DLWD magazine

#2



Sonic's Revenge Preview!!!

staff

fire_blade

dwarrior

tekts

Hammy

kknd_cf

shouts

emuholic.com

gp32x.com

gbax.com

donskeeto

woogal

mark

niels

JBB

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introduction

Hello again and welcome to the second issue of DLWD magazine. For those of you who have read the first issue, you will notice that the magazine has a new look, a more "professionel" look .

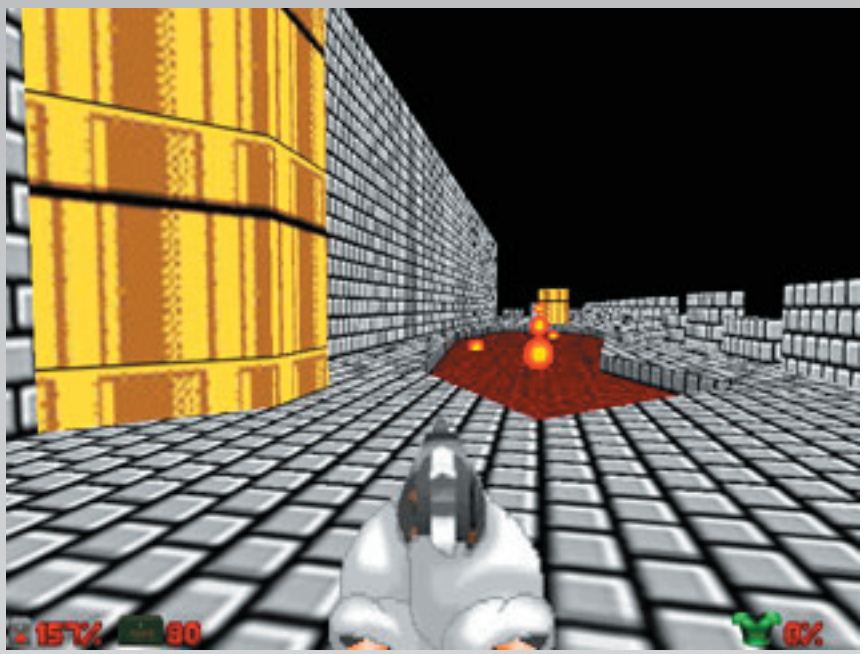
It's been a while since the first issue and that's because I am currently in school and have tons of homework and loads of tests. I try to make a new issue when I am on vacation but it is really hard. That's why I want to ask you for help. If you want to write an article or want to see something in the magazine just email me. Because a want an up-to-date, real, informative and good magazine and I try to have as much interviews as possible to know something about the developer. I have tried this but few have returned my emails but I want to thank those who did. I think the main reason why this is, is because we aren't well known yet and I think this will change when we bring out more issues.

I also want to thank everyone at #GP32dev, I got alot of good responses and help from the guys there. Those guys are the real engine behind the GP32 scene. And to help the GP32scene out I am making this magazine, I do this because I can't code but still want to help the GP32scene. If you want to help the scene and you don't know how to code, just write an article and send it to me.

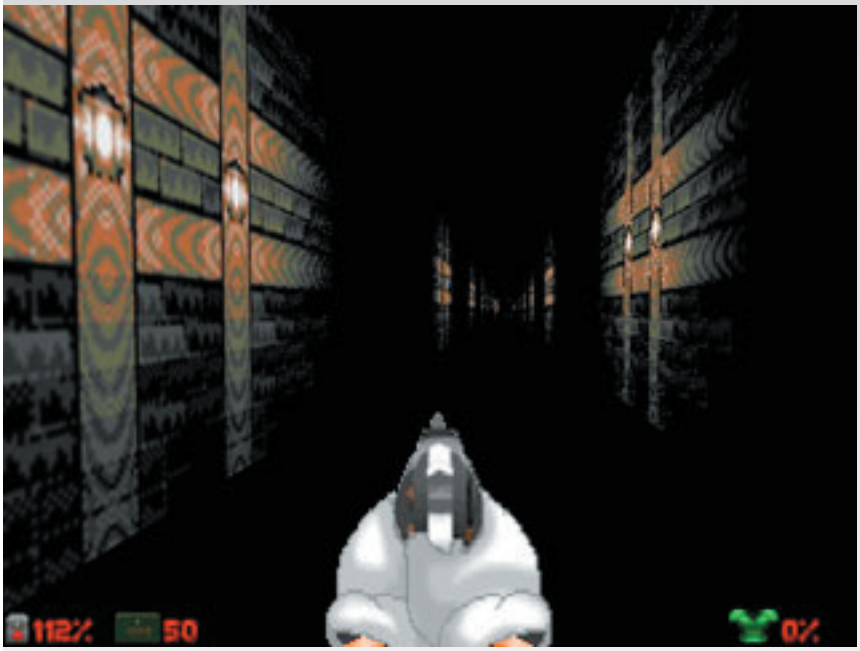
Now I want to thank GP32x for hosting this magazine and giving GP32 users & dev's a place where they can come together. I also want tot thank the people who made this magazine come out: Dwarrior, Mark, JBB, evil dragon, kknd_cf, Hammy, tekt5 and all the dev's who made the games & appz.

p.s.: If you want to advertise in our magazine email me because it's free, it just has to be about GP32.

Sonic's Revenge



Yes we got it, thx to macross we got this sonic's revenge preview. He sent me a preview version of Sonic's revenge. It has 3 full levels. When I played it for the first time i was amazed by the graphics. I mean for a no budget project this had some fantastic graphics. The sound was also well made (mario theme songs ;)) but I did not like the mario jump sounfx in the song itself it made me paranoid and I thought there was a Mario aftere every corner. Now about the levels. The first level is a good introduction level. You immediately find a shotgun, you run around shoot some enemies but then you are stuck, you need to find a key to open the door, when you find it (I won't tell you where it is because it is simple and I don't want to spoil it for you). This level is outdoors and really gives you the best mario feel of the 3 levels. The next level is inside, it's a more doom level but you forget about that when dozens of todd sprites start shooting at you or a possesed mario comes running to you. This level is again full with little "puzzles" (you need keys to open doors). You also find some new guns: a minigun and a rocket launcher. These look really nice. This level is a bit harder then the first one. Here you meet a new enemy: an invisible enemy, this is really fun. You are walking down a corridor and you start to loose life's :s and then you're dead :(. You see a predator like enemy. I didn't get to the third level because didn't have to much time and it isn't easy. On the next few pages you will see some ;) screenshots of the game, there are alot but I think you will enjoy them.

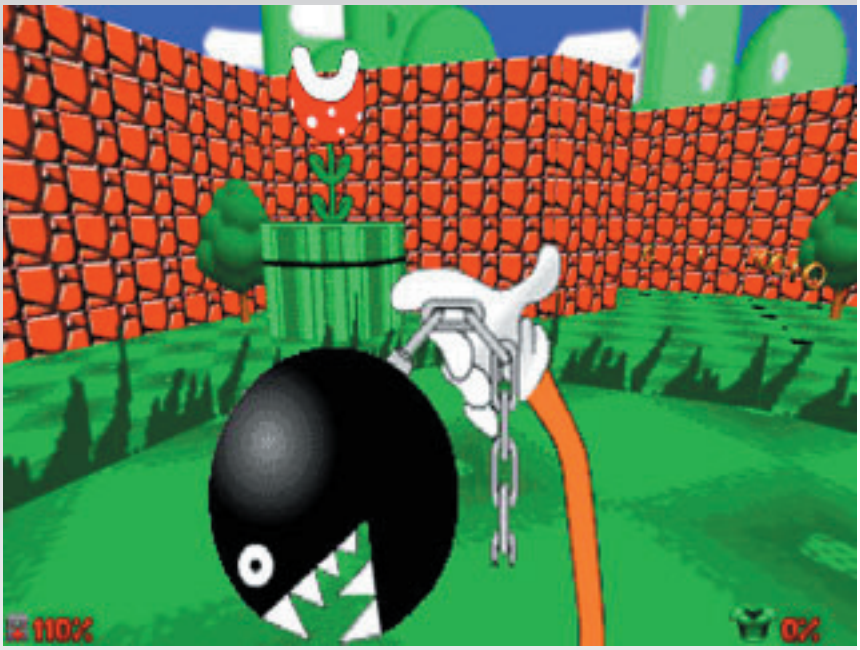


-F1re_Blade



We started working in doom three months ago. The idea came from my brother (AkumaSoul) a few years ago but at the end we didn´t work on it. As you can see we were also influenced by our “little” preference for Sega´s mascot.

We have developed the doom on doom1shareware and it will be divided in three chapters, that will be three wads of 3.7MB each, although, we are studying to transfer graphics and sprites to Doom2, also, we intend to release a Mods Developer Manual (to insert textures, how to create maps...). Of course you will be able to create maps using this mod as a base, with all its textures and sprites.You only have to tell us you want to use it, via e-mail



Under the limitations of Doom we are trying the mod to be platforms look alike, always interacting with the scenarios, for example, the typical blocks of Mario that you will find hide things, if you place yourself under them you will activate doors, lift rooms up or put them down, and so on.

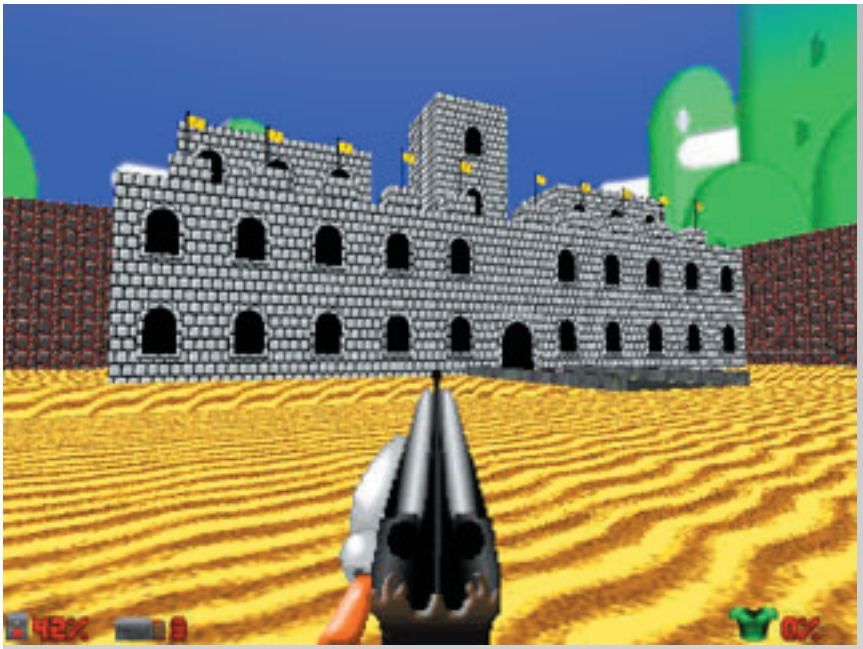
We can´t give you many more details, but this first chapter will be composed of nine levels, which seven of them will be different scenarios: Castle, Beach, Forest, Underworlds, Ship, Yoshi´s Island Worlds..



We hope you like it!

MaCrOsS

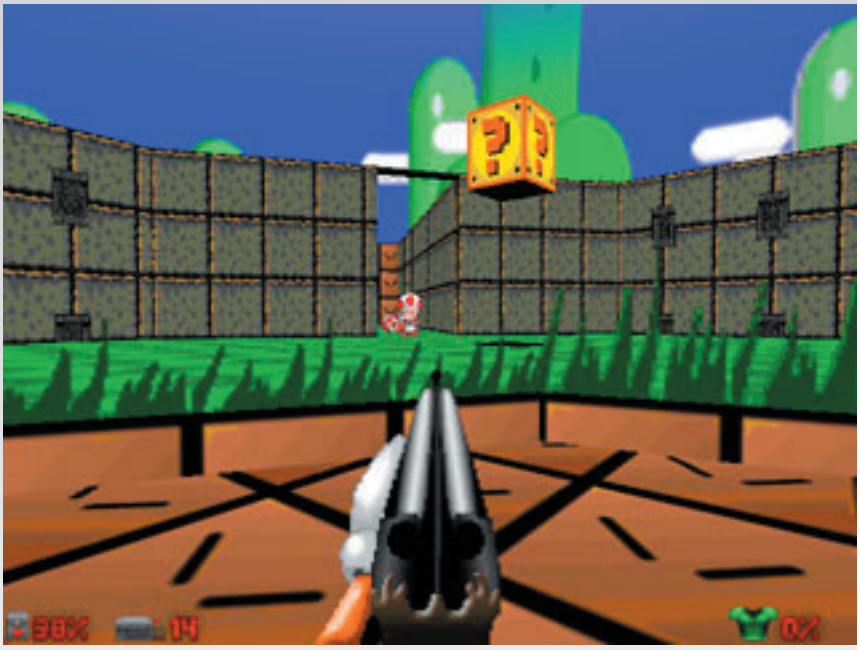
DEVELOPERS:
MaCrOsS, AkumaSoul, Peska1t0 and Yezabel

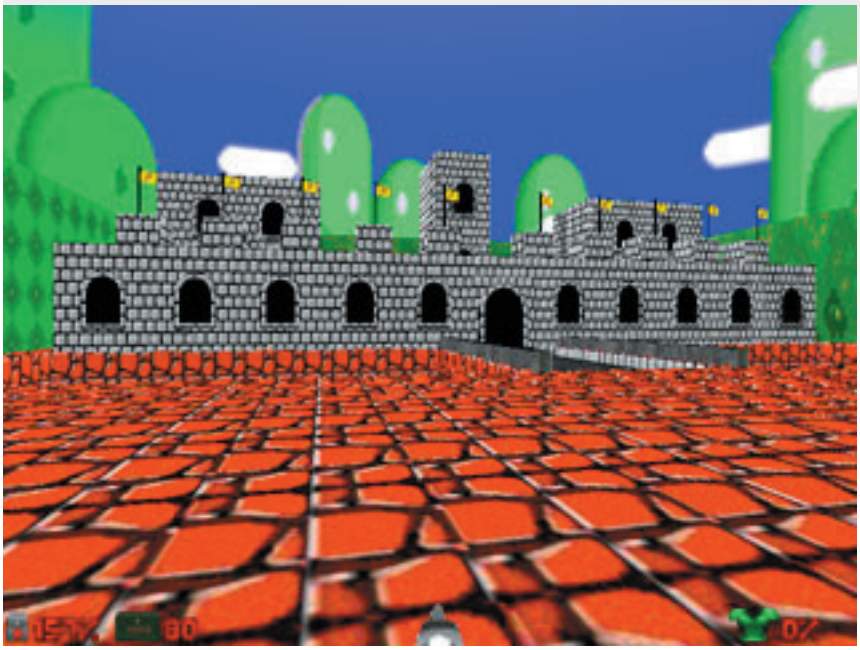


ENEMIES:

TOAD:
In Nintendo Worlds there are many of these funny mushrooms, you may find them in behind corner, but, be cool, they´re really easy.
LUIGI:
Luigi´s a bit smarter and has got a double canon shotgun and he walks around in the underworld.
KIRBY:
Don´t let him fool you with the way he looks, he´s not cute at all, he won´t stop spitting fireballs. Try to get close to him dodging the fireballs and be careful, when in group, they are very dangerous..

MARIO:
Be careful with Mario, he´s not very happy about you being in his worlds. He´s gonna attack you really fast with his fists but, what do you have to fear? Aren´t you Sonic?
FINAL MONSTER:
The strongest of all the enemies´s waiting for you in the last level of the first chapter of Sonic Revenge, you will find out yourself who´s the Boss.






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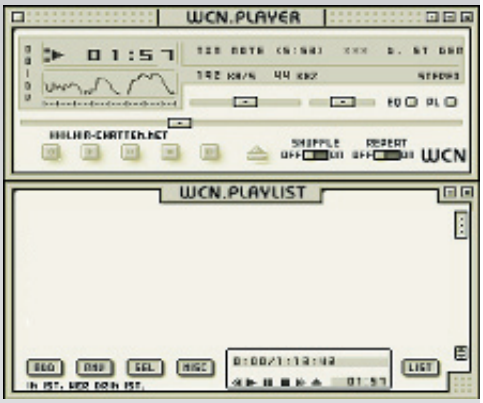

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GPamp



This is quite frankly the best looking music player on the GP32. with it's SEVENTEEN built in skins and you can ad your own skins. It has everything you need in a music player: hold, shuffle and repeat functions. But it's not all good. It only plays ogg formats so no mp3 or wma. Personally I don't hate this, ogg formats are mostly smaller than MP3 formats. The only difficult part is that you need to convert your MP3's you want to play. It has the normal controlls are simple and normal, L & R buttons are previous and next, A is play/pauze, B is stop and start is the menu. With SELECT you enter the playlist editor, here you can edit/add/remove/save your playlists. GPamp V1 was a GBAX 2004 entry and GPamp V2 is a 16 days later entry but i didn't win anything, not because it isn't good, but because there were better entries.





-F1re_Blade





SUMMARY

Good

- Good graphics.
- Many different skins.

Bad

- Larger than other Music players.
- Only plays OGG.

Developer: Niels
Genre: Music player
Release date: 31/10/2004
Awards: None

RATING:

Niels interview



DLWD: Are you still working on GPamp?

Niels: No, I've moved on to other things. Maybe I'll port it to psp some day but right now I don't have any plans for it. The source is basically gathering dust on my hd. I don't really care about gp32 as a development platform anymore. Been there, done that. Looking for new things to hack on atm.

DLWD: Will there be MP3 support?

Niels: Well, if someone comes up to me and hands me MP3 playing code I will probably take a few minutes to hack it in, but I'm not going to port libmad myself. I just don't care about mp3 enough to put in th effort :)

DLWD: Were you dissapointed that GPamp didn't win any awards?

Niels: I have won a couple of competitions in the past with demos and such and it's always cool to win some random swag. Coding compos on the gp32 seem to always end up with some game or emulator port winning, so I didn't really expect anything.

DLWD: What do you want to add in the new version?

Niels: If there's ever going to be another version it'll be because I need some functionality myself or because a lot of people demand it. Maybe support for more file formats, like MP3 or tracked music like XM/S3M/MOD/IT etc.

DLWD: Who helped you create GPamp?

Niels: The interface is all coded from scratch by myself, although I did use zlib to unpack the .wsz files. I used yoyo's code to play the ogg files (thanks!), and Antiriad made a nice splashscreen for me. Ofcourse I have to thank the people in #gp32dev for listening to me whine about it.

DLWD: Why did you chose OGG?

Niels: Well, it's a nice small format, but to be honest, I couldn't find a good MP3 replaying source :)

DLWD: How long did you work on GPamp?

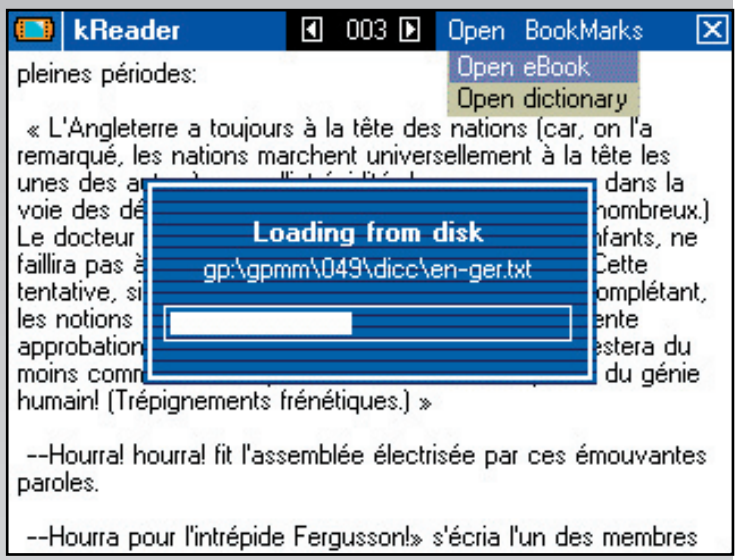
Niels: Couple of weeks, on and off.

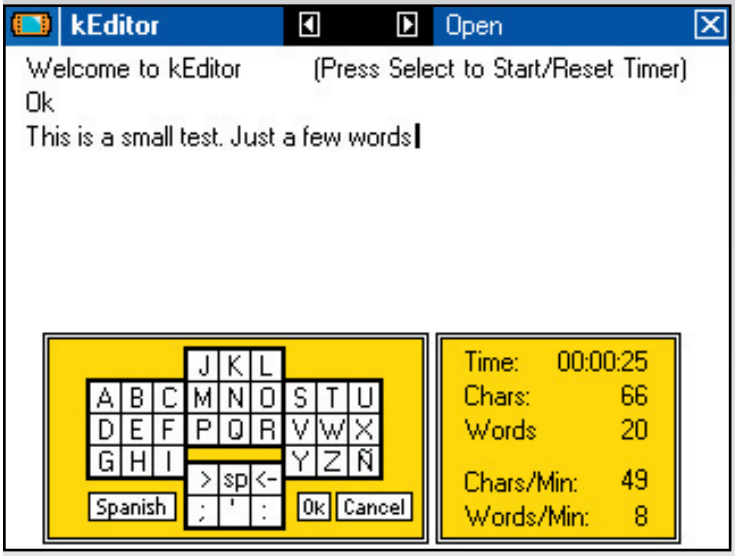
DLWD: How did you come up with the idea of doing a winamp player on the GP32?

Niels: I had a couple of music players, and all of them sucked, interface wise. I thought it would be cool to have the winamp interface we all know and love on the gp32. I use the gp32 primarily as a music player at the moment, so having a good music program was important to me.

GPOSX

Okey last summer Wind-ups was the way to go. It was one of the best looking, practical and multifunctional launchers out then, but now it's all about GPOSX. This launcher is inspired by MacOSX and created by Alien8. Now this is only my opinion right. I compared Wind-Ups v1 and GPOSX. Just looking at the multifunctionality of the launchers Wind-Ups stands out, with it's reader, editor and addressbook. but when you look a bit closer it ain't all what it is cracked up to be:





But let's also look at the design. These are two very different types of launchers. Wind-Ups has it's desktop with launch icons and GPOSX has it's launchbar with subcategories. First of all I think GPOSX is better, it's easy to find something witch it's very user-friendly categories, second now you can see your wallpaper without any icons in the way. Now when you want to browse your files both launchers look alike but they act differently: with Wind-Ups it shows the files how they were stored on the PC,

•Reader:Well you can find better ones online like Lazyreader or !reader.
•Writer: For those of you who have read the first issue you know that you can only type 1 page so that sucks big time. I haven't found a good writer that you can controll without a chatboard.
•Addressbook:Well this is good, you get alot of space to insert all kinds of information from the streetname to the email adress and even some place to insert some personal things. You can also add photo's witch is a plus. I haven't found a stand-alone one and GPOSX doesn't have one built in.



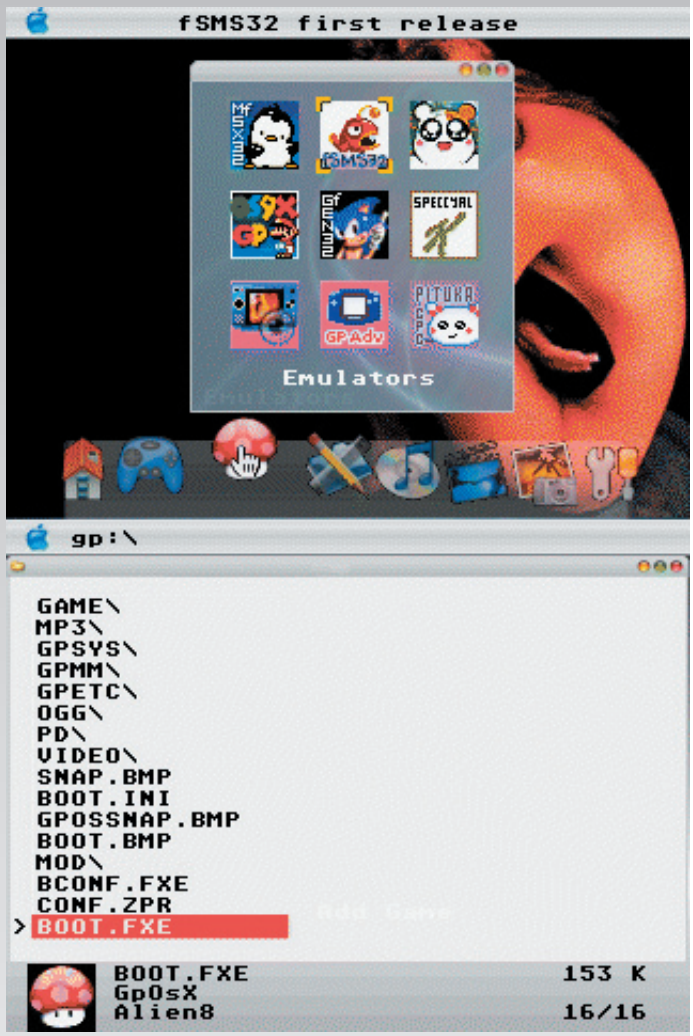
But in GPOSX it ranks the files with the time when they were added, so when you add a new game in your GPMM map, well you just search for the last file in the GPMM map on you GP32 and thereIt is. Whilst with Wind-Ups you have to go all the way down to the file because it's sorted alphabetical. One other big bonus with GPOSX is you can now scroll through your menu's witch makes it alot faster.

After comparing Wind-Ups with GPOSC I chose GPOSX because it's more up-to-date and it's easier. You find/start files faster and this "launch-bar" is just amazing. You have 8 Icons in this launchbar:

- Home: To browse your files.
- Games: Place to put 9 games.
- Emulator: Place to put 9 emulators.
- Software: Place to put 9 programs.
- Music: You can put a music player here.
- Movie: You can put a movie player here.
- Photo: You can put a photo viewer here.
- Configer: You can add games, emulators or programs by pressing B in the browser while on the software you want.

If you want to add an icon to one of the 8 categories you need to go in the filebrowser pressing select or by using the Home icon. You go to the program you want to add an press B. Then you chose a category and press A and then press A again at the wanted space.

The last info about GPOX is about customising it. If you want to change your wallpaper you need to go in your filebrowser, press B and just choose wallpaper. If you want to delete a wall-paper or one of your icons you need to go to config, and press B on the icon you want to delete.



Final conclusion: GPOSX is faster, easier and more userfriendly.
-F1re_Blade

SUMMARY

Good

- Good launchbar.
- Easy to use.

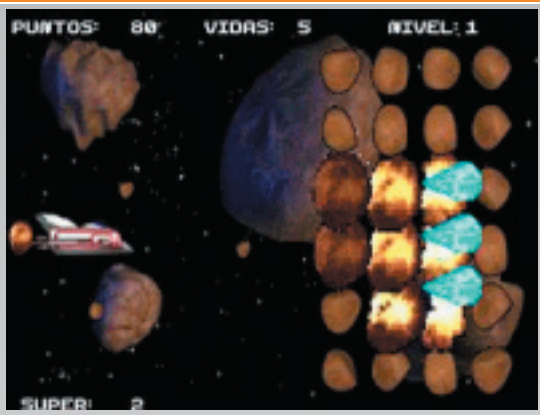
Bad

- No other software included.

Developer: Alien8
Genre: Launcher
Release date: 17/01/2005
Awards: None

RATING: 8

Fenix guide



To start, this is not a fenix tutorial or something. This is a guide for those who want to begin coding in fenix but don't know where to start.

For those who know DIV (games studio) fenix is verry much alike. It's not exactly the same but in terms of difficulty and power it's on the same level. For example fenix games you can just browse the gp32x site (1) or go to (2) for div games. (note: div games do not run on the gp32, only on pc.)



Next you'll need to set up your development environment. How to do this and test everything you can read here (3).
Next download the other two tutorials so you'll have the basics. (4) and (5). Thanks to EvilDragon for making these tutorials and making our live a lot easyer.

After making all those words fly in all directions (read the tutorials, you'll know what I mean) you'll probably want to make something a bit more advanced. Use the fenix reference (6) if your searching for a special command.
If you don't know were to start after the tutorials, then maybe it's a good idea to browse some source codes from fenix games. A well documenten source is "shoot" (7). A simple space shooter with every line of code explained. Other sourcecodes can be found here (8).

And don't forget: to run fenix games on your gp32 you'll need the fenix runtime (9).

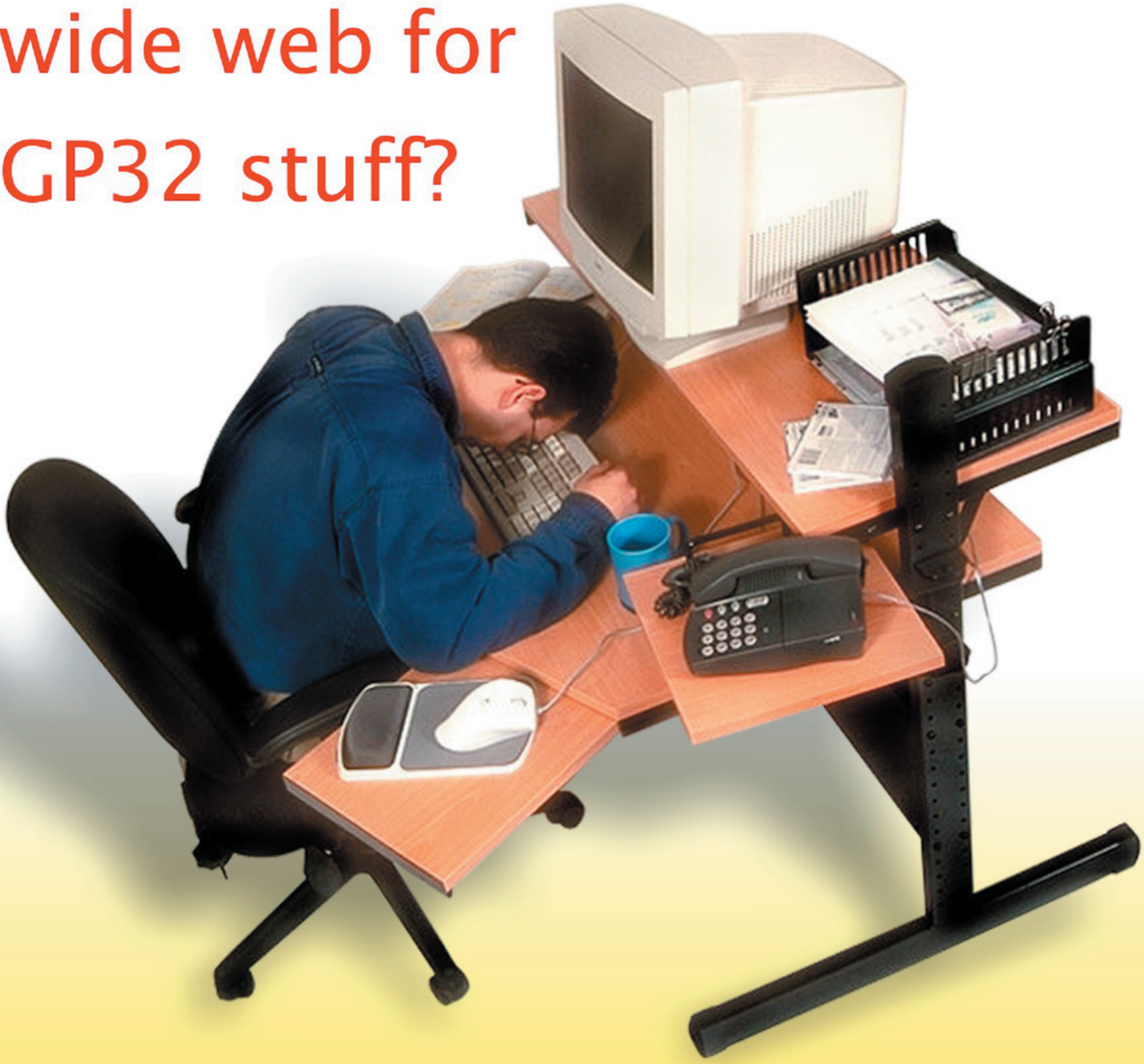
-Dwarrior



Links

1/ www.gp32x.de
2/ www.div-arena.com
3/ www.gp32x.de/Fenix/Chapter_0.pdf
4/ www.gp32x.de/Fenix/Chapter_1.pdf
5/ www.gp32x.de/Fenix/Chapter_2.pdf
6/ www.flamingbird.com/public_html/ewiki/index.php
7/ www.gp32x.de/cgi-bin/cfiles.cgi?0,0,0,0,48,587
8/ www.gp32x.de/cgi-bin/cfiles.cgi?0,0,0,0,48
9/ www.gp32x.de/cgi-bin/cfiles.cgi?0,0,0,0,31,174

Tired searching the whole wide web for GP32 stuff?



Come to where the downloads are.
All you need in one place. Categorized.
With descriptions and screenshots.

WWW.GP32X.DE

THE GP32 FILE ARCHIVE

Partner of www.gp32x.com – the best board ever!

mame GP

Mame Gp32 By Franxis is a highly reccomended emulator! it will emulate over 500 arcade games from the 70's to the late 80's anything newer and the gamepark cannot handle it.



Mame Gp32 is based on an old version of mame which has good and bad points to it, the good thing is that the code is optimised for slow computers, but the emulation is less accurate, but on the gamepark, you're after playability rather than accuracy.
at the moment about 3/4 of the games on GP Mame are playable at 200 MHz with no frameskip or frameskip 1 which is pretty good, anything higher than frameskip 1 and the game is jerky and unplayable :(which meens no double dragon for you!
according to Franxis the emulator will



get a massive speed boost on the next relese, so we should be able to play the games that run at 200 MHz at 166 MHz so all you people with machines with poor overclockability will not have to struggle with jerky games.
at the moment unless you've got a 200 MHz Gp32 the emulator is not worth the bother, but it's unfair to put a rating on the whole program at this time as it is still in early stages of development, but here are 3 game reviews that will let you know what games are worth trying and which are not worth a quick game on!

-Hammy

Yie Ar Kung Fu

Yie Ar Kung Fu runs flawlessly on MameGp by franxis full speed with sound at 200 MHz! which is good news for all you fight fans, you will be able to play one of the first good fighting games ever made! The main point about this game is nostalgia from the days of old, and looking back at how much we've progressed since the first Beat Em Up games like this one! For the old games playability is what counts, and this gets full marks, the controls are good on the GP32 but people with diagonal problems with the MiniStick might have problems doing some of the special moves.

One of Konami Japan's first games to hit the market in 1985 made them some big money back in the day and you can see why! Playing this now, the graphics look a bit outdated, but the game play is as good as it was in 1985!
What's more, it is emulated pretty much perfect! I've ran it side by side with my arcade board and have noticed no major differences apart from the sound being slightly different pitch to the original, but I'm sure as the emulator matures, the sound issues will be sorted!

Rom info:

Romset: 121 kb / 10 files / 58.2 zip
Game ID : GX407
Main CPU : M6809 (@ 1.152 Mhz)
Sound Chips : SN76496 (@ 1.536 Mhz), VLM5030 (@ 3.58 Mhz)
Screen orientation : Horizontal
Video resolution : 256 x 224 pixels
Aspect Ratio : 4/3
Screen refresh : 60.00 Hz
Palette Colors : 32
Players : 2
Control : 8-way joystick
Buttons : 2 (PUNCH, KICK)

-Hammy



SUMMARY

Good

- controls fit the gamepark perfectly
- Fullspeed with sound at 200

Bad

- Graphics are not exactly great
- Sound not emulated correctly

Developer: Konami
Genre: Beat Em Up
Release date: 29/01/85
Awards: None

RATING: 8

Jungle King

Jungle King is another classic game from the 80's at the time, tarzan was popular, and this game was a spin-off of the popular character.
you start off on a platform and have to swing from vine to vine getting the timing right, if you miss the rope you land in a bed of spikes.
but that's not all, there are underwater levels etc which have differant styles of gameplay alltogether.

The game runs on the emulator well at 200 MHz frameskip 1-2 with sound unfortunatly it has servere emulation problems that are down to the old version of mame being ported (sometimes crashes on the start of the water levels), hopefully they will be sorted on later releses of the emulator.

Rom info:

Romset: 81 kb / 21 files / 42.4 zip
Main CPU : Z80 (@ 4 Mhz)
Sound Chips : Z80 (@ 3 Mhz)
Screen orientation : Horizontal
Video resolution : 256 x 224 pixels
Aspect Ratio : 4/3
Screen refresh : 60.00 Hz
Palette Colors : 64
Players : 2
Control : 8-way joystick
Buttons : 1

-Hammy



SUMMARY

Good

- Fullspeed With Sound FS 1-2 at 200 MHz
- Improves you're timing skills

Bad

- Buggy Emulation
- Nasty colour pallate

Developer: Taito
Genre: Adventure
Release date: 01/08/82
Awards: None

RATING: 6

Pacman

The classic game that everybody knows! if you have not played the arcade original, it is highly recommended that you try the GPMAME emulation of this game, the emulation is PERFECT! and runs very well at lower speeds and full sound emulation!
the game i'm sure you're fermilliar with, and i won't bother explaining it as it's one of the most played games of all time, spawned hundrads of hacks and colones of the same ganre. it's very addictive and with the screan rotation you can play the game with a vertical oriantation like the arcade original as well!
very well suited to the GP32 and the speed is increadable! well worth playing!!

Rom info:

Romset: 25 kb / 10 files / 13.6 zip
Main CPU : Z80 (@ 3.072 Mhz)
Sound Chips : Namco 3-channel WSG
Screen orientation : Vertical
Video resolution : 224 x 288 pixels
Aspect Ratio : 4/3
Screen refresh : 60.61 Hz
Palette Colors : 16
Players : 2
Control : 4-way joystick

-Hammy



SUMMARY

Good
- Perfect emulation!
- vertical Oriantation

Bad
- Repetative

Developer: Midway
Genre: Arcade
Release date: 01/08/81
Awards: None

RATING: 9

Harvest Moon



Waking up in the morning, you glance over at your clock. One hand points up while the smaller one points down. 6:00. Like every morning, you get up eat a nice sized rice-ball (yum) and check the weather on the TV. As you open the front door, you see early birds looking for food. Off in the distance you hear your dog barking at that fox who always manages to knock down your fence. You walk over to your tool shed ready to face the day.

The World of Harvest Moon

Many games dive you into worlds and situations that most likely in real life, you'd like to be in. Harvest Moon isn't quite that way. In fact, it's not that way at all. I mean come on, not many people honestly want to be farmers. Especially not the stereotypical gamer, who wants nothing to do with any thing involving any form of physical labor. Yet, somehow those developers at Natsume have made the world of Harvest Moon a very interesting and fun place to "live in". The story starts out with your parents telling you your grandpa has recently died. You then decide to go and take over your grandpa's ranch. Not interesting enough for you? Well, while the story may not be anywhere near as complex or entertaining as the Final Fantasy series, it is easily enough to get the game moving in the right direction. Plus, along the way, various special events will keep both the game and the story from getting overly repetitive. Yes that's right, I said it. This game IS repetitive. So if your not one to be liking repetitive things, don't play it. Although it isn't too bad. Anyway, I'll stop getting ahead of myself.



My History With Harvest Moon

I was first introduced to Harvest Moon when my friend bought the first mono Game boy Version. As soon as I started playing it I immediately fell in love with it. Which is saying something seeing as the GB version was pretty much just a de-colorized, dumbed down port of the SNES original. Anyway, after playing the GB version I eventually went out and got the GBC version. It was really just a colorized version of the GB port, but it was still enough to keep the fire going. A few months later I discovered the holy grail of computers: EMULATION! I quickly discovered to my surprise, that there indeed was a prequel to that beloved GBC Cartridge; and it was Harvest Moon, and it was great. I played it for hours everyday. I loved it even though at the time my computer ran SNES9x much worse than the GP32(hence why you never see me complaining about the quality of our SNES emu). As time went on many sequels were released and I played almost every one of them. But alas, the original was still my favorite.

Overview of the Game



As you awake on your first day at your newly inherited ranch, you are greeted by the friendly shipping man. He goes on to ask you your name and so on and so forth. He then gives you a ride into town so that you can meet all the friendly townsfolk you will be interacting with over the next two and a half years of your virtual life. You will also get to meet four of the five girls you can woo and marry. After you speak with EVERYONE in the town you can go back to the shipping clerk and go back to your ranch (NOTE: you can not buy anything on your first visit in town. Also when talking to shop owners talk to them both behind of and in front of the counter.) When your finally done with the slow beginning of the game the real fun starts. Here you have a few different options of what to do. You can go pick flowers and berries in the mountain and try to woo a chick or sell then respectively. Or you can go to the flower shop and buy a few bags of seed to plant in your overgrown fields. The biggest thing to remember here is that after two and a half years your parents will come visit and the game ends. You get a rating an see one of many multiple endings. After that the game is over and you must start again. To give you an idea of how long the game lasts I'll tell you this. There are four seasons/months in the game: spring, summer, fall, and winter. In each month there are 30 days. A day usually lasts anywhere from 5 - 15 minutes. The game's seasons play a big role in how you'll make money. For example, in winter no plants can grow in your fields so the best way to make money is by raising livestock. As you move along in the game more options will become available. You can eventually get married and raise a couple of kids. You can raise a horse and race him at the yearly horse races. All of your tools are upgradeable allowing you to do more work faster with less energy involved. Festivals go down in the town square every few weeks giving you a chance to do a little something with your lover, from dancing with her to buying her that special perfume or drink to spending a night at the hot springs or atop the mountain gazing at the stars. There are many more surprises hidden deep in the game such as the power berries. These fruits add a little RPG element into the game. There are 10 of them hidden all through out the game but I won't say where. Each power berry gives you a little more overall stamina. This allows you to work longer in a day. Every time you do something energy involving you loose a little of your daily stamina. You have no meter or anything showing you how much you have left but you'll be able to tell by different things your character does such as wiping his brow or sitting down for a little breather to passing out. If you really need to get more work done than your stamina allows then there are a few things you can do to temporarily raise it. You can go for a dip in the hot springs or buy some food from the town restaurant. There are a lot of other fun things to do in this game but I don't want to ruin anymore of the fun or surprises for all you potential players out there.





Graphics and Sound

Graphically I'd say that this game is a little above your average SNES RPG. The isometric view is perfectly suited for this game. The sprites are fairly large and look very nice. The colors are bright and vibrant and change to match the mood of the said seasons beautifully. In spring you'll see flowers in bloom. In summer you'll get the bright green grass. In fall you'll see leaves on the ground and many shades of brown. And in winter you'll that relaxing mix of whites and grays. The sounds are perfect. Sounding realistic enough to make the experience fun but unrealistic enough to remember that this game isn't a farming simulation. The klunk of an axe splintering wood echoes off into the quite night sounds great. The only two sounds that I find at all annoying are the sounds of your feet scuffing the ground as you run and the sound of rain pouring down. These really only get annoying because you hear them repeated so much. The music in this game is hard to describe. You either love it or hate it. Personally I enjoy it and find myself humming it often. I even figured out how to play the town music on the piano. I know, I'm a nerd.

How it runs on the GP32

OK, I know what your thinking now. You're thinking "wow this sounds great but how well does it work on our GP32's?" Well, I'm here to tell you just how well it does work. I still have yet to complete the game yet on my GP32 due to lack of time but as of so far I have experienced only one minor glitch involving the transparency issues in OPENSNES9xGP (I use version 0.2). When it rains, all you see is rain, nothing else at all. Luckily for us this is easily fixed by turning off one of the background layers. I normally play it with two different settings. Both are at 166 MHz. With the first setting I have sound on and set to all of the lowest quality settings. I then have the video running at FS 3. Yes, it does look a little choppy but smoothness isn't really needed to enjoy this game. Also the sound may be a little of and will have some crackling. The second setting I use is without sound. I then can get it to run smoothly at FS 1 and a little slow at FS 0. If your GP can't over-clock very well then it's still easily playable at 133 MHz with sound off at FS 2-3. Fool around with the settings and you'll probably be able to get something better. You may also be wondering how well this game plays with the two missing buttons when going from a SNES pad to the GP32. Well, basically the controls are as follows:



A: Interact/Talk
B: Run/Jump over Fence
X: Change tool
Y: Use tool
L: Whistle for dog
R: Whistle for Horse
Select: Display time, money, etc.
Start: Does Nothing

So really, it works out quite well when translated over to the GP32. I've found two good ways to do it. The first way uses both of OSNES9x's first two Configurations using select to switch between them mid-game. The Second way uses the third configuration so that you don't have to keep switching between configurations.

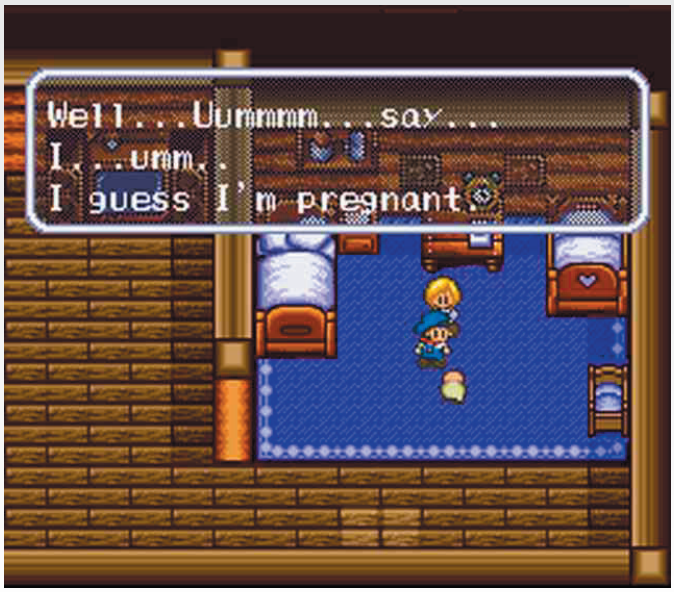
Controller Set-Up #1-

Configuration 0:	Configuration 1:
Button A: A	Button A: Y
Button B: B	Button B: B
Button L: L	Button L: L
Button R: R	Button R: X
Button Start: Select	Button Start: Select

This setup will allow you to have two 'modes' while playing. The First mode (configuration 0) will allow you to run around and interact with things. The Second mode (configuration 1) will be your 'tool' mode. With R changing tools and A using them. Just a quick press of select will switch you between the two.

Controller Set-Up #2-
Configuration 2:
Button A: A
Button B: B
Button L: R
Button R: X
Button Start: Select
Button Select: Y

This set up will allow you to do everything with out having to switch between configurations. The only thing you will loose using thins setup is the ability to whistle for your dog, which is really pretty useless anyway.
There you have it. Now go out and become farmers.





Overall Score
8.5 out of 10

Pros:

Colorful Graphics that looks very nice on a BLU screen.

Catchy Soundtrack

Innovative Game Play

Many things to do

Cons:

Crackling Sound on GP32

Two and a Half Year Time Limit

No Way to Store Items Other Than Tools

Also Try:

Harvest Moon GB/GBC (5/10 Playable on fGB32)

Harvest Moon GBC 2 (6/10 Playable on fGB32)

Harvest Moon GBC3 (7.5/10 Playable on fGB32)

Harvest Moon 64 (8/10 N64)

Harvest Moon: Back to Nature (8/10 PSX)

Harvest Moon: Save The Homeland (4/10 PS2)

Harvest Moon: Friends of Mineral Town (8/10 GBA)

Harvest Moon: A Wonderful Life (7/10 GCN)

Survival Kids (8/10 Playable on fGB32)

- Tekt5

sonic the hedgehog



This little hedgehog has been one of the mascottes of SEGA for ages, getting new friends along the way like knuckles, tales, etc. It's a typical platform game with one eception you can roll up in a ball and roll out the level lightning fast. This game has very good graphics and really shows the power of 16-bit systems. The spunky hedgehog must make his way through a wide variety of lengthy levels, all in an effort to save his wildlife friends from the sinister Dr. Robotnik.



Sonic has a special spin attack that he can use to destroy the mechanical menaces that oppose him. Also available for Sonic's use are shields, invincibility icons, and, of course, rings. The story is a normal hero story: On Sonic's home planet,he was like a king of all the other animals, he may have been a little rude and arrogant but everyone loved sonic. There was no denying that, and people looked up to his youthful wisdom and his love every creature. One day and evil Doctor, Dr. Robotnik had a plan to rule that world as his own. He turned all of Sonic's furry friends into Robots, which were called Badniks. Dr. Robotnik was also out for the Chaos Emeralds with them that he would heighten his chances of world domination. Sonic then soon realized that all his furry little friends were missing, and he didn't find out why. He started to see small robots and he then knew that his evil arch Nemesis Robotnik was about. Sonic's sole job was to free each of his furry friends and put a stop to Robotnik, before it was too late. This got Sonic mad seeing as the fact that him Robotnik were long time enemies and finally had enough power to put his diabolical scheme into action at full force.
This is a must if you have a Genesis emulator on you GP32.



-F1re_Blade

SUMMARY

Good
- Good graphics.
- Good story.

Bad
- Typical platformer.

Developer: SEGA
Genre: Platform
Release date: 1991
Awards: None

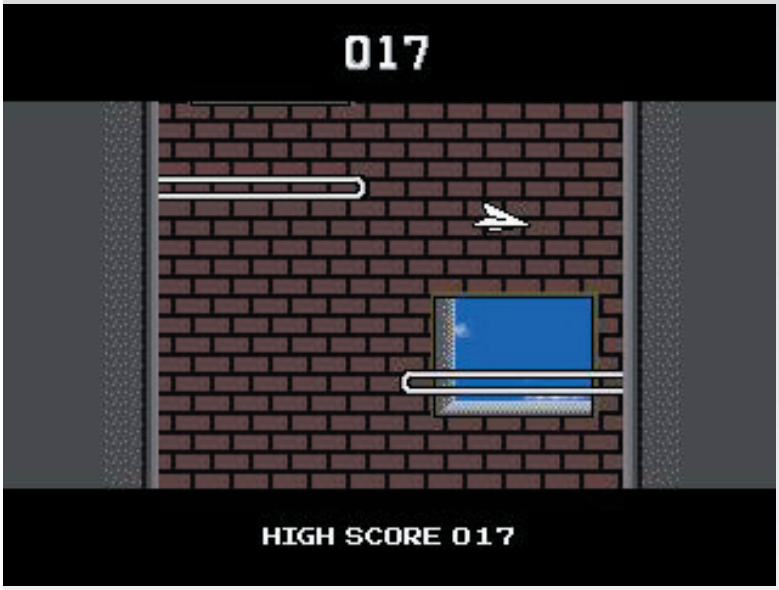
RATING: 8

Paperplane

This is another pick-up & play game. It's not that original because there are alot of flash games like this but this is the first one on the GP32. It is very fun. The goal of the game is to fly down and avoid hitting the platforms. You can controll your paperplane with your joystick. For every platform you avoid you get one poitn. ther is a high score system in this game but it doesn't save the date so when you reboot your GP32 your high score is gone. This is a huge negative aspect of the game because it is really fun to compete with your friends, but if it won't save your high score you can't really do that but still paper-plane is a must on your Gp32 be-cause you can play it when you ha a spare moment.



-F1re_Blade



SUMMARY

Good

- Fun pick-up & play game.
- Good graphics.

Bad

- No high score save

Developer: Locke
Genre: Pick-up & Play
Release date: 24/11/2004
Awards: None

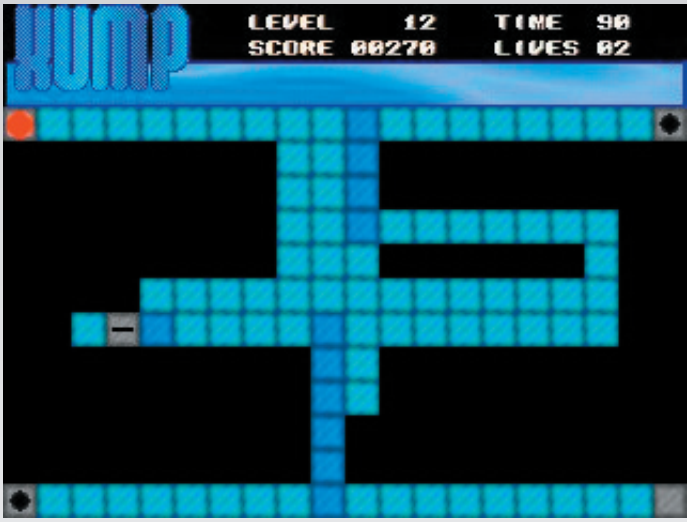
RATING: **7.5**

XUMP



Xump isn't a platformgame like the name suggests, but in fact it's a very nice puzzelgame. The goal of the game is to eliminate all the blocks in a level by moving over them. But you have to do that very carefully because once you moved over a block, the block behind you disappeares. (maybe comparable to Polarium for the NintendoDS) This setting makes a good puzzel concept, and trow in a couple of special blocks (check blue window) and it's perfect.
The game starts a bit easy. The first 5 to 8 levels you'll complete in one go, but once you reach level 10, things get a bit harder. And around 18 the levels get so complicated, a lot of player will be scared away because of the high frustration rate. But if you like puzzeling, Xump will surely enternain you for a while.

-Dwarrior



- **Grey Blocks: Doesn't disappeare.**
- **Grey Arrow Blocks: Push you in the given direction.**
- **Warp Blocks: Warp you from one block to the other.**
- **Blue Blocks: Normal blocks.**
- **Darkblue Blocks: You need to step 2 times on these blocks.**

SUMMARY

Good
- Nice learning curve
- Well thought concept
- Long: 26lvl's

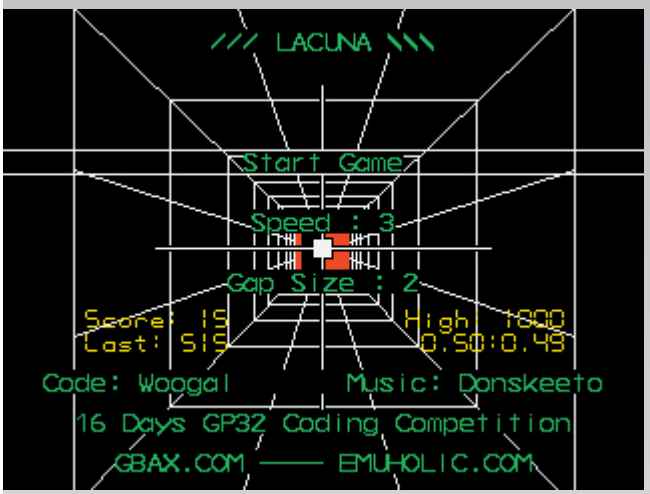
Bad
- Sounds
- Save via a code

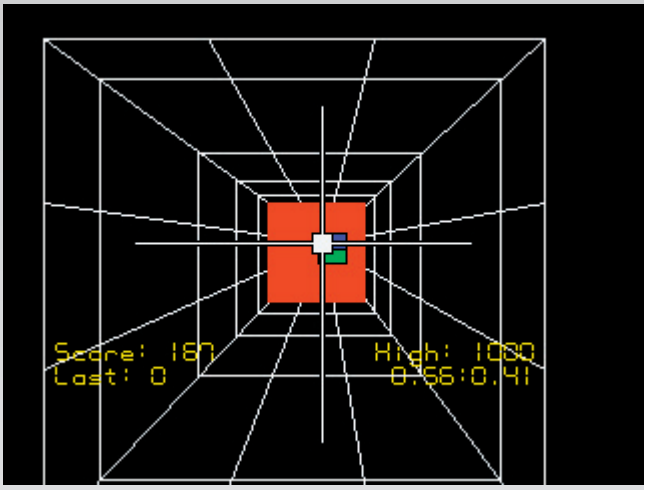
Developer: Locke
Genre: Pick-up & Play
Release date: 24/11/2004
Awards: None

RATING:

Lacuna

Lacuna is a pick-up & play game. Like most of the GP32 games out there. Now I don't say that is a bad thing but I would like to see more long games with a backgroundstory. The goal of the game is you are this white square that is flying threw this corridor and you need to avoid hitting the multi-colored panels. This game is quite good but the one thing that I hate about it is that it doesn't get harder the further you get in the game. But there are other ways to make this game more challenging. You can alter the speed 5 times and the gap size 3 times. It also has a high score and last score ranking system. The game was created by Woogal and the music was done by Donskeeto. It was a 16 days GP32 coding compition entry and it won first place! Overall this game is original, fun and very addictive. -F1re_Blade





DLWD: How did you come up with the idea for this game?
Woogal:The only idea I had was to create a simple addictive game with basic graphics. Everything else just kind of evolved as I went along.
DLWD:Did you create it for 16 days compo or just enter it?
Woogal:It was created for the competition. I was always planning to enter, but didn't start designing the game until after the compo started.
DLWD:Did you expect to win?
Woogal:At first, no. Then as the game was almost finished I started to get some great feedback from my beta testers and began to wonder if I might win something afterall. However, once I saw the quality of the other entries I was convinced I didn't stand a chance.
DLWD:Is lacuna a finished project?
Woogal:Probably, but I'll end up porting it to other platforms eventually and if I come up with new ideas then they will find their way back into the gp32 version.
DLWD:how was the response for the game?
Woogal:Fantastic! Considering how basic lacuna is, I can't believe how popular it has become. It just goes to show that no matter how fancy commercial games may look these days, all people really want is addictive gameplay and a repetitive tune that you can't get out of your head (thanks donskeeto!).

SUMMARY

Good
- Fun and addictive pick-up & play game.
- Original game.

Bad
- Lack of different locations, levels.
- No variation in music.

Developer: Woogal
Genre: Pick-up & Play
Release date: 24/10/2004
Awards: 1st place 16 days later

RATING: 7

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Breedz



If you checked out the screens you'll definitly noticed it looks a lot like worms. And you're correct! It's a pretty good worms clone. But it still has a lot of bugs, and still can't be considered a full blown game, not by a long shot. It still misses a coupple of weapons. It only contains 3 weapons know: bazooka, grenade and fase shift (same as teleportation). There's also some work on level design. It has 5 backgrounds, and matching level textures, but the design for each level is the same. Some "random" plots of land, and you got yourself a level. If you played one, you've played them all. So just chose the level with the nicest looking background and don't worry about the level itself. Another negative point, there is no AI. If you want to play it, you have to play it against friends, or yourself. Don't get me wrong, playing against friends is really fun, and the fact that every team has there own (nicely done) sprites makes it clearer and more fun to play. There's a robot, some kind of chinees dude, and 2 different worm guys (and maybe one I missed). All in all, it's a fun game for those long trips in the car/plane with your friend/brother/sister. But if nice grapics don't really are a big point for you, then you better stick with worm: armageddon for the gbc. (playable on gp32 through fgb32)





-Dwarrior

Summary

Good

- Fun pick-up & play game.
- Good graphics.

Bad

- No high score save

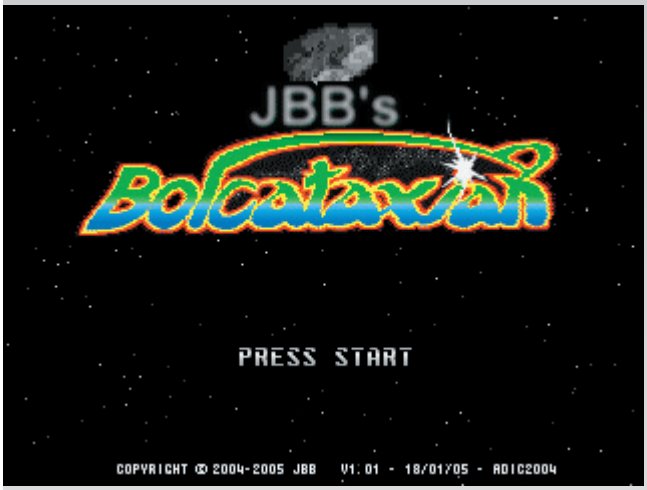
Developer: Locke
Genre: Pick-up & Play
Release date: 24/11/2004
Awards: None

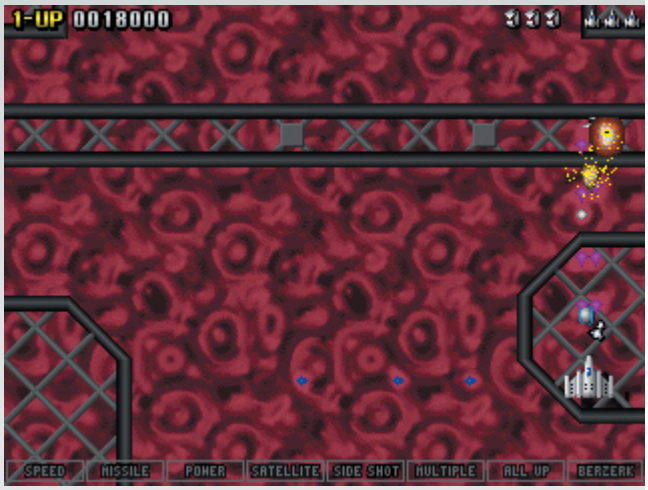
Rating: 7.5

Bolcataxian

Now this is a cool game, it is an old arcade shooter by JBB. This was originally an ADIC2004 entry and it won first place. I tested that preview version. The preview version has 5 levels, loads of weapon & vehicle upgrades and the best thing: highscore saves! It runs on 60fps and has parallax scolls, shadows, glows and particle based explosions. It also has a huge collection of sprites, over 15 different enemies. The controls are very easy to learn because when you play the game for the first time you get info on how the controls work. If you play it for the first time it is not easy

Updates
- **Speed: Your ship moves faster.**
- **Missile: When you shoot you also shoot a homing missile.**
- **Power: Heavier bullets.**
- **Satellite: A devence satellite flies around your ship to protect you from enemy bullets.**
- **Side Shot: Your ship also shoots side ways.**
- **Multiple: You shoot multiple bullets.**
- **All Up: All of the above go up.**
- **Berzerk: 10 seconds you have all the upgrades at full capacity.**





but when you know what upgrades you need you will soon get to the next level. Tip: upgrade your power in the first level and then just upgrade All Up so all your weapons go up.
-F1re_Blade



SUMMARY

Good
- The many different enemies and bosses.
- The beautiful graphics.

Bad
- Not enough levels.
- No background story.

Developer: JBB
Genre: Shooter
Release date: 02/01/2005
Awards: 1st place ADIC 2004

RATING: 8

JBB interview

DLWD: When did you buy your GP32?

JBB: I had two. A GP32 FLU in 2003, then I sold it a little bored to play with VGA pocketPCs and Zodiac.Didn't like it, so went back to a brand new GP32BLU, it is a special machine...

DLWD: Did you buy it with the intention to program?

JBB: Yep, pretty much. And the emulators too...

DLWD: Did you enter ADIC to win?

JBB: Well, kind of... you always wish you'll do well. And when you do it's great! I did well in 2003 with BOLCATOID so I was keen to do as well this year... then I wasn't that confident when I saw the quality of the other entries... but then I got lucky!

DLWD: What did you win?

JBB: Erm. Good question. I'm still waiting for my prize(s) I'm afraid. Fxman promised something will be sent but I think most sponsors let him down, so it won't be that exciting. Disappointing, but what can you do? I still have hope to get at least a mug or a Tshirt! Last year for Bolcatoid I won a GTexpress, a Wonderswan and a NeoGeoPocket, so it was cool. This year, nothing (yet).

DLWD: What is the future of Bolcataxian?

JBB: Not sure yet.

DLWD: When can we see a new version?

JBB: Erm, I don't want to make false promises. A good trigger to get my motivation up again would be to get my reward for the original work! (bar all the good reviews out there of course... thx everyone!) But at least a good few months as I'm very busy with my work right now.

DLWD: What can we expect in the new version?

JBB: No story, just extra levels and weapons (maybe), a few tweaks and polish here and there.

DLWD: Are you working on other projects?

JBB: Not really, but II have plans to use my zooming sprites routines on a fake 3D game at some point. I started a driving game (a la CrazyCarsII) but I was struggling a little on the road, and gave up (for now). Maybe a shoot-them-up again but with zooms all over the place? who knows... we'll see.

DLWD: Another ADIC 2005 entry?

JBB: Maybe, if it will still go on. ADIC2004 finished with a disappointing twist (lack of judges, lack of prizes) and I am not even sure there will be one. A great shame, it was a great contest! And you need this kind of deadline to gaain the motivation to wrap and polish your project properly. Otherwise your programs end up as nice little prototypes that are never really finished. I'm sure all the coders out there have loads in their closets! :)

credits

Design:	F1re_Blade
Writers:	F1re_Blade DwaRRior Hammy Tekt5
Special thx to:	Macross Yezabel kknd_cf evil_dragon runescape=crap Donskeeto Woogal Mark Niels JBB
Coming up:	DLWD contest GP32 cartoon More articles
We need your help:	Emails (send us some emails with thank you notes, fuck you notes, correct our mistakes or just “hello world” notes) Articles Interesting subjects Adds Sponsership ;)
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