

DECEMBER



五

Welcome

GPMagazine Christmas 2004

What kind of secret agent is most active at Christmas? Mince Pies. Geddit?

Of course you do; you GPM readers are a smart bunch. Yes, you're sexy, intelligent and in some cases the finest whores that money can buy. I could rub my hands down your sexy framework all day, oil you up all nice and make theoretical love to you and your family-if you so wish.

Perhaps I was too frank, let me start over. Hello and welcome to the new issue of GPMagazine. As you may/will have noticed, the front cover looks stunning. While I'd love to say that I was the person who made it, I can't (My photoshop skills allow me to place a text box, then it disappears under a layer. It took me two years to realize that you can have transparency behind text in paint too) as it was the loving work of Shirohagen from the GP32x.com boards, who can be found at www.holster.co.uk (currently under construction). It makes the magazine look so much better than I ever could of done, so a big thank you to him! Hopefully you'll be seeing more of his work in future GPMagazine issues.

I promised an interview with a certain someone (who makes a certain emulator) but unfortunately he's very busy and hasn't been in touch. Upon this, I decided to email _counter and ask for an interview but I heard no reply. If I was the sensitive type I would break down in floods of tears, but I must stay strong. Big boys don't cry-unless they sit on their love beans, that is.

Oh, check out the bar below too. (The score is the word that is blue.)

One Two Three Four Five Six Seven Eight Nine **Perfect Ten**

On a more personal note, I love Christmas, as I'm sure you'll be aware by time you reach the back cover. I may have a deep dislike for Religion but I find it hard not to love this time of year, as for me Christmas means gaming. Yes, gaming. Every Christmas I remember I have had some sort of console, or games for that console. The smell of a freshly unwrapped N64, those little black ties for the wires lying around days later, the days when the SNES wasn't yellow all remind me of December 25th.

That's why I hope you enjoy this Christmas themed issue as much as I the season itself. The fact that someone said they were looking forward to this issue more than Christmas itself was a huge compliment, and as I say, really makes the magazine worth writing. I would like to take this opportunity to thank everyone that has ever contributed to the magazine; be it with suggestions, interviews or whatever, the magazine couldn't be written without you.

Enjoy it people.

-Mark

www.gp-magazine.org.uk retropunchout@hotmail.com

Contents

Scores With An Edge? **Page Four**

Arcade Pack **Page Five**

Smash GP **Page Seven**

Matkeupon Interview **Page Eight**

Waku Waku Ski Wondershoot **Page Eleven**

Ristar: The Shooting Star **Page Twelve**

Lacuna **Page Thirteen**

15 Days Crap **Page Thirteen**

The Best Of GP32 Xtreme Quotes **Page Fourteen**

The Great GP32 Scams **Page Fifteenth**

Robert Kilroy-Silk's Share Or Shafting Puzzle Page **Page Seventeen**

The Quiz **Page Eighteen**

Most Wanted **Page Nineteen**

Christmas Gift Ideas **Page Twenty-One**

The Daily GP32 **Page Twenty-Two**

The Best GP32 Games **Page Twenty-Three**

This Time Last Year **Page Twenty-Four**

End GP **Page Twenty-Five**

Pot Noodle's Cover Search



Can you name every game that is featured in the cover?
It's tricky-but the answers are below. Zoom in to read them.

Sonic 3D Blast
Rock n Bolt
Head Over Heels
Batman
Desert Strike
Paperboy

Ant Attack
Q*Bert
Populous
Zaxxon
Pacmania
The Last Ninja



GPM

Scores With An Edge?

The UK readers and possibly a few from overseas may of heard of a magazine called Edge. It's something of an oddity; a video game magazine aimed at adults and seemingly untouched by hype. For the first few issues of GPM I tried to emulate the style of Edge; nice clear backgrounds with simple black text. It may have been printer friendly, but it didn't look that good-although I'm starting to realize that it never really will.

Anyway, Edge's main strength is in it's writing and leniency in giving out high or low scores. While many magazines (especially official ones) are handing out 10 out of 10's (or 94%'s) like they're going out of fashion, Edge have only ever given out 5 Ten Out Of Ten's in over ten years; meaning that those games are damned special. Mario 64, Zelda 64, Gran Turismo, Halo and recently Half Life 2 have all reached the maximum score meaning that they are nigh on perfect. When a average wrestling or football games gets the top marks in a magazine how can you trust them to tell you what really is deserving of your cash? You can't, and that's why Edge is so important.

Of course, Edge actually has a selection of new games to review each month. I, unfortunately, don't. The commercial scene has never been of great importance to anyone in the community, and it's pretty much dead. Not all homebrew can be reviewed, as it often needs updating-and by the time the magazine is released a better version will most likely have been made. That leaves ROMs, which pretty much sum up everything that is wrong with GPM, and why it's slightly pointless; the game's are free- how can you put a rating on something that's you've paid nothing for?

We don't pay for the games on the GP32 in the most, that's why I feel so bad when I give a homebrew title a low score. People have put alot of time and effort into their work and what gives me the right to knock them down? And as I say, what version should be reviewed? I can't wait for final versions, as they very rarely come-and new releases often come quickly after each other.

When I'm reviewing a ROM do I review it as if I'm at the time period when it was released, or how it stands up today? Should I compare the commercial quality games on the GP32 to that of a GBA, or the homebrew on the GP32? While it would be great to judge each game on it's own merits, people want comparisons and always will.

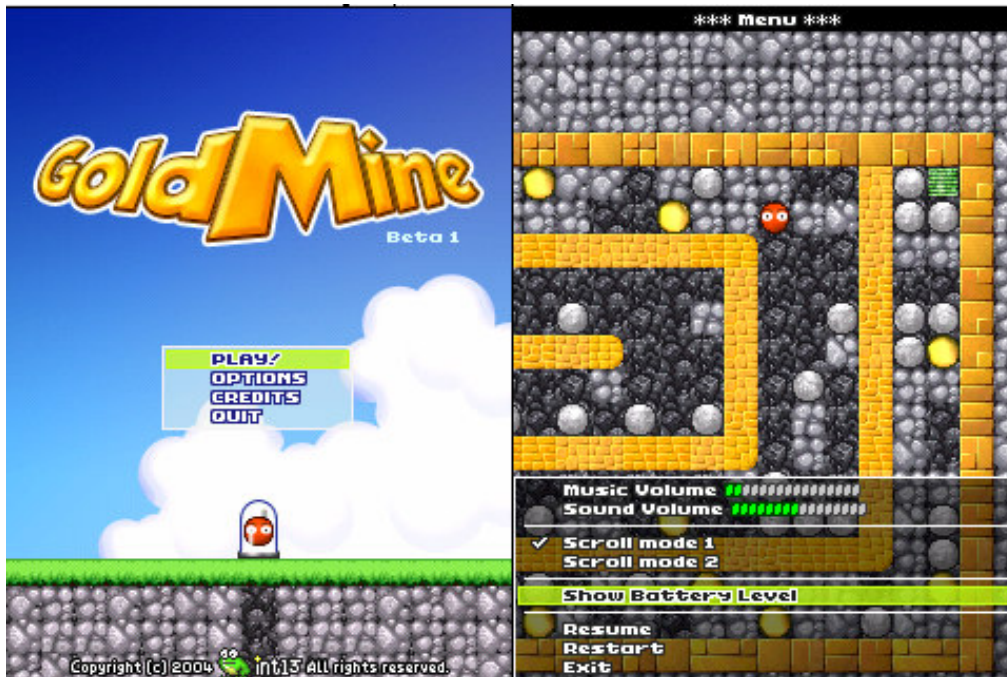
I like to think that I score games fairly. I've given a few games Ten out of Ten, but they deserved it-as did the ones that had a lower score. Even Edge, with it's strict guidelines for a game to score highly has the argument that scores mean nothing, and it's better to show pictures and describe the game's good and bad points instead of giving a biased opinion.

I know that GPM has been compared with one of the best console magazines ever alot in this article, (which it obviously shouldn't be) but GPM has far more reason that Edge to scrap the scores, and to be honest I'm thinking of doing that. Let me know what you think.



Arcade Pack

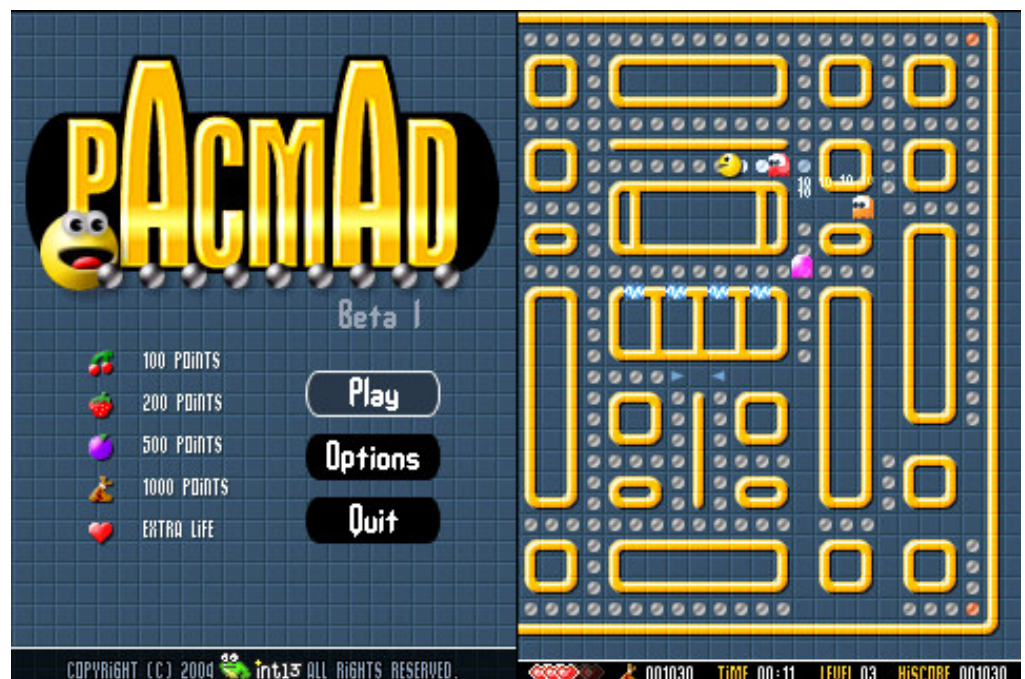
Recently ThunderZ was asked whether or not he was still working on his Neo Geo Pocket emulator. He said that the project is currently on hold, but him and Int13 are working on a multiplatform game pack. While little is known about the project yet, and these screenshots are from the Pocket PC version, it already looks fantastic-four retro style games with GBA quality graphics. How could you not be excited?

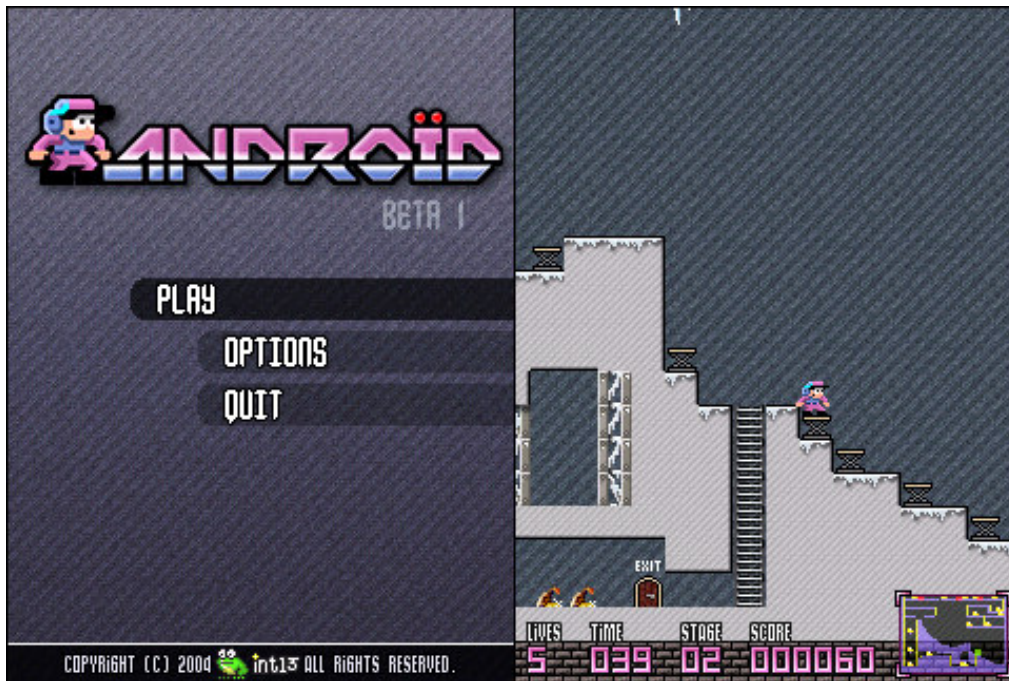


On first view, GoldMine appears to be a Dig Dug type game, where you drop the rocks into enemies heads to gain points. When you look at it harder though, it seems to be more of a Sokoban type game where rocks are pushed around a maze. Perhaps it's simply a collect-em-up, with the gold as a token?

Whatever it is, it's already looking very professional, and will no doubt be excellent.

PacMad looks to be a simple PacMan clone with better graphics. You could think that it's been done to death, but what if this had some sort of combo system when you eat certain fruits in the right order? The fruits in the left picture might lead us to believe that this is the case. Again, while basic, the graphics are sharp and smooth.



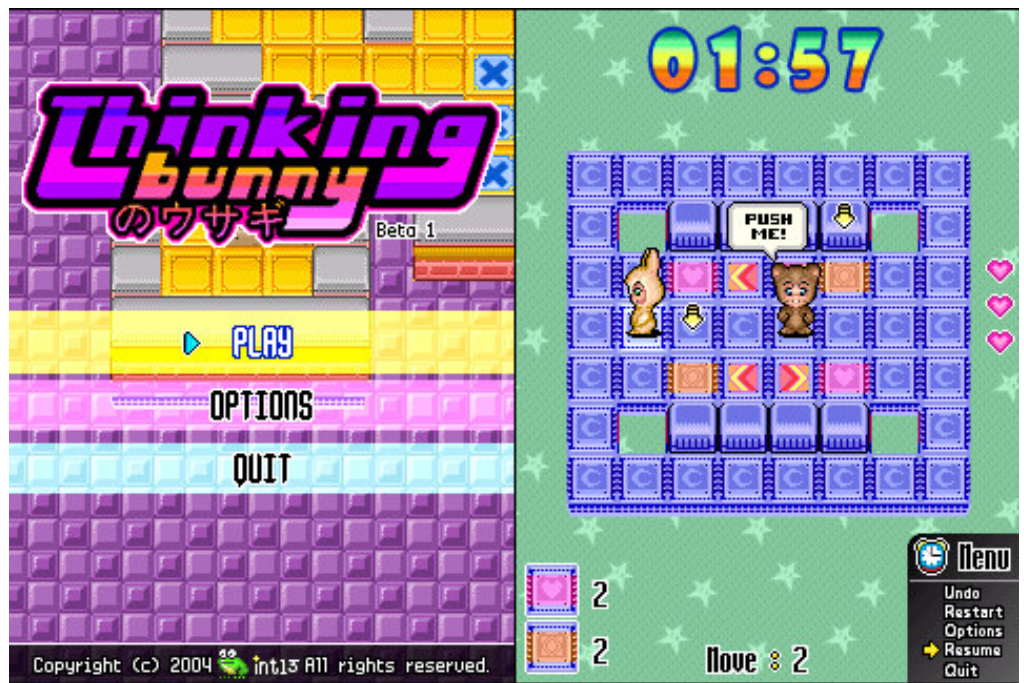


What is this? Could it be a Rick Dangerous type game, or a standard platformer? And what do all those trampoline things do?

It looks as if the idea is to get to the door before the time runs out. With savepoints in the right place, this could be a great 'Mario and Donkey Kong' type game.

I'll be honest-I have no idea what's going on here. I'd say it looks the best out of the four games, looks the most original and could indeed end up being the cream of the crop.

Is it a DDR style game? Most likely not-but it still has that Japanese style charm to it. This is the one I'm waiting for-let's just hope it make it into the GP32 version.



Virtual Reality?

I bet you thought the F-Zero games were fictional right? Wrong. Here's a racer falling from his vehicle onto some random squares from the SNES version.

Smash GP

A few months prior to the announcement of Super Smash Bros. on the N64 I read a reply to a letter in N64 Magazine. It mentioned the four games that Mario would be staring in over the next year; Mario Tennis, Mario Golf, Mario Party and Mario 64 2 (...still waiting on this one) and 'that rumoured beat-em-up where your favorite characters kick seven shades through each other.' I thought it was a throw-away remark and didn't pay much attention to it. A few months later and there it was, a semi-original 2D fighter with a chance to use a great fat pink blob (Kirby) to beat an annoying fat pink blob (Jigglypuff) into a bubblegummy mess.

A console later and the Smash Bros. returned better than ever. More characters, courses and the addition of trophies made the game far superior. The fact that it's still one of the Cube's best selling games is testament to it's pick up and play quality and multiplayer focused gameplay.

But then again you know all that. You've played them both to death and when you saw SmashGp you were intrigued. You downloaded it and put it on your SMC along with Lacuna and Nazca Dreams, and played as the only selectable character at that point, Mario. Well, I know I did anyway.

Matkeupon comes across as a perfectionist. While I'm not a war game fan in general, his GPFinalWar is so slick it shines. We're talking commercial quality material here folks-and the same applies to SmashGp-in fact, the phrase commercial quality has been made redundant by this game. A commercial quality title would rarely include such a editor and be so customisable. Both characters and arenas can be edited or created from scratch, and while they require some effort it's possible for anyone to contribute.

When you load it up you're faced with a familiar title screen and menu, where you can start the game or set some options. There is also a multiplayer mode although at present this is crossed out-it doesn't appear to be implemented yet. Perhaps it will be in a future version, or the Dreamcast port. At present there is three modes-lives, timer and survival. While the first two are exactly what they suggest the last is a non-stop influx of opponents while you try to defeat as many as possible. It gives a high score feature to an already superb game, and I hope to see more modes like this in the future.



The controls are as you would expect, with blocking on the shoulder buttons, smashing and basic attacks on the 'A' and 'B' buttons and movement and jumping on the D-Stick. They are responsive and work well, allowing the use of combo's, if the character allows it. The computer AI is similarly excellent, and dependent on the difficulty level will evade, attack and jump tactically.

There may be a few problems, but they are hardly worth mentioning-the game will be improved as more and more people make characters for it. It's also still in the very early stages, and will hopefully be frequently updated. I recommend downloading the latest version straight away-you'll see how it just screams quality.

One Two Three Four Five Six Seven Eight Nine Perfect Ten

MatKeupon

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

Well, I can do that :) My name is Matthieu CARTIER, I live in France (near Lyon). I'm 25, and I've been programming since I was 9... I started programming on my Atari 800XL, changed for an Atari 520st, and then my brother bought an Amiga.

Then I started programming games, with AMOS in the beginning, and after that Blitz Basic. Blitz Basic on the Amiga was for me the best program ever, and that's probably on it that I've passed most of my time.

After that I bought a PC, and lost all motivation for programming on it (as I was also doing computer sciences in my studies, working on PC all the day). About 2 years ago, my programming madness came back... So I bought some stuff to make programs on my GBA... But I wasn't even able to make that MBV2 cable work (I'll say that's because of Win2k's device protection on pseudo MS-os mode).

Then I read about the GP32, so I sold the GBA and bought it, which was a heck of a good idea :)

GPM: What's currently on your SMC?

Actually I don't have a lot of stuff on my GP32. I test some games, then I replace them with others... But I just noticed Tobi Drummer is there since... a long time, but that's all.

GPM: First of all, why remake Smash Bros? Were you a big fan of the originals?

Basically, yes. I'm a big fan of the N64 version, that's one of the games play the most. I also have the GC version, but honestly I prefer the N64 one. Also, I noticed that no Smash Bros clone had been made as homebrew game, and I was the first person to regret that :)

GPM: Was it in production before the 15 days competition was announced or not?

Yes, it was. I started working on SmashGp the day after I released GpFinalWar 0.7. I just checked the dates; I released GpFinalWar the 30th of September, and the compo started the 8th if I'm right.

GPM: Your previous game, GpFinalWar is known for being hugely customisable, and fantastically so is SmashGP. It must take a lot of work to implement these features, but do they make the work easier for you in the long term?

Well, it doesn't take a lot of work, if you plan it since the beginning. For GpFinalWar, I made all the units first one by one, without editors, and then I had to remake everything for the 0.7 version, with my own editor. For SmashGp, I planned it since the beginning, so I didn't have to make twice the same job. And I reused a lot of code ;)

GPM: I know that quite a few people are starting to make characters now, and as the Sonic in 0.2b has shown it's possible for them to be unique. How do you feel the response to the editors has been?



Hmm, after I released GpFinalWar with the editors (and the huge amount of work that was behind) I was hoping a lot for WargameMaker. I had a lot of good feedback, and Feddon started very quickly a Dune 2 mod, which looks better and better each day. So for SmashGp, I was totally sure that a character editor would be used by a lot of people. But I couldn't hope for that !!!

I'm VERY happy and glad, already 2 characters have been created (in less than 2 weeks !!!), topics about SmashGp start on every GP32 forum... I can't even track them all !! Honestly that's more than I expected.

GPM: Will you be making any more characters or stages yourself?

Sure. I have 3 characters that need some more work, but before the end of the month they should be online. I'll upgrade also the tileset as a lot of people have trouble with the background tiles being as bright as the front ones. After that I'll make a new arena series, with at least 5 stages.

GPM: Who would you like to see made?

In Smash Bros, my preferred character is Pikachu. So if I had to choose, well that would be it. Maybe someone has some good Pikachu sprites... :p

GPM: I'd say that my favorite character in the N64 and Gamecube games is Kirby, but it's obvious that we won't be able to make 'him' absorb other character's and take on their abilities. Have you thought of adding a new move for each character-which basically dictates what move Kirby will get and where to position the hat/clothes etc.? It would be tricky to implement but would be very interesting.

Hmmm... I like Kirby too, maybe the strongest character (at least in the N64 version). But about his moves, well, I have a bad habit when I'm programming... I always try to use as few variables as possible, and the consequence is that the moves system is closed and adding other possibilities is quite complicated... A possibility would be to add a "Kirby move" in each other character, but then each character would need to include Kirby frames; that would make the editing process harder. That's where 3d has a lot of advantages over 2d.

GPM: Do you have any plans for a weapon editor or more weapons?

A weapon editor, maybe, yes. Anyway I'm already working on some other weapons too.

GPM: The multiplayer mode is crossed out on the title screen-is it unlocked through RF link, or has it not been coded as of yet?

No, it hasn't been coded yet. I'd like to code it, but I'd need much more hardware than I have now (another GP32, 2 RF links).

GPM: KOF91 was once proposed to have a Internet link-up, where players could battle through the USB link. While hardly practical, would you ever consider doing something like this, or would it be quicker to just code a PC version?

That's a good idea, and I'd like to implement all the ways to make multiplayer games. I already plan to buy a chatboard, and make the chatboard available for another player (or maybe more).

GPM: Speaking of different versions, will the Dreamcast port be very different? And will the characters be the same for both versions? If so, it could bring the communities even closer together.

Well, the dreamcast version should be different (at least the first version). So the game will open the same character files, which will be of course the major interest.

GPM: If I'm remembering correctly (which I may not be) you once mentioned that you were interested in the possible DS Homebrew scene. Would you ever consider porting SmashGP to the console in due course?

Why not !!! I'd like to port SmashGp to every platform it could work on (except PC), but like everyone time is my problem...

GPM: Would you ever consider adding some sort of support for the now on-hold GP32-DC link cable?

That would be great, yes. I didn't think about it before, but that would open incredible possibilities.

GPM: SmashGP is obviously a fantastic piece of coding-what caused you the most difficulty, and was there anything you wanted to add but couldn't?

There were 2 difficult points. The first was the input. It needed a lot of tweaking to have it respond quickly enough, as it's the most important part of the gameplay on that kind of game. The second was the AI, and it's not over yet...

The problem was to have it capable of moving around the map, jumping over gaps to go wherever, and at the same time making sure he would land on a platform. And it needs more work, now the difficulty isn't high enough.

GPM: If there were enough characters and stages created, would you consider some sort of story mode?

Well, I've been thinking about it. But first it needs a better AI.

GPM: What can we expect in the future for SmashGP, and do you have any other projects/ideas?

Chatboard multiplayer and a weapons editor, in a first time. And some AI upgrades, of course. After that, SmashGp will appear on Dreamcast, and other directions will be taken from there :) I've got other game ideas also, but I can't say anything about it yet :p

GPM: Well thank you very much for your time-and thank you even more for your fine work. Do you wish to add anything else?

Well, I'm glad that people enjoy my work, thanks again for the interview :)



Capitalist Claus's Corner

Here are some facts you may not know about Christmas.

- 1) The word 'Santa' comes from the Greek word 'Sentas', which roughly translates as 'Fat Commie Bastard'.
- 2) The Grinch never stole Christmas; the owner merely misplaced it.
- 3) Santa is faster than anything on Earth, even dogs.
- 4) If Santa was made to eat himself, it would take 2 days and 47 minutes.



Waku Waku Ski Wondershoot

As it is the season of snow, snowman and other snow related things, I thought it would be a good time to review this. Suggested to me by some member of the GP32x board a few month (sorry, I can't remember who) it still took me a good month to find it, as with most Japanese games the translation differs from ROM to ROM. When I found it though, I realized it was worth it.

It would be very tricky to write this review without mentioning the words 'Mario' and 'Kart' with 'Super' prefixing them, as it's so obvious where Waku Waku Ski Wondershoot draws it's influence from. It's a Mode 7 ski game with a similar tournament mode to Super Mario Kart. It was released in 1995-just a year before the launch of the N64, so you'd expect it to be technically able bodied and graphically pleasing, and I'm glad to say it's both. The sound is also crisp and clear, with some nice bouncy tunes, but you'd be hard pushed to hear them on OpenSnesGP 0.3 at 166-it slows the action right down.

I'll point out that this isn't a fantastic game. It's a good game, maybe even a great game, but not a fantastic one. For a start off, the learning curve is steep-there is one lap per race, and the computer characters will not wait for you. The handling takes alot of getting used to, and then theres all the skills that you *need* in order to not come last. Yes, this is not an easy game-especially when played on the GP32 (due to all the buttons needed) or on a keyboard. Perhaps on a real SNES the game is slightly easy, but I can't see it being that different.

You have the choice between different characters as in Mario Kart, most of them weird Japanese things; expect big noses, huge eyes and robots. There's a selection of cups on offer, not all of them typical ski tracks. As in the sublime N64 game (and soon to be Nintendo DS game) 'Snowboard Kids' some tracks take place in surreal, none ski environments such as a town or a 'Candy-Land'.

It's not as simple as getting from point A to B though. Well, in theory it is, but in practice it takes alot of work. You will have to jump over tight corners, swing around larger ones and hold the speed button on large straights. At first it's frustrating, but after a while you come to accept it. What you will never accept, however, is the fact that one bump leaves you almost completely stopped, a.ka. Outrun.

To play from start to finish will most likely take you right up until Christmas and beyond, so maybe it's worth checking out. Don't expect a Mario Kart beater, but it kicks the Mode 7 out of the dire 'Street Racer'.



One Two Three Four Five Six **Seven** Eight Nine Perfect Ten

Ristar: The Shooting Star

Sonic Team may of lost their identity and some would say skill as of late but it's games like Ristar that remind you just how good they used to be. But just how good were they in the first place?

Ristar is a very hard game to review, and I've attempted it for more than one issue now. It's got the looks, the charm, the feel and the playability of a classic, yet just as it has that certain something that makes it fantastic, it also has that certain something that puts it down-which seems to be a trait of Sonic Team games.

It's not a fast based platformer like Sonic, and it doesn't have a strictly linear level design as Mario does, so seems to fall somewhere in between. It's main original feature is that you can grab onto things and pull yourself up with them, which allows you to swing, kill enemies and generally move around the level easily.

There are plenty of bosses, all of which are pretty original. There are plenty of levels, which will take you a while to progress. And, there's plenty of challenge. It's not a simple game, and in a strange way it seems to be a harder game than it should be.

Maybe it's just because I've played so many platformers Ristar seems so dampened. It's a shame that my own experience seems to have ruined what is a fantastic game, but it's proof that reviews aren't that important; it's all opinion.

Try Ristar: The Shooting Star. I sit here writing about it's negative points, yet suddenly having the urge to play it. It's not the bad game I'm describing in this, the world's most depressing review-just have a go.



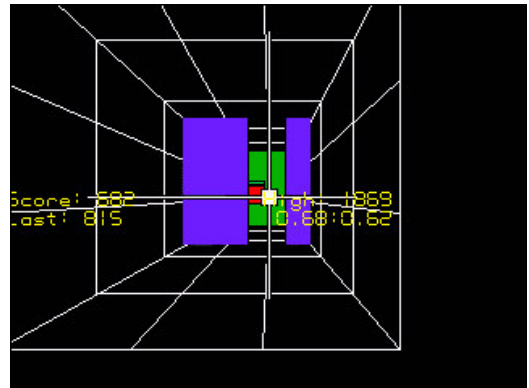
One Two Three Four Five Six Seven **Eight** Nine Perfect Ten

Lacuna

Lacuna isn't Wipeout, it isn't F-Zero and it certainly isn't Rez. There's no shoot button, no enemies and no goal. The crosshair on screen is under your control; using the D-Stick allows you to move around, and the 'A' button thrusts you into the air faster than merely pressing 'up' does.

Differently coloured walls fly towards you (or you towards them, depending if you take the technological or illusional point of view) and it's your job to manoeuvre your way through the differently sized and positioned gaps. There's no progressive difficulty level; you choose how big you want the holes and how fast you want to travel at the start of each game.

Whatever setting you choose, Lacuna is hard. It's also sickeningly addictive, with a menu that's quick to get through so you can jump into a game at any time.



The presentation is perfect; why would you need better graphics? Lacuna seems to be finished, as very little could be added that wouldn't distract from the purity of the game. I wholeheartedly recommend downloading it.

One Two Three Four Five Six Seven **Eight** Nine Perfect Ten

15 Days Crap

Before David Gravity invented it in 1942, people had to tie themselves to bed with belts each night to stop them floating away. Before then, video games were very basic affairs-there were no platformers, as people couldn't jump. There were no RPG's as the only way to travel was in an adult-sized pram and a long pick axe to dig into the ground, and finally there were no Thrust-type games. I think we can all agree, the invention of the gravitational pull improved games immensely. Well, that and the invention of computers.

Things are different now. Games like 'I can't draw for shit but I can fly: 15 Days Crap' take a simple concept-take one coloured block to another and repeat, and throw in a Z axis. Yes, it's real 3D on your GP32. The presentation may be rather awful, and sometimes the direction you start on seems to lead to instant death, but it's still an achievement. It's title isn't representative of it's quality.

The controls allow you to pinpoint where you want to fly, although go too slow and the timer will run out. And by the way, gravity isn't on your side at all; drop too fast and you'll crash and burn.

While it could be easily improved with faster navigation through menu's and screens that weren't drawn in Paint, it's still a great game, and well worth checking out.

One Two Three Four Five Six **Seven** Eight Nine Perfect Ten

Ask any member of the community what the best GP32 website is and you'll most likely get the same answer; GP32x.com. While the Spanish have GP32Spain, and some still stick around the sadly baron GP32Emu forums, Gp32x is visited by nearly everyone with a Gamepark. After lurking around for a couple of years (and posting for one) I've met some very funny people who've said some very funny things, and a few people who have occasionally made me laugh without realizing it. It's no bash.org, but here are my favorite quotes for one reason or another, in no particular order.

Efompor Apr 22 2004, 10:55 PM

"Woah hando... no offense, but you look a lot like Rowan Atkinson. At least in that pic."

mattmagoo May 26 2004, 08:55 PM

"i do KENDO so i cant wallflip, but i can damned sure prod u with a stick"

Swiss_Cheeseman: May 21 2004, 07:47 PM

"Lol im fat"

Memnoch October 18 2004, 06:34 PM

"Draw a parameter in the sand around where you're sitting and if anyone crosses it start screaming at them hysterically."

(On how to avoid people coming near you on the beach)

sebastian_insua (Sig)

Is watership down the scariest film ever?

<Image removed because it was too scary for Generalnmx>

Well thats proof then...

bringoutthegimp Oct 19 2004, 03:08 PM

"america is stupid"

sam fisher

post 30th October 2004, 10:25 PM

Yooou know those bey blade toys? this kid and his mates in my class attached razor blades to them! They spun um at me and i heard a noise and my friend shouted. I looked left.

FIVE OF THEM COMING TOWARDS ME ALONG THE POLISHED SCIENCE TABLE. I MOVED AND THEY CUT THIS KIDS ARM OPEN. YOU SHOULD OF SEEN THEM TRYING TO GET THEM BACK WITH OUT WAITING FOR THEM TO STOP.

oh yeah and got a pencil stabbed through my mates hand and all that.



MK64_FirstPlayer (All The Damn Time)

"Take that!11 Take That!111"

Pirotic Oct 26 2004, 08:50 PM

"Why not do an interview with last year, and ask him when he wants his joke back;)"

(On ThaFresh, who suggested asking Pirotic about the CPSEmu)



The Great GP32 Scams

No-one likes being scammed, although it can happen to all of us. While we've become accustomed to avoiding pyramid schemes like the plague and not paying £200 for a hyperlink on Ebay, sometimes we put too much trust into the people we meet on the Internet-and get duped in the process. What better place to start the GP32 scams than with...

_Counter and the Exclusive Emulator

"At the british meet-up I will exclusivly let everyone there get my genesis emulator so to every one thats going bring roms for it. After the meet-up I will be releasing it publicly. ps:axeman This might get a hell of a lot more people there,remember to bring your own roms "

First of all, _Counter is quite possibly the only member of the GP32x forums to have the majority of his posts in the *LOL! Files*.

In 2003, he told the members of the community that he had a half-speed Genesis emulator with around a 70% comparability rate, and that he was going to release it at the British meet-up. Then he changed his mind, and was going to release it after the meet-up. Then just to a selection of people, and finally he decided he wasn't going.

He then lurked around for a while, being an asshole, before disappearing from the face of the Earth-that was until October 20th 2004, when he re-appeared! He stunned us all with his refined views and joyful comments, telling us all that 'micheal means bisnass!' or something.

Viewing Profile: _counter

_counter
Member
Member Group: Members
Joined: 8-August 03

Active Stats

User's local time	Oct 29 2004, 01:49 PM
Total Cumulative Posts	16 (0 posts per day / 0.01% of total forum posts)
Most active in	<u>LOL! Files</u> (13 posts / 81% of this member's active posts)
Last Active	20th October 2004 - 01:40 PM
Status	<input checked="" type="checkbox"/> (Offline)

After admitting that he was an asshole, he told us all that he was playing Streets of Rage 3 on his GP32. He then gave us something to look forward to, as he said that he'll be back next year. I can't wait.



Capitalist Claus's Corner

Some would say that it's better to give than receive-these people are obviously very strange, weird creatures. To improve your presents received:send ratio simply manipulate people with blackmail at every chance you get.

More presents=happier you/richer me.



Ste_167 and the Fabulous Fridge-Freezer

"I was having problems with the 156Mhz version of Snesemu - and the posts about cooling got me thinking...I put my GP32 in a watertight bag and put it in the fridge for 20 minutes. When I took it out it even ran at 166Mhz for 2 mins."

"I'm going to give it a try in the freezer now that I am getting brave..."

Ste was a man with an 'underclocking' GP32. One day, he got tired of playing with frameskip 9 and decided to take drastic action; he put his GP in the fridge. It was far too cold in there though, so he contemplated the following:

"You're right: I hadvisions of putting my GP in the fridge & the batteries in the recharger overnight ready for a the next day."

"My GP32 is out in the sun at the moment so I'm hoping it will dry out and be OK - I'm going to give it 10 seconds in the microwave if the sun doesn't work."

Of course, Ste_167 was only joking. He had just received his fourth GP32-the only one that could reach 166mhz, and wanted a way to tell everyone.



Mr. Mirko and the Amazing Amiga

"Get this Masterpiece here :

<http://gp32.mirkoroller.de/>

HAVE FUN !

EDIT:

*This is only a Amiga 500 scene Demo, nice to watch
This is not an Emulator ..."*



Says it all really doesn't it? Mr. Mirko put together a very nice scene demo and passed it off as an Amiga emulator, and we all fell at his feet. Some idiot with a Boris Johnson avatar said *"Amiga-I never really was it's biggest fan, but damn I thought it was impossible to emulate on the GP..."* which is rather representative of most of the comments.

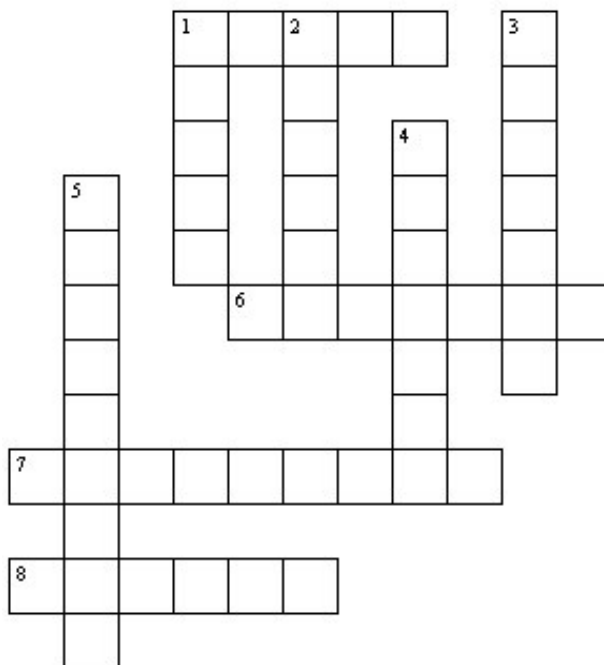
There was anger, insults and even suggestions of Mirko being like Counter. The main difference between them is that Counter could barely use a website, and Mirko has the skill to code a SDK.



Kilroy-Silk's Share Or Shafting Puzzle Page

Like Wordsearchs? Sick of slurry? Then welcome to my puzzle page. Whilst I have no idea what a GP32 is, it was made in Korea and therefore was most likely the product of low-paid labour workers, and not Spain, hence me endorsing this*

A	E	G	Q	L	U	D	P	U	P
T	F	K	N	U	R	L	L	P	I
I	F	L	U	A	A	B	J	S	N
L	Q	E	H	Y	S	K	X	G	T
N	U	Y	A	M	P	K	E	Q	S
O	D	S	C	H	O	U	I	C	I
N	I	D	Y	W	U	O	H	L	Z
A	X	A	B	G	T	X	D	F	E
K	R	A	P	E	M	A	G	A	D
L	A	C	U	N	A	A	Q	Y	A
*	M	A	Y	B	E



Across:

- 1: Femu
- 6: Doom
- 7: Darts
- 8: BobTron

Down:

- 1: DRMD
- 2: OpenSnes
- 3: Gigas
- 4: GpDrive
- 5: GPFinalWar

? The Quiz ?

How much do you know about the GP32 and the community? See how well you perform in the quiz, and be sure to give your results when you give feedback-no cheating now :) The answers are to the right, zoom in to read them.

- 1) What does GP32 stand for?
- 2) What is the name of the company that makes the GP32?
- 3) The Non-Lit unit came first-but what are the other two versions called?
- 4) What has the bigger screen, the GP32 or GBA?
- 5) How many buttons does the GP32 have, not including the stick?
- 6) Which coder DIDN'T make an "Amiga emulator" for the GP32?
- 7) Which "coder" DIDN'T make a Mega Drive emulator?
- 8) What was the name of the prototype GP32 that could surf the web?
- 9) Name the first GP32 magazine.
- 10) On whose server was the magazine held?
- 11) Who from the crew said he 'might' set up the magazine again/ get a free iPod ;) ?
- 11) How was the second GP32 magazine read?
- 11) How many issues of it were there?
- 12) What language is GPM (Game Park Mania) written in?
- 13) Which other GP magazine did I personally write for?
- 14) What's the latest GP32 Magazine called?
- 15) How many people write it?
- 16) In what format was the original GPMagazine first released?
- 17) Who says 'Take that!!!1"?
- 18) Who made the first thread on GP32x?
- 18) What recent GP32 website recently 'shut it's doors'?
- 19) Where do you get *legal* commercial games for download from?
- 20) Where do you get *illegal* commercial games for download from ;) ?
- 21) What two speeds does GBAX sell their GP32's at?
- 22) Why do different units naturally overclock to different speeds?
- 23) What is the name of the keyboard style add-on for the GP32?
- 23) Toyz are 4 whom?
- 24) Which key must you press on it in order to use most programs?
- 25) Who is the author of Edgewrite?
- 26) Who is the author of OpenSnesGP?
- 27) Who is the author of FGen?
- 28) Who is the author of GPENGINE?
- 29) What is odd about releasing the BLU in Spain?
- 30) What is odd about the speakers on the GP32?
- 31) Was the GP32 meant as a opensource device?
- 32) What game is now free with the GP32?
- 33) What is Her Knights also known as?
- 34) The prototype GP32 for Spain was different; how?
- 35) What's odd about these questions?

1) GamePark32
2) GamePark
3) FLU, BLU
4) GP32
5) 6
6) Mr. Mirko
7) Counter
8) CPT
9) GP32Zine
10) Rico's
11) Zimba
11) On the GP32
11) 1
12) German
13) Pintuized
14) DWLDZine
15) 2
16) JPEG
17) M4, FirstPlayer
18) Mando
18) GP32Exg
19) JoyGP
20) Piracy is bad kds.
21) 166mhz and 180mhz
22) Different parts used
23) Chatboard
23) Toyz
24) SMS
25) Mogal
26) YotoFR
27) Ryliel
28) Black
29) You can't see backlights in the sun
30) Reversed
31) Nope
32) Dungeon and Guarder
33) All for Princess
34) White buttons and different logo
35) 3 Question 11's, 2 18's and 2 23's ;)

Most Wanted

It's Christmas and we want stuff.

Pointless Presents

It's Christmas morning and you're down to your last present. You've got every you asked for; so what is this mystery pressie? You unwrap it as fast as you can, only to find it's slippers/hankychiefs/socks. In this game, you get to burn them.

It's a bit like: Christmas morning, which to be honest was what I'm aiming for with this.

Christmas TV UK

If you don't live in the 'posh-shrimp' shaped country known as Britain, then you won't like this. To be fair though, we don't either. Watch The Snowman, Rolf Harris, Stars in their Eyes, Only Fools and Horses and soaps with horribly depressing story lines every damn year.

It's a bit like: Last year.

Christmas Jumpers

It's Christmas, and to many people this means an excuse to wear bad clothes. Put on your best blue/silver jumper and novelty flashing hat and let's all pretend it's Christmas 1999!

Well, the TV does anyway.

It's a bit like: A normal jumper, but more snowflakish.

Animated Christmas

Remember a few years back when an animated Christmas figure meant Santa looking right-left, right-left to the theme of Jingle Bells? As they've advanced, so have the opportunities for scaring young children with 'hidden' talking trees, singing fish and if all else fails, threatening to kill the Santa in the shopping arcade.

It's a bit like: Revenge for Haloween.

The Good: Burn stuff.

The Bad: Fire hurts.

The Good: It's a safe bet what's on, and it sells many more copies of the TV times.

The Bad: You can just use the TV times from last year.

The Good: Oh-so-very festive.

The Bad: Oh-so-very festive.

The Good: Scare the kiddies. They love it.

The Bad: There are some rules against this now. Political correctness gone mad.

Import Vagueness

A puzzle game in which you try to decipher some of the more obscure answers to your emails sent by the robot known as Vagueatron-the head of ImportMadness.com's public relations . Then, the robot sends 50 identical jiffy bags all marked as being worth £17 each, expecting customs not to notice. Aren't computers clever?

It's a bit like: A bit of this, a bit of that.

The Good: Robots have no feelings so it's okay to take the piss out of them.

The Bad: There are some exceptions, such as Johnny 5. As he says, "I am Johnny 5 and am certainly alive." (In a less English-Stiff-Lipped accent.)

The Imperial Party

Try to recruit people for the Imperial Party-Britain's most pathetic right wingers. Want a new Commonwealth? Want Christianity forced upon you? Can't spell to save your life? Then check out the website.

It's a bit like: An illiterate BNP.

The Good: I've heard rumours that Patrick Moore supports them; he is the GamesMaster.

The Bad: Perhaps I just misheard it and it's that he really likes 'Mint Imperials'.



Christmas Gift Ideas

With Halo 2, San Andreas, the DS, the PSP and a lorry load of other games around the Christmas season, us gamers don't have the time to think of gifts to get other people. So, me being the kind, kind, over-comma using fool that I am have compiled this list of the perfect gift ideas for your family. They'll love me for it.

For Grandparents

Biscuits
Jumpers
Cardigans
Jumpers And Cardigans That Smell of Biscuits
Heart Attack Cure (Can be expensive, ask them for money)
Old Spice
Hernia-Away
A Book Explaining How A Bank Is Normally A Safer Place To Store £5000 Than A Piano



For Dad

Socks
Aftershave
Something With A Flag On It
A Lighter/Golf Ball Set. I Never Understood them either.

For Mum

Bathsalts
Teddybear
Teddybear Holding Bathsalts (My Choice)
Hoover
Dish Or Dish Selection

For Sister

A Boyfriend That Doesn't Treat Her Like Shit
A Bra. Girls Love Bras.
Long Pink 'Massager'

For Brother

(Dependant on Age)

Mr. Men Book
Eminem CD
Drugs. Hard Drugs.

Atheist
+
SON'S
Christmas antics



GP32 IN THE PRESS

The GP32 hasn't enjoyed much success when it comes to conquering the mainstream media-but it has been featured in more than a few publications now.

Did you know that it's been mentioned in every issue of Retro Gamer; even if only in an advert? There's a few small features of it, some passing mentions to it, a letter sent in by myself, some huge GBAX.com

adverts and an advert for ROMs that will work on a 'Gamepark32 or Zodiac'.

IGN never really saw fit to cover the GP32; and when they did they slated the hell out of it. They called the games laggy, boring and uninspiring-which while many of them are, doesn't mean the console itself is bad, and they never gave it a second chance.

Insert Credit also covered it

in their excellent website; and I've heard it mentioned on Retro Gaming Radio, but did you know it's also made it's way into Edge, Nintendo Gamecube Magazine and I believe Games TM? While some of these were short features, and the NGC one just plain weird (they also say something about a 'Philips' handheld too...) it shows that they are at least getting a mention.

Atheist
+
SON'S
Christmas
antics



The Best GP32 Games

Here's your chance to contribute to GPMagazine. There's so many 'best of' lists it's become such a cliché to do so, but eh. Please take two minutes of your time and email in your choices to retropunchout@hotmail.com, and maybe your comments will be in the next issue of GPM. Simply email the game of your choice next to the number, and any comments you have on the game.

- 1) What is your favorite emulated game on the GP32?
- 2) What is your favorite homebrew/ported game on the GP32?
- 3) What is your favorite commercial game for the GP32?
- 4) What is your least favorite emulated game on the GP32?
- 5) What is your least favorite homebrew/ported game on the GP32?
- 6) What is your least favorite commercial game for the GP32?
- 7) What is your favorite remake for the GP32?
- 8) What is the most original game for the GP32?
- 9) What is your favorite game on the GP32?
- 10) What is your least favorite game on the GP32?

retropunchout@hotmail.com

Attheist
+
SON'S
CHRISTMAS
antics



This Time Last Year...

As some of you may already know, I'm not a GP32 veteran as such-I've only been signed up to the GP32x board for a year on December 27th. I did lurk for quite a while before hand though, and while not paying that much attention to it I can remember when GenEmu was released, and how excited the community then was. I remember the members saying how it was full speed, and almost perfect. Proof that love is blind.

Then came Christmas Day 2004. It was an odd Christmas-I had the retro collecting bug, and asked for some older handhelds and a ton of retro games. Playing on my Neo Geo Pocket Color and Wonderswan was great, and Ikaruga and Viewtiful Joe kept me very happy, but I wanted something else. Then I remembered about the GP32. I kept thinking to myself 'why haven't I ordered it yet?' and decided to load up GP32x. I saw that a new Mega Drive emulator had been released, the Fgen Christmas Beta. People were saying how fantastic it was. That was it; I needed one. On the 27th I went into town to put some wages into the bank, signed up to Lik-Sang and brought the non-lit version.

This isn't the story of how I got my GP32 though-but as a rather recent member of the community it gives me the chance to say what I've seen in the last year, and how much the handheld has progressed.

Emulation

Genesis emulation has improved immensely. From the 75% speed FGen beta, to the full speed with sound FGen and DrMD-it's been a revolution. These two emulators (and to certain extent GigaDrive) are stunning examples of what the GP32 can do. You just have to show someone Sonic 2 running full speed with sound and as smooth as a greased penguin to make them want a GP32.

The SNES front has been a bit quiet, with only OpenSnes 0.3 standing out; although that has a nice speed boost when playing without any sound.

The GBA is now emulated far better than ShiteGBA emulated it, thanks to the team at GPAdvance. It's an amazing emulator-the fact that it exists is mindblowing.

There's now a Amstrad CPC emulator, a basic version of Mame and a few others that are worth keeping an eye on. All in all, it's been a good year for emulation.

Homebrew

Akuma may be AWOL, but Electronia makes him live on in spirit. It's simply one of the best GP32 games you'll ever play, emulated or not. It's simple gameplay and natural movement are toned to perfection.

Giana's Return is another fantastic piece of homebrew-again, it's easily commercial quality. It's far better than the original, and to be honest it's a damn shame that it looks like it will never be worked on again.

Other notable releases include Drunken Arcade Master, Lacuna, DartsGP and the visually stunning Metal Gear Solid clone.

Next Year?

I doubt anyone would have thought the GP32 would of become so able this time last year; but what do you think we'll see between now and then? Email in your predictions, and hopefully GPM will still be running then, and I'll print the results. For me, I'm going to be positive and say we'll see an advanced Mame emulator capable of running some games from the eighties (hopefully the advanced 'I, Robot' arcade game) a GBA emulator that can run some early games at full speed with a high frameskip, and maybe, a PSX emulator, however slow. Time will tell.

EndGP



ME → 100%
W

Santa's Diary 2004

Dec 1st - Mrs Claus starting to get fat, eating too many of her own mince pies (they are tasty though). Rudolph has toothache, gave him some whisky for pain.

Dec 2nd - Rudolph got pissed and destroyed model of me. Told me she fat, sleeping on sofa tonight.

Bird-moose



Dec 4th - Sofa hurts my back. Wife gone to visit sisters. Hungry.

Dec 5th - Wife phoned, be back tomorrow!

Dec 8th - Wife not back yet, worried. Still hungry.

Dec 9th - Back! Fed me + said sorry, shed not ^{up} ~~be~~ with an old friend, got chatting. 5 days a bit excessive though. Will confront her later.

Dec 10th - Wife left again.

(FAT BASTARD)

S - N I A



Thanks for reading GPMagazine 6, hope you enjoyed it. All images are either made by me or 'borrowed' from other sources without permission. I don't condone piracy of any kind. Argh, matey.

-Mark Rowley 2004