath that are the words 'Rare', but don't be confused. This is less 'Play the Game' and more 'Where's the Game?'

The sound is mildly annoying now, and a sun has appeared on screen. I press start to see some text explaining the 'game', and then 'Taboo: The Time Machine On Nintendo!' It then asks me to enter my name, birthdate and sex. God knows why.

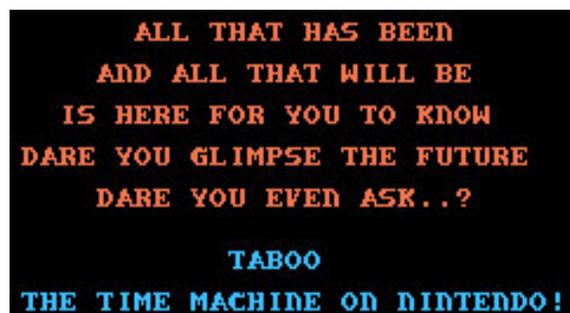
You may then enter a question. I asked "Is the Europe GP32 launch going to work?" I was then greeted by some flashy lights and another nice tune, with some cards flying around, and numbers appearing.

A card was then turned over, and the words "Your present position is an alteration or change". Right...Next card. "Previous influences exerting pressure are satisfactory result." Well at least it's well translated.

I carry on until all cards are gone, and I'm none the wiser about the Europe launch. This must be the same technique GamePark use to make all their business decisions.

Wait, there's more! Now I can enter my state (I'm in Britain, which at the time of the NES wasn't a part of the USA;) ) or set the numbers yourself, therefore choosing your Lottery Numbers while a lo-fi version of "Rock the boat (don't tip the boat over)" seems to play.

The craziest thing about this 'game' is that it was actually sold. I don't think it was a homebrew game; but who would buy this steaming crud?



## How does it run on the GP32?

I have never played the original so it's a bit of a taboo subject (I'm on a roll with terrible jokes this issue) but it seems to run okay. Maybe the actual game is truly amazing, and only emulators pick up this mini game. Who knows?

Not Taboo, that's for sure.

One Out Of Ten

# Gunstar Heroes (Genesis/MD)

Can games be art? If you mean art as in a portrait or a painting then yes, I believe it can be. Gunstar Heroes is art; not just for its esthetic value, but also for it's poetic grace, it's unique style and it's refusal to obey traditional gaming convention.

And it's damn good fun too.

To call Gunstar a mindless shooter would be just that, mindless. You can tackle the side-scrolling levels as if playing a skewed Ikari Warriors, holding down fire and jumping like a crazed loon, and you'll probably be able to complete it on the easy setting.

To call Gunstar a thinking player's game would be more accurate. To complete it on the normal and above levels you will most likely have to use tactics more than sheer firepower.

At your disposal is a interesting weapons system, where two power ups can be picked up at a time. These then combine to form a new power-up, such as a homing fire attack. Different bullet streams are useful for different parts of the game, and some are near damn impossible on the expert level without the right attack.

Using the gun system and the manual moves such as throws and kicks you face one of the most brilliant idea's in gaming history; boss after boss after boss. On the first level you fight a giant plant while some sort of insect attacks you and fight a piledriving block-man within the space of a few seconds. Suddenly the floor splits and you slide down a steep bank with enemies coming at you from all directions before removing the threat of the robot arms. Finally a bot bursting with so many sprites its almost sexual falls from the sky and forces you into a final battle.



## How does it run on the GP32?

With Fdave's GigaDrive, it runs fine with basic sound, especially at 156mhz.

As I say, this is platform shooter convention turned on it's side. More explicitly, it's turned on it's side and whipped with a ideas rod. Gaming should be exhilarating and fresh in my opinion, and Gunstar feeds my addiction for that adrenaline rush I need to keep me interested in the world of video games.

It really is the best feeling when playing a game and the music changes, the enemies disappear and a boss eight times as large as you appears to the right of the screen. Gunstar Heroes is full of these kicks, and at risk of repeating myself, is a bonafied sugar-rush.

One day I'll find this game in a charity shop for £1.45, but until then, the GamePark more than does it justice.

**Nine Out Of Ten**

# Dynamite Headdy (Genesis/MD)

**By this point you have most likely read the review of Gunstar Heroes, and can tell that I'm rather fond of it. Dynamite Headdy shares alot in common with it's stablemate, yet is more akin to Mario than Contra.**

It's great to replay a game so full of life after all these years. The ex-Konami staff at Treasure created yet another masterpiece, taking everything that's good about a platformer and multiplying it by twenty. It's the caffeine of the Genesis; it doesn't sleep, and you better not either.

First impressions; the game looks wonderful. Large, cartoon sprites lovingly hand drawn by edgy anime fans are both amusing and awe-inspiring; although not for the conventual reasons. The game has it's own puppet theme, and keeps to this style throughout without having to dip it's toes into the snow/fire/shot world of conventualism.

You are thrown head-first (no pun intended) into a chase where a giant pink robot is stealing your friends. I haven't ever been bothered about the story, but it has no effect on the gameplay (Besides, making your own reasons why a giant cat head has a robot arm is much more interesting). The robot doesn't have to be defeated, and on your first try probably won't be, but when you sit through the inevitable replays you start to figure these secret bonuses out and maximize your score.

The game uses a head-swapping weapon's system, copied most recently by a game called Hedz for the PC. You can fire your standard head in eight directions, and hit small screens which allow you to trade it for a more useful one. Some scenario's must be tackled with a certain head, for example, crawling under a

stomping block with the small head. Bosses appear as frequently as in Gunstar, meaning that within five minutes of the game you will have probably seen of four sub-bosses, and a giant dog that throws a ball at you.

For those disappointed with a lack of 'true' platforming these days should be delighted with Dynamite Headdy. While pinpoint accuracy is not always required, the mix of puzzling and jumping works a treat, and when you've retrieved the key from the aforementioned canine the level tips and turns, giving the player the chance to move in 8 directions. Think of what the Super Mario 64 Bowser stages would be like in 2D to get an impression of what it feels like.

However much I enjoy the game though, I can't help but feel that regular save points are required. I'm not quite sure why the designer's didn't choose to include them; the practise area at the start is something most gamer's will only want to visit once, yet walking through it is compulsory. The difficulty level is also higher in the USA and European versions than the JAP one. Perhaps the SRAM costs were too high? Anyhow, this should be sorted out when a Genesis emulator can handle save states.



## How does it run on the GP32?

Fine in GigaDrive with sound, however there are a few transparency problems (such as bosses disapearing) and one level near the start of the game is totally messed up due to moving platforms. The level can be overcome though.

**Eight Out Of Ten**

# Mario And Wario (SNES)

**Most gamers have at least heard of most of Mario's games, and a handful could tell you their names, date of publish and all the cameos he's had. While these people can probably tell you all about Mario And Wario, there's going to be some of you who haven't even heard of it.**

It was only released in Japan, just like The Lost Levels was. This game isn't a platformer by design though, and is rather more like Lemmings ringed with classic Super Mario World themes.

Wario drops a pot/cloud/block on Mario/Peach/Yoshi's head, and you control a fairy whose job it is to guide them to Luigi who will remove the offending object. Now, Mario et al may not be the smartest characters in the world, but I didn't think that removing a plant pot was too difficult.

By moving the fairy you can click on the character to change their direction, click on boxes to make them disappear/appear or kill enemies with a brief hit of the wand. Later on in the game you encounter timed blocks, coin blocks and other obstacles that try to hinder your progress.

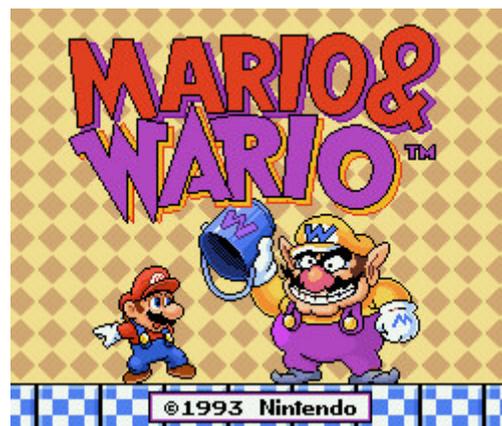
It's not the hardest game in the world, and you can choose which world you wish to start on with a chosen speed.

My main gripe with it is it doesn't seem to have that Nintendo spark that I've come to expect, and the fact that it doesn't run in opensnes 0.2 limits your progress on the GP32.

Still, it's good to see Nintendo using its creations for something different pre-N64.

## How does it run on the GP32?

With version 0.2 of YoYoFR's the game doesn't work properly. However, you can use the snes.fxe emulator, but this means you cannot save nor hear sound.



Seven Out Of Ten

# Most Wanted

It proved popular last issue, hence it's return. The games we all want to see created are exaggerated slightly then written up for the sole purpose of filling the magazine. Oh yes.



## Wario Ware GP:

A collection of mini games, comprising of the best games playable on the GP32, each lasting just 5 seconds. Nintendo's included Mario, Zelda and Metroid. So does this one.

## The Good:

All of the GP32's best games, in perfect 5 second chunks.

## The Bad:

5 second's worth of Dyhard is still too much.

**It's a bit like:** Your GP32 screwing up and randomly jumping from ROM to ROM.



official GP32 BLU representative

## Blipped4 2: Sam Fisher

The sequel to the most loved member of the community, who seems to of left sadly. He remains in spirit though, through a new and improved spammer, this time with limited grammer and spelling.

## The Good:

Well.....He has improved, and did make the torrent thingy.

## The Bad:

See GP32x forums.

**It's a bit like:** Having "Sam Fisher" etched onto your eyeballs-you'll see it far less this way.



## GP32 Propaganda: The Game

After successfully creating the GP Propganda movie, and reaping in the royalties from the film, Sam put his 'talents' to work and created this. "And remember, GamePark needs you!"

## The Good:

I nearly wet myself when I saw first saw it; now we can play it!

## The Bad:

So bad it's good.

**It's a bit like:** Lord Kitchener telling the Germans "All your base are belong to us."



### Urban Yeti: Engine Port

Yes it's true, there is a game for the GBA called Urban Yeti. Whilst being absolute cack it's still no worse than most commercial games for the GP. This is the kind of dire crud GamePark LOVE.

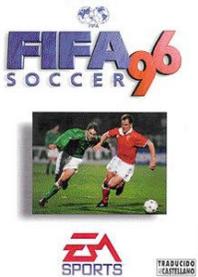
### The Good:

Fits in perfectly with most other commercial games.

### The Bad:

Urban Yeti? Oxymoronic. And well, moronic.

**It's a bit like:** Putting a New Yorker in the North Pole.



### Generic Game Sequel: The Verbing of the Noun

Who needs originality when you can pay another £40 for the same game engine, same graphics and a plot that ruins the first game's ending?

### The Good:

If it ain't broke, don't fix it.

### The Bad:

If it is broke, give it a subtitle.

**It's a bit like:** EA's gaming manifesto.



### Mark's ABC Grammer Fun!

One of the first 'edutainment' games for the GP, starring no-one other than myself. I teach kids how to mis-spel words, use grammer un well and use ironic, age old jokes about spelling and grammer.

### The Good:

A game for the kiddies.

### The Bad:

Catholic Priests want all the kiddies to themselves. (Hate mail to the usual address.)

**It's a bit like:** Big Bird's ABC's , without the bird. And educational value.



### Speed 4: Trolley Dash

Joe, a young, handsome cop, used to fighting crime, now has to fight his toughest opponent yet: The Shopping Trolley. Don't go under 1.2 miles an hour, or it will explode!\*

\*When I say explode, I really mean "A wheel may become loose."

### The Good:

Another movie 'licence' to go with Dyhard.

### The Bad:

Might encourage an actual Speed 4.

**It's a bit like:** Supermarket Sweep; only less homosexual.

# GPETC: Shop

I'm always on the lookout for second hand games, either to collect or sell. I've never seen any official GP32 stuff about although I have actually seen some items that could be classed as being GP32 related. Here it is; my obscure guide to buying nik-naks for your GP.

## Lucas Arts Games:

These are required in order to use the SCUMM game engine on your favorite handheld. A variety of different versions are available, some better than others.

## Expect To Pay:

About £3 in a charity shop or £2 at a Car Boot Sale (Flea Market/Yard Sale to the American's currently reading).

## Carry Case:

Some GBA cases fit the GamePark like a well-oiled glove, whilst some are far too tight. Digital Camera bags keep your GP scratch free, and also provide a place to put SMC's.

## Expect To Pay:

About 50p to a £1.

## Doom, Wolfenstein etc.

It's the same as with the Lucas Arts games; they can often be found at car boots. Just look out for the guy who looks as if he has an orgasm over Dungeon Keeper, although hates all consoles.

## Expect To Pay:

About £3 to £5 in either.

## Cybiko

The Cybiko could soon be turned into the GP32's butler, and considering that they are dirt cheap, there's never been a a better time to get one.

## Expect To Pay:

Between £5 and £15.

# FDave's GigaDrive Interview

**GPM: Thanks for the interview, can you tell us a little about yourself?**

I'm Dave, and I'm a programmer for a games company in the UK.

**GPM: What's currently on your SMC?**

Not a lot I'm afraid! It just got wiped, so just GigaDrive and a few games.

**GPM: How did you decide to write a Genesis emulator? Are there any games you really enjoy for the Mega Drive?**

I first wrote one for the PC called DGen, and after for Cyclone 68000 the next logical step was to write one for mobile devices, hence PicoDrive.

Great games for the MD? Sonic, Strider, Quackshot, Thunderforce III, I could go on forever!

**GPM: When writing your Cyclone core, did you have the GP32 in mind at all?**

Yes, I had a lot of devices in mind from iPAQ to 7650, but N-Gage and GP32 would have been top, because of their decent joypads. Craig sent me a GP32 so obviously I tried it out on the GP32

**GPM: As it's already known, GigaDrive shares the same core as FGen does. How did this partnership come about?**

Well I released Cyclone and PicoDrive, and then Ryleh tried Cyclone in his port of Genesis Plus called FGen32. He said the speed increase was quite high, 3 or 4 times!

**GPM: It seems to have progressed quickly but have there been any problems with the coding?**

Actually progress has been steady over about 8 or 9 months or so (for Cyclone and the Pocket PC version). The GP32 port was quite quick.

Writing an emu is always problematic, as you find yet another game which uses an opcode slightly differently! But no, no major stumbling blocks. The only slight shocks were the unexplained iPAQ 3630 slowdowns, and the reserved r9 and r10 registers on the Zodiac.

**GPM: At the time of writing, version 0023 has been released with sound, and seems to work fine with a huge number of games. What do you want to add next?**

Well in 0.023 the sound chip is barely supported! Only key on and key off are processed, and instruments and even envelopes are todo. So a full FM chip emulator is the next step.

**GPM: At the end of GigaDrive's development, what do you expect to be implanted?**

What do I expect to be implanted??! Oh, implemented :)

Well pretty much everything you'd expect from any other Megadrive emulator, accurate graphics, full sound, etc, and hopefully 2-player netplay as well

**GPM: Well, I suppose you can spell it that way;) Do you have anything else planned for the GP32?**

Not currently though it would be nice to do a CPS1 emulator or Neo Geo emulator at some point.

**GPM: Thank you for your time, one more thing though...Pepsi or Coke?**

Coke!

# ThunderZ's NeoGP Interview

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

My name is GAZIN Matthieu i'm a french coder of 23 years old and i'm working in a nuclear plant. I love romance, mange, draw, sport and my friend (lot of other things too).

**GPM: What's currently on your SMC?**

hmm, i've 2 smc a 64mo for the dev and a 128 mo for other thing.

In the 128 mo i've the 2 demo for gp32 (inopia and mithris production), some emulator, the gpcinema and game.

In the 64 mo i've lot of coding test like the Yeti engine, some 3D engine test, librairie, active or inactive project, ect....

**GPM: What was the first thing you ever coded, and what's your favorite work so far?**

Hmm i thing it was some 2D sprite on the phillips video pac system.

On pc (dos mode) it was a my real first game a breakout like in mode 13H and after my first 3d engine always in 13H.

For gp32 my first code was a stupid scrolling colored "Hello World !!!" demo using official lib under gcc for testing the compiler.

For my favorite i'm always remember some that make me go some step up to the code (first breakout game, first demo 3D, first 3D engine, ect...)

**GPM: How did you hear about the GP, and finally decide to code for it?**

I heard it on gp32news just after the gp32 is go out.

The principal reason was the price and the hardware very powerfull and lilke a litle pc.

**GPM: What's the most appealing thing about the handheld?**

His power and the way that it a very open handeld -> div-x, mp3, wma, emulator and lot more.

**GPM: As most people know, you are the author of the Neo Geo Pocket emulator. Are you a big SNK fan?**

Ya sure i'm a very BIG BIG fan of SNK those man create the better 2D game ever.

**GPM: What can we expect in the next version, and do you think that full speed emulation with sound will ever be possible without frameskip?**

For the next version you can expect sound and maybe some more option and speed.

I think the neogeo pocket could be don't in full speed.

**GPM: Are you still involved with OpenSnes9xGP and what role do you play in it's production?**

I help on some little emu part and thrid part.

**GPM: How far do you believe the GP32 can be pushed in terms of SNES emulation? And, will Super Mario RPG soon be playable;)**

For the SNES emulation, i think very soon :)

**GPM: What are your plans for the future concerning GP coding? Any secret projects?**

Yeti3D, Osnes9x, NeoGP32, GPADV.

For the secret project well as his name, is secret;)

**GPM:Thanks for the interview; as ever, one last question: Pepsi or Coke?**

Coke:)

# The Competition

I've always loved the competition's that GBAX etc. have as they always churn out some quality programs, so I thought I'd hold my own low-key compo with two small prizes up for grabs. I asked for anything that is playable on the GP32 (within reason) which includes emulators, movies, games etc., and here are the entries and results. Thank you to everyone who took part, and to everyone who didn't meet the deadline; sorry I brought it forward.

## Simple Tasts #3 : Opening a door

<http://members.tripod.com/warcartoon/gpmcompo.htm>

A very well animated short movie that features a stickman struggling to open a door. It's over-the-top, anime-inspired quality. Superb.

## United GP Viewer 1.0

<http://membres.lycos.fr/illusionstudio/aquafish/ugpv10.zip>

An update to the popular multi-purpose viewer. Now includes even more features, such as Neo Geo Pocket Emulation. (I believe it to be a old version of an emulator though.)

## Little Wizard French Translation

<http://membres.lycos.fr/illusionstudio/aquafish/lwfr80.zip>

I am neither French, nor do I own Little Wizard. This could be very useful to anyone that does though, and I hope this starts a trend of homebrew translations.

## GP Linux Pre-Alpha

<http://members.lycos.co.uk/fangeles/alpha/hidden/prealpha/>

I only figured this out a few hours ago. it takes a hell of a lot of setting up, and it's user interface isn't the most friendly, but damnit, it lets me view HTML on the GP screen. The penguin rules.

## **Doom PWAD: Heretic**

[http://lajulie.free.fr/gpm\\_heretic.zip](http://lajulie.free.fr/gpm_heretic.zip)

I'm not the world's biggest fan of Doom, but the sheer amount of work that has obviously gone into this is staggering. I can personally enjoy this game yet I've only spent about half an hour on Heretic; if you're a fan of both games, you'll love this.

## **Doom PWAD: Doom 64**

[http://lajulie.free.fr/gpm\\_doom64.zip](http://lajulie.free.fr/gpm_doom64.zip)

The same applies as with Heretic, although this is even better. The best PWAD I've ever played. If like me you have a fetish for three-pronged joypads with analogue sticks that seem to have male 'love juice' smeared around them, download this now.

# **And The Winners Are...**

## **1st Prize Of Dooly Soccer Goes To: GP Linux Pre-Alpha**

How could I not award this the first prize? You may argue that I should award the prizes on the app's current state, not their potential, but I can't help it. While this release is good, the future looks exciting. One day we may be able to visit GP32x and download the latest software from our GP's, all thanks to Linux.

## **2nd Prize Of 10,000 Mileages Goes To: Doom PWAD: Doom 64**

This wasn't something that could be created overnight; this must have taken days upon days of work. I'm sure that even the most anti-FPS player will find enjoyment here.

**Thank you to everyone who took part, I hope to run a similar competition at Christmas. The winners will be contacted in the next 7 days.**

# EndGP



## Reggie Won't Be Happy.

Next Issue of GPM out in the next two months.

I am NOT responsible for anything that happens to you. This includes, but is not limited to; imprisonment, a fine or papercuts. I have 'borrowed' some pictures from the net. All games are copyright to their respective owners.

Mark Rowley 2004