

GamePark Magazine

The Fourth Issue



The Super-BLU

The GP32 Mod Scene

GPAdvance Interview
The Secret Interview
Pinball Dreams
Most Wanted

gp-magazine.org.uk

Hello there.

A few months after the release of the third issue, and I'm back with a whole new look (well, it's blue instead of grey) and I've finally decided on getting a few people to write a article this issue. The majority of the mag is still written by myself of course, but giving these pages should provide some interesting debate and differing opinions to my own.

I recently had a thorough look at Issue's 2 and 3 of Gp32Zine, and realised just how professional they look and well written they are. I never set out to compete with the 'zine, but with the possible resurrection of Issue Four I can see GPM being lost in the dust. **That's why I'll be most likely be re-releasing every issue of GPM in one huge edition, re-written, corrected and with a more professional design.**

I'm unsure whether to sell the magazine (either as a downloadable PDF, posted CD or printed copy, which to be fair is unlikely as I don't even currently own a printer) or give the magazine away as the past editions have been. Let me know what YOU want. Enjoy the issue people.

Suggestions? Comments? Email retropunchout@hotmail.com
www.gp-magazine.org.uk

Cheers,
Mark

GPMagazine costs real money to run, and is made in what little spare time I have. It is all written by myself, with the exception of the clearly stated features. If you would like to contribute, and secure the magazine's future then my PayPal account is red_turkey@excite.com

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GPETC: 'What makes a good game?'

While at work tonight, I found a partial answer to the question I've wondered about for a long time, "What makes a good game?". It may seem like an obvious act of preference, but there has to be something deeper than that. For me I'm finding it harder and harder to enjoy a game these days, where as in my early childhood I would get the most out of every game I owned, even the bad ones-possibly attributed to the fact that I was more willing to persevere with bad games, and the fact that I didn't have the hundreds of games and access to emulation I have today. Maybe also because games are getting worse and worse, and the golden age has arguably passed and been consigned to the realms of retro.

Staying on topic, I believe that there has to be a game that includes most of these points for me to enjoy it.

1) Immersion: it must pull me into its world. By this I mean by either storyline, graphical features or that all important buzz-word 'Gameplay'.

2) Denial: I need to be able to forget it's a game. Think Final Fantasy 7, or the Pokémon series-they become a part of your life, and are all the better for it. Games like Zelda that have tile-based movements (an obvious aspect of a top-down game) need to use the 'immersing' technique so that I do not recognize that I'm not actually Link. The game in question does, with its superb storyline, graphics and adventure.

3) Realisation: I need to know that the game is just a game, though. I'm aware I'm contradicting myself here, but a game that's so realistic I feel pain when shot does not appeal to me. To some people, this is one of the key factors, yet to be fair these people generally have little taste in games, and obviously have a totally different agenda to me. A game should always give you another chance, unlike the frankly cruel Steel Battalion.

4) Addiction: A game needs to be fun. A game simply needs to 'click' with your brain, and make you want to play it. This point isn't always needed to enjoy a game though. For example, I whole-heartedly enjoyed playing games such as Sonic Pocket Adventure on the Neo Geo Pocket to the very end, but it didn't tell my brain to play it again. A good game will always have an addictive quality to it.

These are what I need to enjoy a game. When I think of my two favorite games (Super Mario 64 and the original Super Mario Bros.) both have all these features in droves. They reward you well, punish you semi-harshly, keep you addicted and moreover immerse you in a world full of bright pastel colours and music I frequently play as MP3's. Everyone has their own personal make-up, and how you like each of the four points served up and how important each one is depends on you, and no-one else. This would explain why some people enjoy certain games that others detest.

For example, I'm not fond of the Resident Evil series. This is because I see games as a place to escape to; a happy place that I can immerse myself in. I don't want scary, real evil in it. However, I bet that some people enjoy the Resident Evil series so much because it immerses them totally, and they believe they are the character and they are in real danger. Death brings the Game Over screen, which brings them 'back down to Earth', and makes them want to play and succeed even more. Immersion is very important to these people, just as it would be to a PC God Sim loving gamer, who wants to own his own world.

To my dad, wherever a game is great or not does not matter as much as if it includes the army and a tank. He's completed Halo and found it great, even though it "only had aliens" in it. To him, fun isn't as important as immersion. Realism; the realism of the game is more important than the addiction. He has his own taste in each point, in which realism means the military. However, as I say, he found Halo great because its natural addiction level is high, which overrides the other points. Games like Gran Turismo are mostly enjoyed by people who love cars, and love racing games. Halo though is enjoyed by almost anyone who plays it. I would class it as being a far superior game to Gran Turismo, as it can 'convert the unconvertable'.

Using these four points can pit a game's worth against another game's worth, even in totally different areas. I would even be tempted to add another point, called 'Freshness'. How new a game feels, how it shocks you with its new ideas, but it's unneeded. A game can be almost perfect while merely building on ideas in the past to a tower-high level of perfection, look at Rocket: Robot on Wheels for the N64 for example.

I hope my humble attempt to classify the unclassifiable has been worthy of your time.

This is one of the many rough drafts for my new book, currently titled *Admiral Game Theories* (a tribute to the laugh out loud GBA styled Famiclone) so keep checking www.gp-magazine.org.uk for more news.

The Fate Of The GP32

By Spray

The handheld market has once again exploded into a fit of expectant fanboyism. Following the E3 announcements of the PSP and NDS, ninty and sony fans worth their weight have been slinging in their 2p on the matter.

The far more pressing issue though is what will happen to our beloved gp32s? Firstly, it must be said, the gp32 is getting towards OAPism. Launched in 2001, it will be four years old when the PSP and DS are supposed to grace American and European soil. In terms of computing, that's archaic!

At present, the rumoured GP64 is still as rumoured as it always was, and with Gamepark behind it, if such a project were ever to be announced, it would take years for anything to materialise. So it looks like the gp32 in its current form will be fighting for recognition along side the big boys Sony and Nintendo.

As doom and gloom as this may seem though, I do not believe this will hinder the gp32.

To begin with, what the gp32 had achieved previous to June 2004 was phenomenal. With almost zero popular press coverage, the device was being sold across the world from a number of outlets. The scene behind it was tremendous, gp32x.com, gp32emu.com, gp32news.com and gp32spain.com were just a few of the highly competent websites that served the users and enticed new blood. Two fanzines had promoted the gp32 and even managed to gain commercial recognition in the form of advertising. A British meet up had gone ahead and been a triumph.

With 2004 came the icing on the cake, the fabled Euro launch was completed, for the first time the gp32 was being given the recognition it deserved outside of its native Korea.

And that I think, will be just about it. Its now too late in the day for the gp32 to attempt to make headway in commercial America, yes the Zodiac has recently made its debut at CompUSA stores, but the dealings were being arranged prior to the announcements of the PSP and NDS. I think that no mainstream retailer in the states will want to go out on a limb and support the inferior console. As far as the gp32 is concerned, its reached its peak level of output concerning sales opportunities.

Whilst the company Gamepark may well face the prospect of going under, the legions of new people attracted to the gp32 thanks to the Euro launch should not go underrated. There is nothing like a pair of fresh legs to carry the baton in a relay, the same is true of the gp32 scene. Recently a number of devs have departed for sunnier climes (read zodiac) and it appeared that slowly the scene was going to putter out. The major players behind the emus seemed to be preparing for gp32 retirement, rlyeh was stating he would spend 2004 finishing his projects and then exit the scene. Yoyo's much anticipated release of os9xgp has been reported to be occurring soon, many believe this will be his final release.

What must be remembered though is that these last few releases are all the gp32 emu scene needs. The current offerings are already highly competent, this year will see the last few reaching the same peaks. It will then be the job of the users to keep the gp32 alive. Just because the gp32 won't be being coded for, does not mean that people will lose interest. The forums of gp32x are just as buzzing on the days of no releases as they are any other. The gp32 scene does not need to fear an end as it is, and always will be, the day to day users that keep the scene alive.

I see no reason why a British meet-up could not occur this year and for a good few years to follow. In Spain, the gp32 meet-up was one that took place along with the major Dreamcast meet-up. The Dreamcast was abandoned commercially years ago, but to this day the interest for it remains great.

This is how I see the gp32 in a few years. We all know that it is not just some run of the mill console, it is a unique thing that excited users and developers. It is because of this that it will continue to be utilised and loved in the same way that the Dreamcast is today. In my mind I see the gp32 as a portable Dreamcast, a small visually pleasing white thing that can handle emulation brilliantly, the amount of games produced for the gp32 ensure that there is always a reason to pick up and play.

The gp32 need not fear the releases of the PSP and NDS. It is catering for a different market that has been totally encapsulated by its abilities. As long as there are people willing to argue about whether SNES beats MegaDrive, or some such other triviality, there will be people wanting to use the gp32. As long as history remains unchanged then the gp32 will have its following, that is something that cannot be altered by competition.

Mod Frenzy

By Dozer

Around a year ago there was the occasional mod for accessories or the gp32 shell, the wormlight and j-tag cable were the most useful but nothing that the majority of people bothered with.

Several months ago a few people tried dying their gp32s but with some ugly results, so that didn't really take off.

Around September 2003, Rob brown, (who renowned in the gp32 community for his electronics and modding skills, as well as his sound code work) informed the community about his plans for boosting his ability to overclock. This started with the 32 meg ram upgrade, which made no apparent difference and is still something of a gimmick yet to be used (hopefully will be used in applications such as gpadvance and gplinux however).

Towards the end of November 2003, Rob borrowed an idea from overclocking on the PC and increased the voltage going to the ARM CPU of the gp32. The results were an increase from 150mhz to 170mhz as a possible clock speed!

From then on, people seem to have become more and more confident with modding their gp32s. Modding the look of the handheld shell, modding their own peripherals for their favourite handheld and trying useful battery and lighting mods are all pretty common occurrences on the gp32 scene at the moment.

Out of the publicly announced shell modded gp32s, the 2 best ones worth mentioning would be the black and silver lit beauty by lek, and the stylish "Kill Bill" black and yellow styled gp32 by crocomire.

The most popular homemade accessory for the gp32 has to be the chatboard. A modded Ericsson chatboard that plugs into the EXT port of the gp32, giving a full keyboard for use in gp32 applications such as caSTaway, and the promising Gplinux. There are several opportunities yet to be explored with the chatboard, such as use for multiplayer and use in a "Typing of the dead" styled game.

Recently, a lithium-ion battery has been successfully been installed on the gp32, giving the increased battery life that people will need from the excessive overclocking phase of late, a couple of external battery packs have also been made by gp32 users.

Although people have looked into upgrading a standard gp32 to a BLU, nothing seems to have come from this. There has been a successful FLU made, but lack of parts and the amount of work it takes to install meant it didn't progress to anything popular.

The major upsurge in modding would mainly be due to the overclocking mod. Although some can reach clock speeds of 220mhz out of the box, people are pushing their handheld even further beyond this.

Console-fix.com is providing the overclock mod cheaply, encouraging those who didn't have the confidence to previously do the mod themselves to let someone else do it. This is giving the majority of people smoother emulation and more powerful games (like quake) at impressive speeds.

It was recently said that in order to find the consoles limits and get the best out of it, you need to push it as far as you can, no matter what the consequences to the hardware. Perhaps we are slowly damaging our handheld? Pushing the console to higher and higher heights seems appropriate at the moment, but where do we stop? When people's gp32s start getting damaged? Do we want the maximum potential of the console only to be reachable through modding? Perhaps the late modding fluctuation could be putting off potentials that don't want to have to change the hardware to make the most of it (although this is unlikely, as the xbox scene shows, this community is basically based on modding). You also have to think about at what point does the gp32 stop becoming portable? If the best of the hardware is achieved though an extra battery pack, a chatboard and the wealth of other peripherals that are being approached in gplinux then is it really portable anymore?

Sometimes maybe we need to just step back, and appreciate the gp32 for what we have. An innovative, slightly unreliably made, fun handheld.

Pinball Dreams

Ask people in the community what they think is the best commercial game and I dare bet they say either 'Her Knights' or 'Pinball Dreams.' Is this through real choice, or the best of a bad bunch?

I'm not a pinball person. I'll spend a few quid here and there but I fail to see the attraction of reaching two millions points by hitting a red flashing light with a ball bearing within ten seconds of depositing my hard earned cash.

That being said, I remember Pinball Dreams on the Amiga. My older brother would hibernate in what is now my bedroom (which off-note is rather small. We're talking "Mark, we will have to remove the radiator to fit your bed in" small.) and every now and again I would open the door to see what he was playing. Along with Monkey Island, Daily Double and Championship Manager this was a popular choice.

Well, before I finish the first biographical review in the history of fanzines, I'll tell you a little about the game. It's a well tuned, good value for money pinball game. It's got great graphics (although a little dull on a Non-FLU/BLU) and nice sound which unfortunately seems to suffer from compression and static.

It's got four tables, and a high score board. It has hundreds of ways to gain points. I'll be honest; there's not much else to say. If you like Pinball, you'll adore this. If you feel that pinball is on the whole a random affair then you might get some enjoyment, as I did.

Whatever your view I'll think you'll agree, however accomplished Pinball Dreams is, it's a sad state of affairs when it's seen as one of the best commercial games on a console.



The Big Question: You don't like pinball games really, do you?

Not really. The day when I can walk into a games shop and pick up a copy of "Two-Pence-Pusher-Of-Simulation" will be the day I eat my well worn hat. That wouldn't be blessed with a game, and neither should pinball. They are both game that belong in the past, with Yo-Yo's, Chalk and Nazi's.

Seven Out Of Ten

Tie Break Tennis

With the recent launch of www.gp32eu.com this game seems to have been discovered, and is currently generating positive opinions.

On the surface it looks great. While only a demo it has a nice clean presentation, and in the final version it looks as if four characters will be playable. When you select the one court on offer, the game begins.

While I don't completely understand the ins and outs of tennis I can see that the game replicates and enforces them fine. Everything is the same as you would expect it to be, apart from my major gripe; the controls.

It took me a set or so to even hit the ball (apart from the serve) which was something I found odd. I wasn't disheartened though, and continued to play until I realised where in respect to the ball I had to be. The controls at this point seemed to work well, with automatic diving and lobbing, but I still feel that more 'natural' controls would have made the game more initially pleasing.

The game's a good simulation of tennis that looks and sounds good, and if we're honest, it's the only way a Briton is going to win anything.

Let's hope if get's finished.

The Big Question: The controls feel fine to me, what's your problem?

Well a few people I have spoke to said that the controls have not posed any sort of trouble for them. At the time of playing I had been playing on Mario Tennis on the N64 for a good few weeks, so was used to it's control system.

You may find the controls to be fine, don't know.

Seven Out Of Ten



Special Tee Putt (SNES)

MattMagoo asked me what games I'm reviewing for the latest issue of GPM, and suggested that I try this. I'm damn glad he did.

Special Tee Putt takes an upgraded version of the engine found in Kirby's Dream Course, gives it more of a true mini-golf sim feel and removes that pink bubblegum thing who ironically is the best character in Smash Bros.

It uses the traditional topspin/power meters we've all used, so no surprises there. It also includes a lob and chip feature which can lead to some interesting "Hole in One's". The courses are far from boring, and are littered with power-up's that let you hit the ball emense distances, and some that give the ball the special power to go through anything until it reaches a wall or a hole. These power's can be used whenever you wish, and can even be saved for later courses.

The course design is superb. The first level for example looks simple, yet to get a hole in one you must hit the ball in a completely wrong direction to the hole, in order to land on a conveyor belt and then waves on the platforms. Obvouisly you don't need to do this, as the aim of the game is to just reach par on each of the four classes (each with courses in) but it shows how much thought the designers have put into each level.

The control system seems needlessly awkward at first but soon becomes second nature, and the physics are so good that you only have yourself to blame for your shortcomings. The learning curve is pretty well implemented, but even Master mode isn't that difficult when you've practised.

After I had beaten the final class, I felt rather depressed that a great game had come to an end. Imagine the sheer joy of realising that four brand new much harder classes has now been unlocked.

It's truly a forgotten gem, check it out.

Ten Out Of Ten



How does it run on the GP32?

Using OpenSnes 9x 0.2, at 166 mhz with sound disabled and at frameskip 2 its very playable. You can turn the sound on and up the frameskip to whatever you want, it doesn't effect the gameplay due to it's nature.

Hopefully with the soon to be released 0.5, will run much faster at 133mhz.

The Mod Scene

The GP32 may be a great handheld, but that doesn't mean it can't be improved. Here I take a look at some of mod's available for the console.

What better way to start than the official mod that a fair few GP32 owners have-The FLU. Yes, the FLU really is just a non-lit unit with a light molded into it. It's now been made redundant by the birth of the BLU, but it to me it give indication that GamePark don't mind these upgrades taking place in order to keep up with the competition.

Another popular mod is the 166mhz upgrade. Quite a few emulators run at a much higher speed and quality when at this battery chomping level, but not all GP's are at first capable of reaching it. With this modification it makes it possible for the unlucky few to enjoy a good standard of emulation.

The only worry is, that there is now a 180mhz mod. Will these lead to unoptimized games and emulators? There is even talk of a 220mhz mod, and some games are being modded to work at this speed. My GP is of the few who can reach this speed out of the box, but in the future will buying a GP require these changes?

With all this talk of overclocking I can see the batteries out there crying in pain. Well, someone has added a lithium battery to the GP which gives much more battery life. The process can be pretty painful though, and normal batteries will no longer fit.

32MB RAM upgrades are available, but no-one seems to have them as there are no coder's making programs that utilise them. I believe that only one application by Mr. Mirko even acknowledges the extra RAM. It's a vicious circle that most likely won't end. The talks of a 64MB RAM upgrade seem even more pointless.

The glass screen mod is something that everyone should want. I'm unsure if it works with the BLU yet, but I know that I will be looking into getting my non-FLU/BLU upgraded so I can see Balloon Fight without aurally dodging the scratches.

There are more mod's, but the paint job is possibly the most pleasing. I've interviewed Lek about his mod, which also includes a light mod. Check out some more paintjobs on the following pages.

Do you have a Mod you want to share with the world? Have you painted your GP? Let me know at retropunchout@hotmail.com

MashMods.com

GPM: How did Mashmods come about, and what was the first mod offered?

The official Mashmods.com site officially launched January 2004, but front light mods for the WonderSwan Color and the Neo Geo Pocket Colour were first introduced by myself half a year before the site launch. The site was actually quickly put together as more of an organization tool because of an overwhelming demand for the mods. I first thought of the NGPC front light mod after seeing how effective the GameBoy Advance afterburner front light truly was. There were a few people that had succeeded in front or back lighting a NGPC screen, but none seemed to be of very good quality. I wanted to develop a safe, good, and consistent method of installing a front light in the system and it started with a couple prototypes, then finally into the first complete frontlit unit that was sold on ebay. From there I received tremendous requests and offered the frontlit systems to forum groups, then Mashmods expanded, I hired a partner, made the site and things progressed.

GPM: What sort of mods are you currently offering, and do you have any plans for more?

Currently there are a variety of mods for all types of portable systems. Mashmods.com is currently strictly for portable consoles, simply for the reason that nobody else offers what we do. We offer front light installation for the NGPC, WSC and Nintendo portables, controller inputs for systems, an eight button GBA, and a handful of mods for the GamePark 32 including the overclocking mod, replacement screens and button tune-ups. Some mods are definitely more useful than others, but whatever we think of that someone may find interesting to add to their system, even though it might not particularly be very profitable, we add it to list.

We are always trying to innovate and create new things, so obviously there will be more mods and services available in the future. Right now we're working on some small mods for the N-gage phone, which will be released with the new site. Also the upcoming release of the PSP and DS systems are really exciting because they will surely lead to new projects.

GPM: Will it ever be possible to light a non-FLU/non-BLU?

In March we had a temporary deal with a Hong Kong supplier to manufacture front lights fit for the GP32 screen for Mashmods.com, but the deal fell through.

Unfortunately it takes a lot of money to invest and manufacture front lights for consoles. I believe a company called Hahotech had models of a front light mod for the GP32 on their site, similar to the GBA Halo light, however I am not sure where they're going with this. For now, there won't be a front light or back light offered by Mashmods.com for the ailing regular GP32 owners.

GPM: Say I wanted a 166mhz mod, how exactly would I go about it?

The over-clocking mod for the GP32 is one of the most popular ones.

Basically

the amount of voltage that goes to the GP32's cpu is increased by decreasing the resistance in one of the circuits, giving the system a higher capacity to

process. I believe <http://www.cobbleware.com> has diagrams of how to physically perform the mod. If you don't want to risk doing it yourself, you'd have

to e-mail Mashmods.com and we'd provide detailed instructions on how to send your system in to us. Our policy is to keep a good communication with our clients, so notifications are sent of when the system comes in, how the mod is

going (usually a 2-3 day process) and when the package is shipped back.

GPM: Thank you, is there anything else you wish to add?

Thank you for your interest, the GP32 community consists of one of the most supportive and enthusiastic groups of people I have yet encountered in terms of interest in video games and the hardware. It's definitely one of the most notable handhelds ever created. In terms of development it has open doors to all sorts of software and hardware developers and modifiers, like Mashmods.com.

**Due to unprecedented public demand
IT'S COMING ...**



**TO A GP32
NEAR YOU
SOON**



Benjamin's mod invloved LED's under the start and select buttons, and a nice shocking pink case. Lovely:)

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



This is IntenseWage's GP32 that took him quite a while to do. This may not be finished yet, as he might add some more artwork.

GP32x Forums



This is Crocomire's Kill Bill inspired GP32 that went through the modding doors as a FLU, and came out a non-lit unit with a little switch on the back. That aside, this is one lovely looking GP.

GP32x Forums

Lek Interview

What possessed Lek to mod his GP in such a radical way? In this interview I find out.

GPM: What made you want to mod your BLU?

I originally bought the paint and LEDs to mod my FLU. Although I did get it painted I never got round to using any of the LEDs I'd bought, due to the unfortunate demise of my FLU.

That I painted and modded my BLU in 3 hours came as a bit of a surprise to me. I'd just eaten breakfast, when I spied my two aerosol paints laughing at me from a corner of the kitchen. I decided that they would mock me no more and took them outside to give my BLU the once over. While I was at it (so to speak) I remembered the LEDs that were gathering dust, so decided to attempt adding them into my buttons. It was all a bit of a rush; when I'd finished I was still wearing my pyjamas although I did get to take my newly painted and lit-up GP32 to work. They seemed to like it.

GPM: What did you do exactly?

I took the BLU apart and stripped it down so that all the important bits were removed. I was just left with the plastic/shell components. I took them all outside on a calm, dry day, placed them on some newspaper, and sprayed away. The spray paint I used is called Super Enamel, made by Plastikote. As the paint is touch-dry within 10 minutes, I was able to apply a few coats and reassemble it quite quickly.

For lighting the buttons, I first noted where would be the best place to have wires coming out of the rubber membrane. This allowed me to plan where the wires would fit inside the case and to minimize load on the buttons themselves, so that they could still be pressed properly. It was then a matter of trial-and-error cutting, until I had made a hole in the button into which my small LED could fit. The first few times I put the case back together, I found that my Select button would become permanently pressed and that both buttons were more responsive. I fixed this by cutting the plastic inside that case that surrounds the buttons membranes, so as to create a hole for the wires that came from the membrane to go into. This stopped the extra pressure against the buttons when the case was reassembled. The LEDs were powered from the points that are used to power a FLU's front light.

There are guides to both on my website at <http://www.reloaded.com>

GPM: What did you do to your FLU?

I painted my FLU using the same aerosol paint as I used later for my BLU. I was an aerosol virgin, so to speak, so ended up having a black and shiny looking FLU case! This really wasn't very nice to look at, although the silver buttons, etc, were ok. Before I painted it I'd added a brightness control to the front-light...after I painted it I modded it to 32mb and that's when I broke my FLU. I actually never got to see my FLU rebuilt in its black case because of this!

GPM: Has the mod had an effect on battery life?

Not as far as I can tell! At work I have used my current set of 2300mAh batteries for ~11 hours, during which time my GP32 has been constantly playing MP3's and with the backlight on for around 1 hour. I'm happy with the battery life. Another thing I've noticed is that whereas some people with FLUs experience a flickering of the front-light when their batteries are low; I get a steady "pulse" of my Start and Select buttons which looks rather cool!

GPM: Is there any wear on the paint etc.?

There is a little wear on the inside of the battery compartment around its edge. This is obviously due to it being removed/replaced all the time. It's also a bit harder to get off because of the slight increase in size due to the paint (and that fact that I have virtually no finger nails. Biting your nails is such a bad habit...)

I'd like to add that I have some other things in the pipeline as well. I won't say what they are but they are all hardware based. At the moment all the software I've written has been little tools to help me test things out, nothing useful for anyone else. Fingers crossed you might see some software from me in the future though. There are a few games I would like to rewrite for the GP32.



Lek modded his BLU by spraying it black, and adding two lights under the start and select buttons. I will not take any blame for any damage done to your GP through modification, so don't even try it.

Most Wanted

Here we go again; the games we'll never see made. Unless someone puts one of my ideas into development. Do it, and I'll give you a prize. Maybe.

Dirty, Dirty

Rather like Parrapa the Rapper, except instead of cheery non-sensical rhymes about toilets and 'Beard-Burgers' you press the buttons in time to clench your teeth, shake your head violently and say "Dirty, Dirty Girl" in your sleaziest voice.

It's a bit like: A filthy BeatMania.

The Good: Provides an output for the corrupted mind's of teenage youth.

The Bad: The less teenagers show their emotions, the better.

Townie Culture GP

Try to walk home through the roughest part of your neighbourhood without being asked "What are you looking at?" even though you make an effort not to look at their shaggy hair, designer caps and tracksuit bottoms inexplicitly tucked into their socks.

It's a bit like: Playing a beat-em-up with real pain. Like Clayfighter.

The Good: Gives some practise for the real world. Destroy the townies and their limited brain cells.

The Bad: Generalisations are bad-all townies make them.

"Pro" Wrestling GP

What's so 'pro' about being half-naked, covered in oil and jumping off big things? And why, might I add, do they always refer to each other by their full names in heated interviews?

It's a bit like: See Below.

The Good: Gives children heroes.

The Bad: They say never meet your heroes-especially if your's has a fetish for spandex and being hit in the head with a chair.

Kingdom Of Gimpdom

Gimps: We all love the leather-clad, homoerotic goons don't we? Bash the buttons furiously with your left hand so you don't say the random safety word!

It's a bit like: Penetrating a cow.

The Good: In everyone there's a little bit of Gimp.

The Bad: There's not one bad thing about introducing more Gimp Action into our society.

TamPac-Man

Women are confident. They will walk into a shop and buy whatever the hell they want, even if the old guy behind the counter stares at them in a possibly aroused state. You see a man try to buy Tampons though, and they hold them as far away from themselves as they can.

It's a bit like: Men buying tampons. Obviously.

Bath Vs Shower GP

The argument that caused both American and British civil wars goes on through the ages. Lead your army and destroy the enemy in order to decide what's the best way to stay clean.

It's a bit like: Life. You can do what you want in life; you're still gonna die. You can wash all you want, you're gonna get dirty.

Spiderman

Spiderman does whatever a spider can to stop evil and save the day. However, I fail to see how eating fly's and getting hit by a newspaper are in anyway useful. Control 'Spidey' as he fights his arch-enemy, who has come back to live through magic, or something.

It's a bit like: Ciderman; the world's first chronic-alcoholic super hero.

Relocation GP

Nothing says daytime T.V. better than Relocation programmes. Watch as families begin their search for the ideal life in Spain! Share their pain as they can't afford the house they wanted! Turn over to watch something decent!

It's a bit like: Wrenching your eyeballs out with a fork-both are the products of mass boredom.

The Good: It's good to get practise; you never know when men will start the red-river cycle.

The Bad: This game has bascially no target audiance, but it's never stopped me before.

The Good: Why not combine the two as I do, and make peace? Get the relaxation of the bath followed by the "I'm no longer basking in my own filth" of the shower.

The Bad: As a certain Irish member of the GP32x forums points out, 'certain things are easier in the shower.' And I agree, washing your hair is much easier.

The Good: Spider's have such a bad press, the game could change that.

The Bad: What the hell makes him like a Spider? He throws the same shiny stuff at people and crawls up walls, but he has two legs and wears a red and blue costume. I do not believe him to be representative of the whole Spider population.

The Good: Gives the old people something to watch.

The Bad: At this time of the day the old people are probberly taking up two seats on a bus somewhere, blaming 'Today's Youth' for everything and chatting about biscuits.

GP Jokes: Gameshow Context

Gameshow's seem to be in fashion; obviously started when 'Who wants to be a Millionaire?' was accidentally put in a prime time slot instead of dinner time. In this game you ask random people "Is that your final answer?" and say "You are the weakest link...Goodbye!" in a clever and witty context.

It's a bit like: 2001 all over again.

Non Stop Marketing GP

Play a marketing official making the most fantastically over the top adverts for the most useable cost effective and chic items in the whole history of the world using only one sentence.

It's a bit like: O.J. Simpson's wife's autobiography: A non stop textual beating.

Local Newspaper Writer

Play a newspaper writer working for the local rag. Since not much happens in areas like Stoke, make front page news with the headline "Dog gives birth in car" (True) and when someone is a bit sad, take a picture of them looking glum.

It's a bit like: The Daily Mail, only with real stories.

The Soap Opera Actor GP

Oh, these people are some of the best actor's you will ever see. To let the audience know they are upset, they grow a stubbly beard to show how they 'really don't give a damn about anything anymore'. Genuis.

It's a bit like: Baby Expressions: The toy that shows it's emotions by cacking all over your new shirt. Sometimes realism is not good.

The Good: People with no sense of humour get to make a little joke.

The Bad: By little, I mean 'Every single day', then tell everyone about the joke you made that night at dinner. Twice.

The Good: Creates some truly laugh out loud advert's, such as AeroGauge 64's "The best game in the world.....86%" spread.

The Bad: Punctuation was invented for a reason people. I'll learn how to use it one day, too.

The Good: Good to get some grounding work before moving onto a national level.

The Bad: Yes! More pointless writing on a national level! "The Region: Britian's Local Paper".

The Good: Easier to tell when someone's suicidal.

The Bad: To be fair the tipped-over pills and suicide note gave it away for me.

The Delightful Railroad Mishaps Game

Picture the scene; it's 1912. Everyone has long curly mustaches (well, all men anyway) and villains seem to think the most effective way of killing someone is to tie them to a train track, while 'twizzling' the aforementioned lip-slug.

It's a bit like: Growing your hair. Well it's not, but who cares.

GP Jokes: Lotto Edition

The National Lottery is played by millions of people, and as I serve people with tickets, it seems they *all* are under the impression that saying "Make it a winner" is remotely funny. Try to piss off as many shop assistants before 7:30 PM.

It's a bit like: My job. And jobs are not good ideas for a game. Unless you're a crack whore, that is.

Premature Baldness GP

It's a shame to see anyone go bald, but the people of Britian handle it fantastically. To make it look like their lack of head-rug is through choice, they shave the remainder off. Then a beard is grown, so they don't look hairless.

No-one will ever know.

It's a bit like: Fighting the inevitable.

Wispy 'Tash

You know at the age when most teenage males see hair growing on their top lip? This game is for them. Try to shave off the offending bum-fluff while avoiding the blue alcopops being thrown at you.

It's a bit like: Pretending to be Santa, when you're really just a poor man's Noel Edmonds.

The Good: There's no longer the need to watch 'classic' British soap 'Emmerdale' to see novelty 'tashes.

The Bad: Again, I'm struggling here. Maybe it's just the fact that it's 11:30 PM and I'm tired as hell.

The Good: I suppose it's better to make bad jokes than to be miserable.

The Bad: These jokes aren't just bad-they are evil. And not evil in a cartoon devil type way, oh no.

The Good: Good to take heed here; I believe I'm going bald. At 17. Sod.

The Bad: Is it better to grow old gracefully rather than *try* to look younger? Answers on a postcard. (You'll have to guess the address though. Won't take too long.)

The Good: The word 'wisp'. Chuckle.

The Bad: These people drink more milk to make it more visible, which means cows have to work harder. The cows then eat more grass, which leads to Britain becoming a baron wasteland.

And it looks dumb.

Send your own ideas in for the Reader's Most Wanted to the usual address.

Introducing...

Not many people know about the GP32, as my experiment in The Second Issue pointed out, so I thought what a good idea it would be to introduce some "Celebrities" to the world of GamePark. Bare in mind that I actually emailed these people, or groups who could pass the message on.

The British Prime Minister

Alright Tone? I think you should try out the GamePark32. It's a great handheld console from Korea that plays many great games. May I suggest instigating a law so everyone must own one? I know that would be pretty Dictator-like, but why break with tradition?



The British Monarch

Hello Queenie. Just emailing to let you know that the GamePark32 is such a good way to kil boredom. I'm sure that you don't have time for many video games anymore, but it's perfect to pick up and play.

My regards to the dogs.



The President Of The United States

Hello Mr. Bush! I don't agree with your war, but then again who does right? Anyway, when your thumbs are itchy, instead of pressing the nuclear button try the GamePark32. It's a great Korean handheld console, that plays lots of games I'm sure you've never heard of.

When Kerry is elected in November make sure you tell him about the GP. Cheers.



Noel Edmonds

Hello there. I'm not sure if you are aware, but the GamePark32 is the greatest handheld console EVER. I suggest buying one straight away, I think you'd like it.

PS- I love your little beard.

Noel Edmonds actually replied, with "Thank You!"



GPAdvance

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

My name is Gregory Estrade, I'm a 30 years old software engineer, working in telcos. I'm married and I have a 6-month kid :)

I started to code in my spare time for GBA about one year and a half ago, and now I'm also coding for NGPC, GP32.

I should get into Dreamcast too, if I can find enough time :) You can see some stuff I have done on my site : <http://heliscar.com/greg/>

GPM: What's currently on your SMC?

At the moment, GPAdvance and Yeti3D. I have to admit that I'm still looking for an addictive game for GP32.

For playing, NGPC and GBA are still my favorites :)

GPM: Who is currently working on GPAdvance?

There is enf65, the original author, who is spending 8 hours a day on his project. Then there is ThunderZ and I,

who are trying to at least understand what he's doing, and sometimes help a bit :) Any person with good will is welcome...

GPM: How did you get involved with the GBA emulator?

Well, I already knew ThunderZ, as we "met" when we were working on Yeti3D engine. As I often have a look at GP32 news sites,

I discovered this project, and saw that ThunderZ was getting involved in it. So I contacted him, then enf65.

I helped setting up the CVS repository on Sourceforge, and then started to think about what to do on the project.

After some time studying the concept and code of the first version of the emulator, I had the idea that we could reuse some

code of "classic" GBA emulators, with few changes. So I started to study VisualBoyAdvance, and then after some hours, I managed

to adapt some code of VisualBoyAdvance into GPAdvance, bringing then, with little effort, support for all GBA graphic modes !

GPM: Which part of the emulator have you recently been working on?

Well, I'm still "digging" into VisualBoyAdvance's code, to see what can be adapted to GPAdvance.

I'll certainly work on Timers support, and then have a look at what can be done with sound support.

Unfortunately I don't have much time due to my job. So when I can't spend much time on the emulator itself,

I try to do some "alternate" stuff : demo testing, website updates...

GPM: Have you come into any major problems as of late with the coding?

At the moment, everything is fine. For most of the things we can rely on what has been done in VisualBoyAdvance, and for all low-level stuff, especially MMU hackery, well it seems that enf65 can make whatever he wants with the GP32 :)

GPM: It's really amazing that such progress has been made in such a short time. Is it true that it is being worked on many hours a day as part of a school/college project? If so, this is easily an A+ ;)

GPAdvance is now enf65's official school project since a few weeks, which is great :) He can now spend most of his time on it. I hope for him that he will get an A+ for it, as it is really something tricky to have it up and running.

GPM: The speed of some homebrew demo's is jaw-dropping. How on earth is it so fast, even when it's pushing polygons around in some cases?

GBA is a 16Mhz machine, whereas GP32 reaches 132Mhz and more. But GBA features sprites, backgrounds, rotation/scaling in hardware. For demos that use bitmap modes, then the GP32 is able to do much better than the GBA.

For the other cases, well, it will depend on optimization (that will be done later).

One thing important to understand about GPAdvance is that it doesn't emulate the CPU, as GP32's ARM9 is able to run

GBA's ARM7 code. Cpu core emulation is usually the time-killing part in classic emus.

GPM: How far do you think GPAdvance will go? Do you ever think it will reach full speed with sound?

I think it will be able to reach full speed, with some frameskip. enf65 has implemented a "dynamic frameskip"

feature. Sound is a tricky part to get done in general (that's the reason why many emus have no sound), and in

GPAdvance's case, it's more difficult than on standard emulation... But we'll try anyway.

GPM: I'm sure you're aware of the legal wranglings that the Firestorm (GBA emu for the Zodiac) have come across from the Big N. What are your thoughts on this?

Discussions about legality or not of emulation/homebrew in one country or another are endless :)

I heard a bit about Firestorm case, but I didn't try to have a closer look at this story.

Anyway, I think that at the beginning, Firestorm wanted to show themselves as a threat for Nintendo. So Nintendo

reacted, and I think it's rather normal. I don't think the situation is the same for GPAdvance, which is a "research"

project. Well, just wait and see :)

GPM: Do you believe that GBA emulation is the furthest the GP32 can be pushed?

Well I think that GBA is the most powerful handheld the GP32 will be able to emulate (with an acceptable framerate), because it's ARM-based. Now, in general, GP32 is a very powerful machine... Too bad that even commercial games for it don't really show what it can do. But if you have the opportunity to test something like Yeti3D that makes a 3D rendering roughly comparable to Quake 1, at about 50fps, then you realize that there's many things that could be done with that nice handheld.

GPM: Thank you for your time. Do you wish to add anything else?

Well, GPAdvance, as many open-source projects, always need some help :) So anyone can contact us, if he/she wants to do something useful, even small things.

GPM: Thank you to all the team for your hard work.

Thank you :) I'm glad that GPAdvance is so popular at the moment, and I hope we will be able to make it good.

The Best GBA Games

The GBA isn't the best designed handheld in the world; it's got a tiny screen that's hard to see on a standard model, and in the updated SP model it hasn't even got a headphone port. It does however have some great games designed for it, and these are the ones I would most like to play on the GP.

Wario Ware

Surely the GBA's most original game, Wario Ware is a gem to play. For those who have never played it you are missing out on the most simple, frantic and downright addictive game of the last ten years. Anyone can play; you mostly use just one button, and there is no need for an instruction manual. Perfect twitch gaming.



Super Monkey Ball Jr.

Lacking the sensitivity of the GameCube joypad has really been a non-issue for Sega; it translates very well to the digital input of the GBA. An amazing 3D engine combined with some unique Marble Madness style action make this a wonderful experience.



Konami Krazy Racers

We all want to play Mario Kart: Super Circuit on the GP (and we already can, albeit slowly with VBA) but not as many people appreciate this game. It launched with the GBA and still stands on a equal level with Mario Kart, even if the only characters I recognize are from Goemon.



Mario Vs. Donkey Kong

It may not be quite as good as the GB original (reviewed in Issue Two if my memory serves me correctly) but it's still fun as hell to play. Collect the key and take it to the door in each level to open the next section, where the Toy Mario's must be rescued. It sounds easy, but the later levels can be fiendishly difficult.



The Secret Interview

I'm sure you're all wondering who the secret interview is with. Well now I can finally reveal it to be...Sam Fisher! Hatemail to false_hype_is_neat@hotmail.com

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

Sam Fisher: Well I have absolutley no knowledge what so ever of any sort of code so I'm a gamer. I also don't know that much about hardware and such so the gp32x community has been a big help to me.

GPM: What's currently on your SMC?

Sam Fisher: I have two Smart Media Cards. One is primarily for movies and such and one is for games. The games I currently have on my SMC are Beats of Rage with the megaman mod and sms32, fgen32 and opensnes for SMS, SNES and genesis games.

GPM: You are the author of the brilliant GP torrent, and of course the GP Propaganda. What inspired you to make such magical pieces of wizardary? /Undetected Sarcasm

Sam Fisher: Firstly the torrent site was designed as people wanted a place to get pre encoded videos for gp cinema. How ever this is currently down due to me having a windows XP and ME installation on my hard drive. The torrent only works on the XP installation but it is sadly full of viruses so I have to use the ME installation. The gp32 propaganda was when I was bored and needed some thing to do so I thought "I know, I'll make a completly stupid but funny flash movie" and so the gp32 propaganda was born. It some how popped up on a spanish forum some where according to google.

GPM: Well at least it was stupid. I must say, there's something I've always wanted to ask; is your name based on the Splinter Cell character or is it your own name?

Sam Fisher: It is in fact named after the splinter cell character. My real name is actually Peter.

GPM: Can you get better than a Kwik-Fit Fitter?

Sam Fisher: every one knows you cant get better than a Kwik-Fit Fitter

GPM: I agree Sam, and smiley's don't show up in the interview. If my memory serves me correctly, you seem to of had around 8 GP's thus far, and all have been destroyed/damaged. Why do you think you are so unlucky? (And may I suggest getting a padded cell to play your future GP's in? I'll arrange it if you wish.)

Sam Fisher: I now have an extremly padded GBA case for that job. Yes I have had several. I got a FLU and 2 friends tryed to destroy it but it survived but was damaged. I recently opened it up and messed about with some wires and it worked but then my brother smashed it on an xbox controller and it was dented in the back but still lives.

Next I got a BIU from gbax (Who have excellent service) and when I recieved it it had a faulty direction stick. I sent it back and within 2 days had a new one. It was perfect accept the left trigger does not pop back up properly when you press it. So I kept this one as the trigger works and who knows what may happen to my next one anyway.

GPM: You have an odd choice of friends. I heard that someone very nearly stole your GP on a train-what exactly happened?

Sam Fisher: It was not on a train but in a train station. I put it down on a bench in its case while I went to get a drink. I forgot it and got my drink and went straight back. There was this dodgy man opening the case and taking it out. He was trying to figure how to turn it on and I guess he thought it was a gameboy. I went over and asked him what he was doing and dropped it back on the case and ran it onto a train which then left.

GPM: Do you play your GP in the bath?

Sam Fisher: I may be stupid but I'm not that stupid. With my luck it would explode killing me.

GPM: God Forbid. Sam, it's been a honour to interview a man of such calibur. Thank you for your time.

Sam Fisher runs www.gptorrent.tk . His views do not represent the views of GPM. In fact, his views don't represent the views of anyone.

Emails

Yes! I have actually recieved some emails! retropunchout@hotmail.com is the email address if you wish to send me one:)

hi,

i just found gp32zine (by surfing www.gp32eu.com):www.gp32zine.com.
and i thought: you could join powers with these guys.
they've got a nice design and some regular readers (as well as the
gp32eu.com support (the semi official gp32eu launch site)), and you've
got the worlds best gp32 articles.

just my two cents.

cu, Florian

Nice idea, but it's impractical. I thought about the possibility of applying to write for GP32zine but in the end I didn't. I think it's good to have more than one fanzine in the community, and keeping GPM as a single entity gives me the independence I need to work. Thanks for the email.

hey if ya need any help you can email me some people have this thing on questions already asked but when you first get a gp32 theres a lotta hassle involved and you sometimes cant be arced to look for topics so good luck
something@hotmail.com

Thanks, but I think you clicked on the wrong button on GP32x.com;) This guys really setting an example though; he's helping the newbie's through email. And even helping the non-newbies like me:)

EndGP

GOSEN STEPS DOWN FROM NINTENDO EUROPE

Rob Fahey 12:21 30/06/2004

European MD set to move to new role at Digital Bridges

Nintendo Europe managing director David Gosen is to leave the company at the end of August after five years with the platform holder, and is set to move to mobile entertainment publisher Digital Bridges as COO.

Gosen's role as managing director of sales and marketing at the firm will be partially filled by the promotion of Jim Merrick, who will become senior director of European marketing and will report directly to European president Satoru Shibata, while Tim Freystedt becomes senior European marketing manager.



"David has made a huge contribution to Nintendo over the last five years and we would like to thank him for all his hard work and wish him all the success in the future," Shibata said today in a statement.

...Right.

**Issue Five And The Complete Editions Out Soon
Plus: Something new.**

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