

GP Magazine

The Fifth Issue



Sixteen-Bit

YoYoFR Interviewed

The Unreleased
Hammerin' Harry
The NES Pirates
M64 FirstPlayer Compo

www.gp-magazine.org.uk

Welcome

GamePark
Magazine

Well, I've got quite a bit to say this issue, so it's going to run over to the next page. Never mind eh? I'm not sure how long it's been since The Fourth Issue was released, but this magazine has been pretty much complete for a few months now, just some interviews and the odd review weren't done. In that time I also wrote the first issue of the world's first Nintendo DS fanzine; DualScene.co.uk , which I think isn't bad at all considering there's nothing to review yet;)

Last issue only had one ROM review, which a few of you said was disappointing. This issue there's alot more reviews, mostly NES, and some interesting NES 'Ports'.

Continued On The Next Page



The GP32 is a handheld console from Korea that has recently been released in Spain, and while lacking on the commercial game side of things the homebrew and emulation scene is fantastic. Think of it as a portable Dreamcast.

I will not be held responsible for anything you do as a result of GPMagazine, and don't ask for copyrighted material. Cheers.

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GPMagazine is written in my spare time completly by myself, and costs real money to run. If you wish to donate then my paypal address is red_turkey@excite.com

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Advertising/ Donations

Still Welcome

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It's also been the month of my first Paypal donation, from www.mikesmagicusa.com . Thank you very much indeed. I've also asked a friend to design the cover for this issue, and as you can see it looks great. Thanks to Ash Harvey for that.

I suppose you've noticed that the magazines alot more colourful now, be sure to let me know what you think of it.

I almost forgot to mention about Pint sized.org.uk , but you can check that out for yourself;) And the new 'Zine from FireBlade and Co. is looking mighty fine.

Well, thank you for downloading, and I hope you enjoy the issue. Also look forward to the Christmas edition, as I have quite a few ideas that should make it the best issue of GPM ever. There may be an edition between then and now, but I don't know. Have to wait and see.

As always, any feedback is welcome:)

-Mark

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Extra Note: Yup, the mag's been finished for a long time, and as such the stuff in here may not be relevant anymore. There were plans for an issue '666' for Haloween, but there's not enough time now, so the next issue will be in Decemeber and will be a Christmas themed one. It'll be the best issue of GPM so far-I've been having ideas for it for a damn long time. I think I mentioned it in the March or April edition;)

Cheers.

GPETC

You know that feeling when you discover an amazing band whose music really touches you, and then inspires you do to write music, or wish you could write music? I do, but how many times can you say a game has had that effect?

I can only think of a few times where this has been the case. I don't mean trying to imitate a style of game or copying some of it's features, I mean pure inspiration. I mean going and playing on a game, then wishing that you had created the game, but also thinking that you **could** of created that game.

This seems to be the case, at least with me. You could argue it's easier to start a piece of music than to start a game, but I'd disagree. It's just as easy to scribble a level design or game overview on scrap paper as to write a few lyrics. Why is it then that this happens; aren't games more thoroughly interactive experiences rather than spectator sports? Can't a game be enjoyed on more levels than a song?

Opinions may differ here, but a good album can not ever be as good as a good game can. Perhaps it's unfair to compare the two as they are totally different forms of media, but still I stand by my view. I suppose it's the same with films as well, they will, however hard they try, remain a 2D experience. You cannot master a film; you cannot 'become good' at a song. All you can do is remake it and give your contribution that way.

This explains why gamers would much rather prefer to become master players at the already made game rather than invent another-just as in sport they would. A World-Class footballer wouldn't think "I love this game, I want to make one just like it".

There is of course the other side of the coin; the programmers. They themselves seem to be in a sort of sport, trying to create the next blockbuster or revolutionary title, but without a sound knowledge of games, and what makes them great, the results will be lifeless and flat.

Some games will have unlimited room for improvement, such as Tetris and Mr. Driller. Some games have room for improvement but have to have a limit, such as getting the fastest perfect game on Pac-Man or Donkey Kong.

It's this improvement that keeps us playing, and not remaking the game.

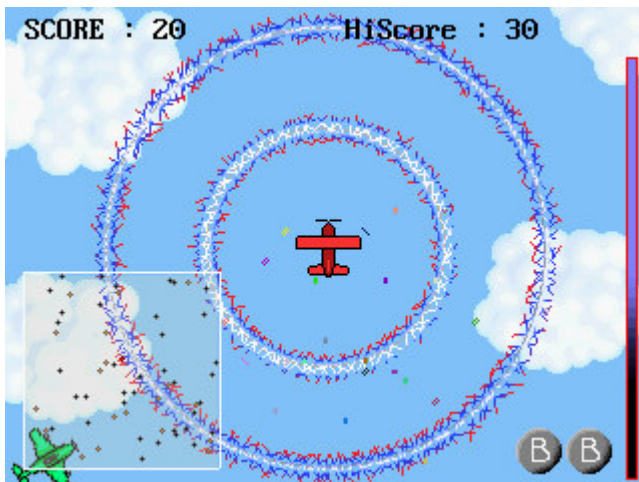
The Unreleased

When the GP32 first started out more developers were willing to work for the little known console, but when the sales showed no sign of increasing many dropped the titles they were creating.

There's no better place to start than with the biggies; Megaman, Breath Of Fire and Street Fighter. GamePark apparently officially announced these and has the licence to publish them. While Capcom have seemingly denied their existence, some speculate that they will be released on the GP32 2-don't hold your breath though.

It's the same with Guilty Gear X. Will we ever actually see all these great games? I don't think so.

Logik State also announced Pinball Fantasies for the GP32, which many people would like. I have since emailed them asking if they still plan to develop for the console since they are now a registered GBA developer and have recieved no reply, leading me to believe that they are not-so don't expect a boxed copy of Pinball Dreams either.



Friday the 13th (left) seems to be a 2D vertical shoot-em-up by Griffon Studios. The game mechanic is unknown; it could be a asteroids style



game (as GP32Spain says) but to me it looks more of a 'Vertical' type. Spirits Soul seems to be a mix between an action, isometric RPG while retaining some platform elements. It sounds like a good idea, but when you think of some of the isometric platformers that have been released on prevouis consoles (such as Sonic 3D) they are certainly an acquired taste.

The graphics really do looks lovely, but my favorite feature of the game is the subtitle: 'GP32 Best Game'.

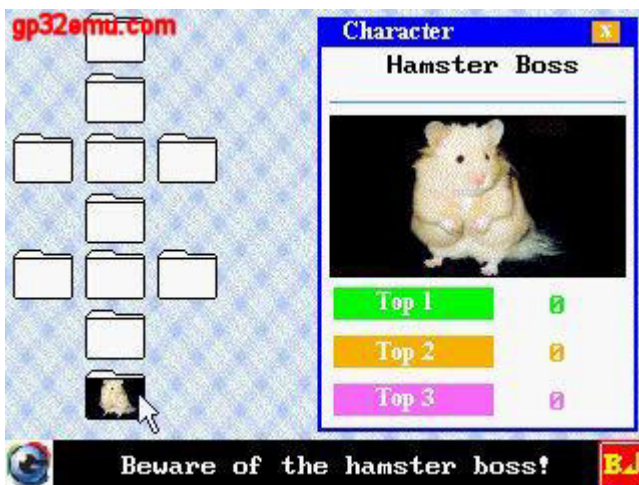


Her Knights is largely regarded to be one of the best commercial games, and there is quite a few people who would like a sequel. While announced it seems that it won't come out, but instead Bloody Cross will. I would say that it's almost a certainty that they will be releasing this for the GP32 2, as it's a killer application that **should** shift machines.

Of course it's not just commercial games that don't get released/finished. One such homebrew game is Guy Fawkes' Wario Ware clone.

Although barely started it showed alot of potential. Just copying the forumula of Wario Ware totally would have been a great idea, as the game is pretty much perfect already.

It will never be finished for the GP, although maybe be re-written for the Zodiac. Copying a game perfectly is risky where Nintendo are concerned, though.



Hammerin' Harry (NES)

LittleJohn : Full Speed With Sound

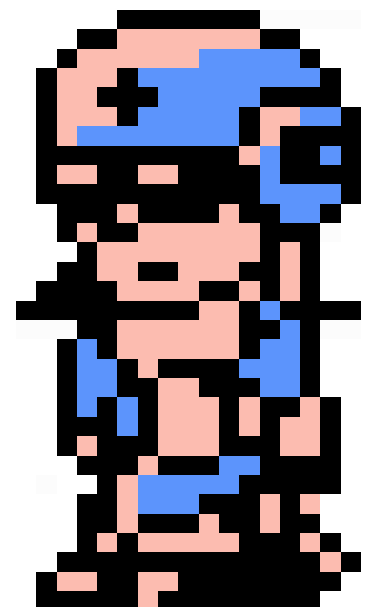
Hammerin' Harry was an arcade game that unfortunately was only ported to a couple of consoles. Luckily, it's playable on the GP32 as there's a NES version.

You control Harry through the five levels of this side scrolling platformer, using your hammer to destroy the enemies. You can pick up power-up's which allow you to swing your hammer around, double it in size or protect yourself with a crash helmet. You can also hold a reserve item that is activated with 'select', which could replenish your health or strike every enemy on screen with lightning. The power-ups are laid carefully throughout each level, often before a situation where they will be needed.

The platform engine is acceptable for this sort of game (think the Wonderboy/Adventure Island engine in a side scrolling beat-em-up) but does not lend itself to pixel-perfect jumping. Luckily, there is only one instance in the game where this is needed.

There's that wacky Japanese sense of humour in the game that really adds to it's charm. Naked war veterans swim and fire rockets at you, factory workers must have their wigs removed before they can be disposed of, and a man in a rocket wheelchair that can levitate throws mousetraps at Harry. It certainly is a very polished game with it's nice big sprites and quality speech samples.

It may seem very short at just five levels, but while it isn't that difficult it will take you a few hours. Then, when this is complete, you can play every level again in a harder difficulty, and of course there's the bonus levels after each level. **Eight Out Of Ten**



Circus Charlie (NES)

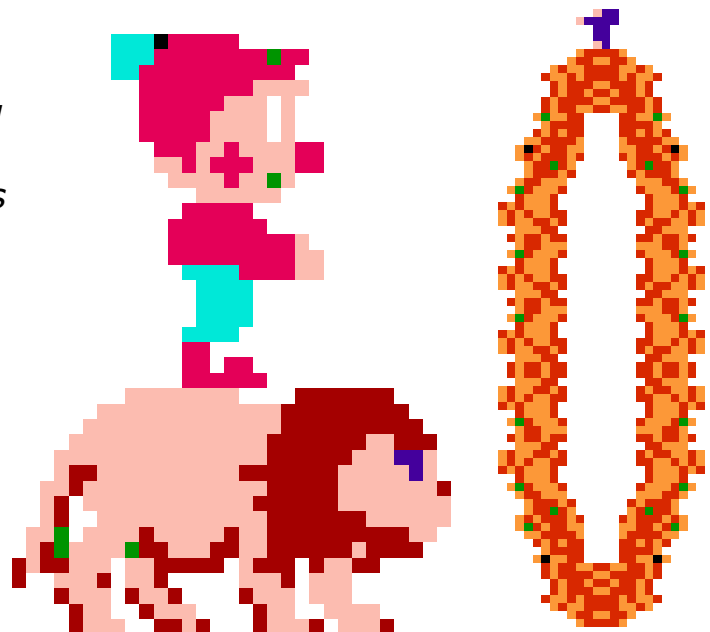
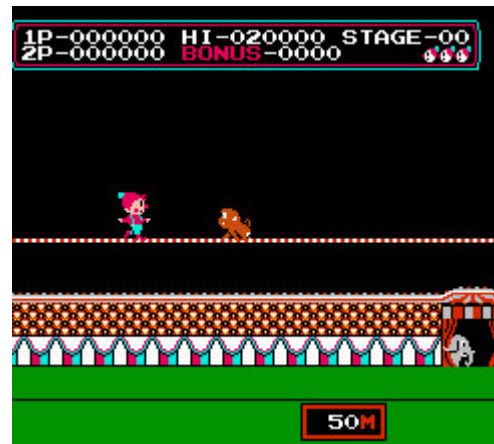
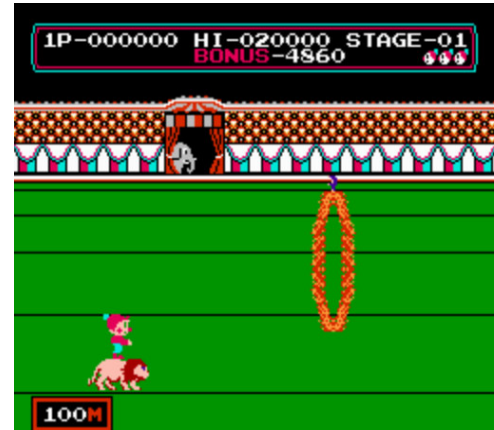
LittleJohn : Full Speed With Sound

Circus Charlie is one of those NES games that seems to appear on every Famiclone, multicart and pirate GBA gameout there (or so I've been told) and despite it's simplicity can still be found fun.

It's going to be hard to fill a whole review about this game, as it's basically five levels each with a different event in a circus, such as jumping through hoops of fire, or trampolining. The levels repeat after completion, and increase in difficulty, so you're aiming for a high score. That's it really, thus why the remainder of the interview will be the American Pie lyrics translated into Spanish and back into English thanks to the internet.

*That a long and long time causes can recall,
Still how that music utilized to do me,
And I knew if I had my opportunity,
That be able to do those persons dance,
And perhaps they would be happy a while,
But February did me shiver with each role
that delivered,
The bad news in the step of door,
I would not be able to take one more takes
a step,
I cannot recall if cry girlfriend died but
something they touched me deep inside,
The day, the music, dead person. So...*

*Good-bye, good-bye American Pastel Young
lady,
Handled my Chevy to the levying of tributes
but the levying of tributes was dry,
They ol good' small were the whiskeys of
drinkin and singin of rye,
This will be the day that dwell, this will be
the day that dwell. **Six Out Of Ten***



Game Party (NES)

LittleJohn : Full Speed With Sound

You know when you go to those arcades that only have a Pole Position co-op and the rest of the room is filled with other types of game, well this is a selection of those in video game form.

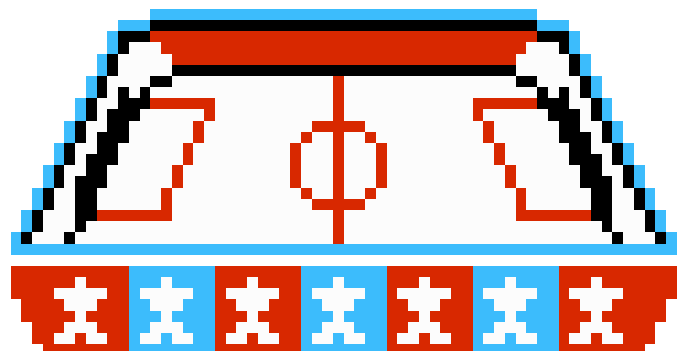
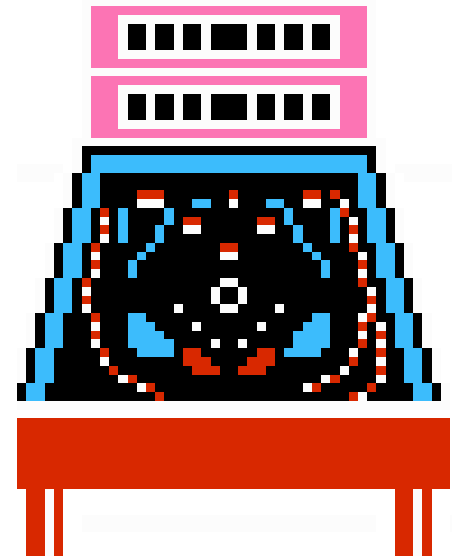
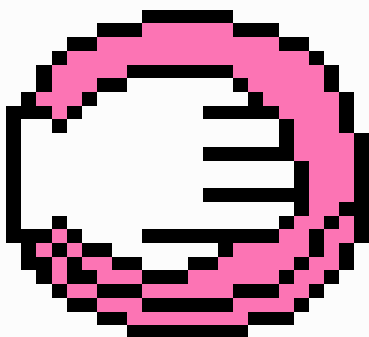
It sounds like the worst possible for a game doesn't it? A simulation of those games that aren't as good as video games, like those basketball games where you have to choose which air pocket to insitgate so the ball levitates into your half, and hopefully net. Believe me though, the games actualy rather fun.

While there's a few games, the best has to be table hockey. You play up to a score of 15 while simply controlling the d-pad. It's very simple gameplay. Some other games aren't really that good, like the one where you have to allign fruiti, or something.

In most reviews, you'd talk about the good points followed by the bad, but theres really no point. The hockey game is as good as it ever could be, and so are most of the others, but due to the simplicity of the games it means that they can't really score high here.

It's not going to set the world on fire, nor will you hail me as a demi-God for introducing it to you. You'll still have fun with it, as it's a unique, novel game.

Six Out Of Ten



American Gladiators (NES)

LittleJohn : Full Speed With Sound

Some questions have plagued mankind since the dawn of time, such as "How does Des Lynam stay so damn husky?" and of the biggie: "Can a 15 year old game based on a trash T.V. programme be reviewed by a chatbot and a teenager?" Here's the answer to the latter.

Jabberwacky: What are you thinking?

User: I'm thinking that I will be conducting a review through you for my magazine GPM. We will be dabbling in some semi-homoerotic banter while reviewing American Gladiators.

Jabberwacky: Is this some quote?

User: Well, since I just said it, yes. I'm aware that you may think it is as it contains full English, and I'm sure it's a rare thing for you to see.

Jabberwacky: Oh that's what YOU think.. *cackles*.

User: Right, anyway. American Gladiators is a decent game.

Jabberwacky: Thats a loaded question phil.

User: Please, feel free to call me Mark. You could also say that the American Gladiators are loaded on steroids. *chortle*.

Jabberwacky: A valid point.

User: Quite. It's got a few different game modes and levels, such as the wall and the jousting. Also something called the Human cannonball, which is rather odd.

Jabberwacky: I'd rather eat a burger and watch tv.

User: Well no-one's stopping you. The controls are so simple I'm sure even you could get to grips with them.

Jabberwacky: Ok.

User: It's not that bad, but it's hardly the most fun thing. It's good to kill a few minutes though, and some people love this kind of patriotic shit.

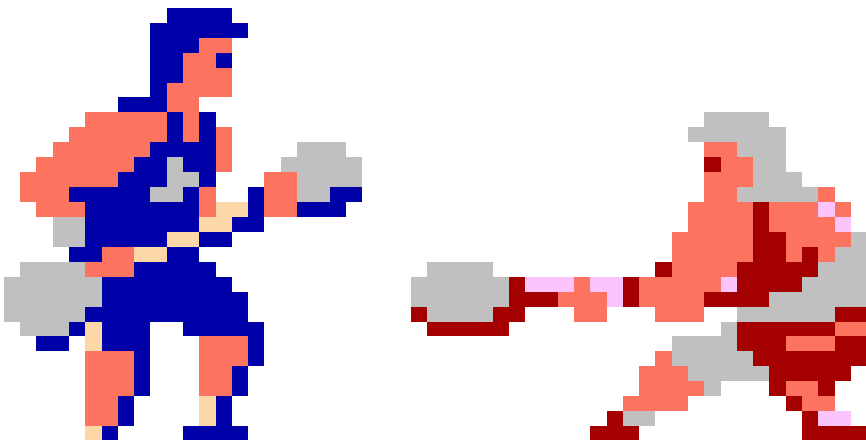
Jabberwacky: I'm glad you think you to identify with me.

User: Are you even listening?

Jabberwacky: I am having fun talking to this computer.

User: Was that a hint? I'll leave you now, but don't let your motherboard catch you chatting up that hardware. (That's a computer joke, there.) Bye.

Six Out Of Ten



Pizza Pop! (NES)

LittleJohn : Full Speed With Sound

After completing Hammerin' Harry I went looking for a game that was similar since I enjoyed it so much. I didn't find anything so I gave up, only to find this classic by chance.

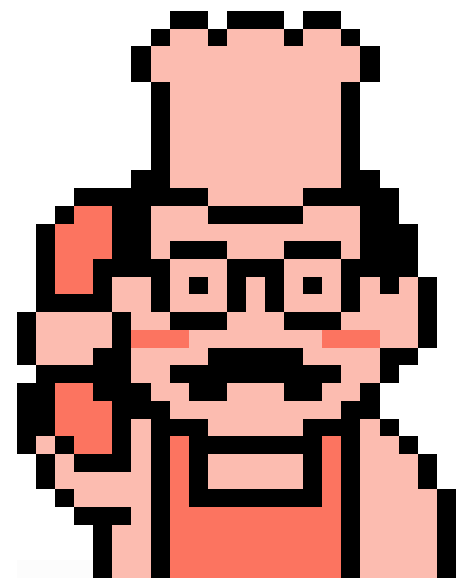
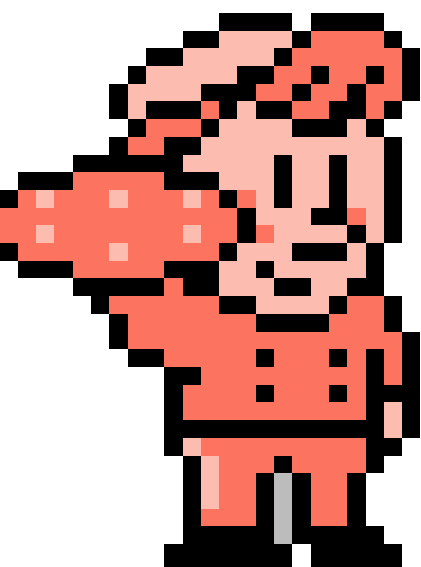
The phone at the delivery place rings and you have to take the pizza to wherever they say, avoiding wildlife, bald men and drillers. The game is a side scrolling platformer where pressing a button will let you use your pizza as a weapon, and although the angle you must use this at feels odd at first you soon get used to it.

The sheer amount of variety in each level is very odd for the 8-Bit era, where system limitations often proved to be more of a factor than anything else. The first level is the basic warm-up stage where you get used to everything, and a few sub-bosses pop up from time to time. The second level is a vertical scrolling Donkey Kong '94 type boss level, where you must avoid the barrels, reach the top and then fight a business man who throws his hat at you.

There is a motorcycle stage, a haunted house, and God knows what else. Each new area introduces a new gameplay mechanic to keep it feeling fresh. Each section in themselves is very long, and not only are you trying to stay alive, you are also fighting a very tough time-limit. When you lose a life, you get sent right back to the start of the level too, which can be very annoying.

The presentation is great too, the music is semi-catchy and the graphics are nice and bold, and look fantastic even on my non-lit.

I doubt I'll find a game quite like this or Harry for a long time, as while I hope I do, this sort of quality is hard to come by these days. **Eight Out Of Ten**



GPSpout

The GP32 Beta Testing Forums

I had never heard of this game before, even though it appears to have some semi-cult status. No_Skill recently ported it to our beloved handheld, and it's become quite clear that this is one addictive game.

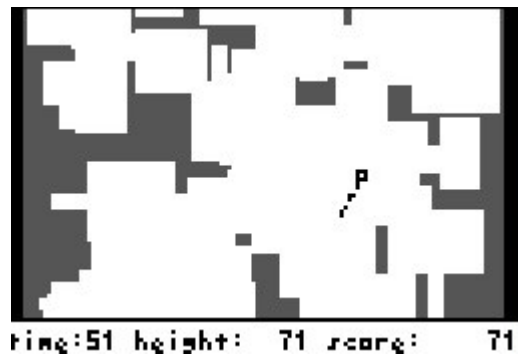
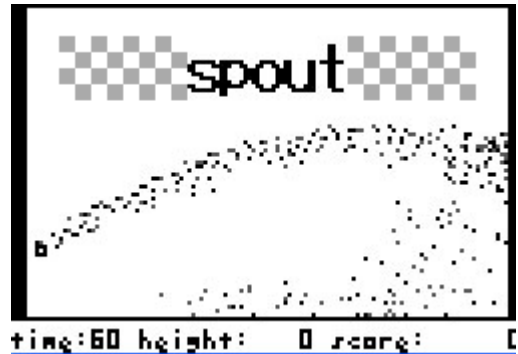
Using the control stick you control a circle with a stick on the end, that you can rotate and boost upwards by pressing a button. The idea of the game is to avoid the walls, and you can either creep around them or spin yourself around and use your booster to smash through them.

It's a high score fest; get as many points as you can and as high as you can. I'm not sure how the points are calculated exactly the time it takes to cross each section (designated by a solid line that must be broken) and how many walls you destroy.

There is simply no sound, and the graphics are minimal. It's clear that Spout could be ported to pretty much anything, yet with this port it gives the GP32 a whole new addictive element. You can pick it up and play for 30 seconds, you can play it for hours. You can give it to anyone and they'll be addicted within minutes.

The port is perfect, and I can't think what else could be added, yet it's good to see it's still being worked on. Download it now, and enjoy every second of it.

Nine Out Of Ten



The NES Ports

We all know that the Nes/Famicom has a huge pirate scene with hundreds upon hundreds of multicarts and unlicensed games available in Hong Kong, Taiwan etc., but did you know that it also had some 'ports' from other consoles?

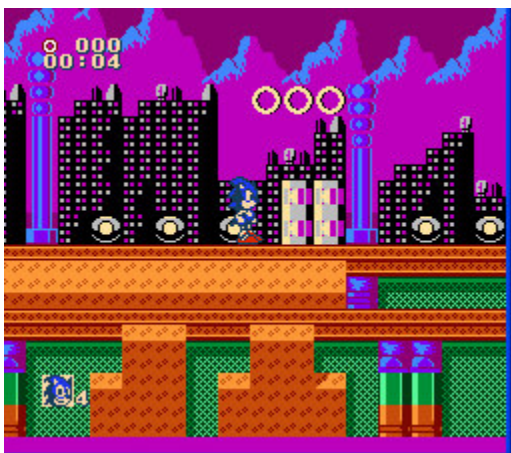


How these games are made is a mystery to me. Unlike the Sonic game on the SNES which is obviously a hack, these games seem to have been built from the ground-up. Perhaps the devs have taken the original and reversed engineered them somehow, extracting out parts of the source code? This is highly unlikely as I'm yet to hear of anyone being able to completely hack into a Nintendo product, but whatever they did took a lot of skill regardless.

What is obvious however is that it is the most popular games on other consoles that have been 'ported', showing us the demographic immediately; the kids who can't afford to upgrade to the next console but can be swayed by a fancy name on the console they have. Super Mario World has been ported, and is pretty typical of most of the ports (I'm going to stop using the ' around it now) as it's only half of the game with some subtle differences. The physics are terrible, but the level design is very similar, and the graphics are very well hacked.

Another Nintendo classic is also available on the NES under a variety of names. Donkey Kong Country, or Super Donkey Kong seems to have been ported more times than any other game. First of all there's a port of the first game, where you can switch between Diddy and Donkey and play the same levels as in the SNES version. However, there's only three levels. The second game has also been ported and has a few more levels, although you can only control one character. Also, there's another port which seems very different to the other games, with Donkey Kong looking like he has been shaved. The graphics in these games are excellent for the NES, and show that its palette can be pushed to the max.





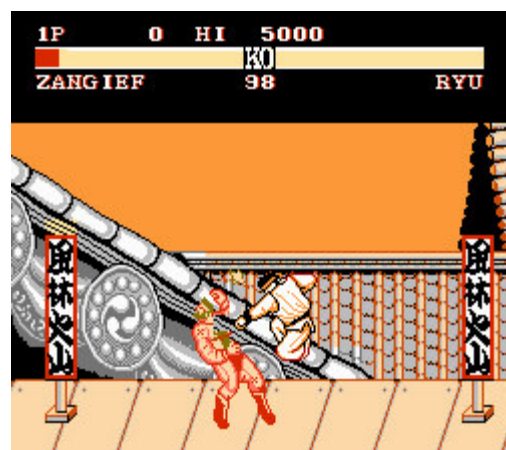
The SNES wasn't the only console these games came from of course. A few SEGA games took the plunge and were stripped down to meet the 8-bit limitations. Many of these, such as Sonic, came in many incarnations and packaged multiple times. Some only featured a scrap metal zone, some featured most worlds, and SoMari (an original name if I've heard one) featured Mario instead of Sonic. Space Harrier and Shinobi were also made, although the former looks to merely be a hack of an existing game, albeit an accomplished one.

When looking for these games I noticed one that really is quite extraordinary. It seems to be Pocket Monsters Gold, or the first section of it at least. I played around but couldn't even choose my first Pokemon, so it seems that it's most likely just a hack of a regular NES RPG.

Some games ported weren't any good to begin with. Take a bow Boogerman, for being an overrated game that's about as funny as something really really not funny. While it's a decent attempt at the game, it should have never happened in the first place.

Beat-em-up's will always be popular games, and a large number of them were pirated and sent to the 8-bit wonder. Street Fighter 2, while being a okayish attempt at the game, is really a bastardization of a great game that will offend anyone whose played the arcade original.

When you start off with a lesser game, however, there's less to be disappointed about. Tekken 2, while being *NOTHING* like the 3D version isn't that bad, and certainly doesn't make me sick to see it. There's also a port of Mortal Kombat, which is just as bad as the originals were.



The games are really only worth checking out for curiosities sake. They are obviously the work of some very clever people, maybe even those who have left professional companies and have insider knowledge. Maybe, just maybe, they are professional companies doing a 'bit of work on the side'.



The Famicom scene is still popular in Asia, so we can expect to see some more games like this in the near future. It just goes to show you that we all go on about how great the 'good old days were' and how we want to visit them again; travel east. The argued Golden age of gaming is there now, with ports from the future on machines from the past.

M64 FIRSTPLAYER's 50p Compo



Take That!! Take That!! Yes, now everyone can take that, where 'that' is a shiny new 50p coin*!! M64 FirstPlayer is so damn lovely he's having this competition dedicated to him, so simply email the answer to the following question to the usual address: "Which picture is the odd one out?"



Terms and condiditons: You must not be M64 FirstPlayer to enter, as that would spoil the fun. *You must be able to accept Paypal, which will then take away a nice chunk of that 50p through charges, and of course you must make sure you send the email to the correct address, as my mind reading device won't be ready until at least Issue 7.



GS0 8 NEW ISSUE

Halo 2
Resident Evil 4
Breakdown
Chronicles of Riddick

DS & PSP
Mr Spiv Interview

and a brand new
RETRO SECTION

<http://www.gamestyle.net>



YoYoFR

YoYoFR really doesn't need any introduction, but I'm going to give him one anyway. He codes the LittleJohn and OpenSnes emulators for the GP32 and the Zodiac, and is thus considered to be one of the most important people in the community.

GPM: Hello there, and thanks for doing the interview. Could you please tell us a little about yourself?

YoYoFR: I'm french, 27 years old, living in Paris. I'm working as software engineer in a big financial group.

GPM: What's currently on your SMC?

YoYoFR: hmm, mostly developement stuff : wip version of os9xgp & ljgp32, yogg, neogp32, yeti 3D some games too : pinball dreams, rick dangerous.

GPM: What made you decide to write a SNES emulator? Do you have any favorites for the console?

YoYoFR: in fact, after ljgp32 released with asm cpu core, I wanted to continue coding for the gp32 and to bring a new emulator. I was thinking about gba and then I was contacted by Laxer3a. After some intensive brainstorming :-), we ended choosing to port again snes9x but better and opensourced :-). Snesemu was promising but stopped and snes9xgp was too slow. Moreover Intellecto wasn't a very nice & cooperative guy. Snes was for both of us THE device to emulate with all the good rpgs & classical released for it!

GPM: What improvments/new features are there in OpenSnes 0.3?

YoYoFR: mainly the arm assembly 65c816 (main snes chip) core. other new stuff are some bug fixes and minor improvement (sound decoding,

rendering, ...)

GPM: OpenSnes 0.3 has just been released, although rumours were circulating that it would be a straight jump from 0.2 to 0.5. Was there ever any truth in this?

YoYoFR: As I planned to have more stuff I was thinking to call it '0.5'. I wanted to have a new rendering mode (the original snes9x one with full -slow- transparency support for compatibility purpose) and other features : superscope & mouse emulation,...

GPM: The rom size limit proposed doesn't prove to be a problem as there are many games that

aren't affected; but what benefits have you reaped by implementing it?

YoYoFR: the rom size limit is a consequence of the 8MB RAM of the standard gp32. Emulator core need about 4MB (in fact it should be a little less) so rom size cannot be more than $8-4=4$ MB. So bigger rom like TOP or StarOcean cannot be emulated. The issue is caused by the snes9x rendering mode (not in the 0.3 version) that I want to add : it needs some precomputed tables to handle

transparency not to slowly and so the free ram for snes rom has to be reduced, falling to 3MB. So a lot more games are concerned (for ex, Chrono Trigger, FF6 are concerned).

GPM: I hear that you have been in talks with the creator of GPAdvance about dynamic loading, has anything come out of this so far?

YoYoFR: We exchanged some emails, but nothing more. Dynamic loading could be implemented if necessary... It will become more important if the snes8x render mode is implemented.

GPM: What has been the hardest thing to code in OpenSnes?

YoYoFR:the asm cpu core! Really, debugging an asm cpu core for a chipset like the 65c816 is a pain in the a...

GPM: Are you aware of the unofficial hacks of OpenSnes that allow ultra-high clockspeeds? And what do you think of them?

YoYoFR: Yes, I know this hack. I forgot to add it in the 0.3 release... But it's nothing hard to add, just some new parameters to add in a list. Really,

if someone do a 0.3.1 release with this, I'll be very happy!

GPM: Do you ever expect to see the Super FX chip emulated? And then, maybe,Yoshi's Island?

YoYoFR: I would need 6MB free ram for the ROM, so right now it's over the standard gp32 possibility.... moreover the superfx chipset emulation will be too much for the gp32. remember what you need on pc platform with the fastest snes emulator : zsnes... A 200Mhz pentium was barely the minimum and superfx needs a lot of math computation which is not the best thing for an arm device...

GPM: If enough people had the proposed 32MB ram upgrade would you support it, and what would it allow you to do?

YoYoFR: Basically : no more rom limit issue. More RAM = faster cpu emulation by dedicated emulation routine for specific cpu opcodes sequences, faster render with dedicated tile routines,

GPM: On the same note, have you heard of the proposed mods that would allow a SNES pad to

be connected to the GP, and then the buttons not supported on the GP (like X and Y) just be for example A + B pressed together? It would have to be supported by the emulators themselves of course, what do you think of this idea?

YoYoFR: seems fun! It would not be hard to add support for this... But will the gp32 stays a real "handeld" with this :-)

GPM: You say you don't have much time to code and we all understand, you've already given us one of the best emulators for the GP32, but do you have any plans for the next version, and a possible vague release date?

YoYoFR: I plan to work on it again for, at least, another release. But when ? I really don't know...

GPM: LittleJohn is a great emulator too; but what does LittleJohn actually mean? The guy from Robin Hood?

YoYoFR: Exactly!

GPM: Do you ever think we will see another version of it?

YoYoFR: I hope so, since I've a wip version for about 1 year now, so I'll have to release it sooner or later...

GPM: The Zodiac is obviously a nice machine, what are the advantages/disadvantages of coding for it over the GP32?

YoYoFR: pros : better -touch- screen, thinner, more buttons, hardware accelerated scaling/smoothing, palmos compatible, faster, more free ram with dedicated video ram and feature memory stuff.
cons : awfull analog stick, no "low-level" coding (assembly has to respect some registers conventions), hard to buy for europeans :-(!

GPM: Are you excited by the news of the GP32 2, DS, PSP and *cough* Gizmondo, and do you wish to develop for any of them?

YoYoFR: PSP & GP32 2 seem quite interesting for coding purpose. DS will be a nice gaming device -I hope so-.

GPM: Do you have any other projects or ideas for the GP/Z?

YoYoFR: hmmm...
secret

'was just joking...
I hardly have enough free time to update my current projects (ljgp32/yogg/os9xgp/ljz), so....

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

YoYoFR: a big "thank you very much" to the gp32 community for supporting their devs!

Most Wanted

Mr. 'Sum it up'

Say "At the end of the day" followed by an idea, then look at someone as if to say it's gospel. Old men always seem to want to do this; it must be a fetish that develops with age, such as having heart attacks and smelling of piss.

Good: *Old folk have been around for longer than us, so surely they know more, right?*

Bad: *Old folk are often senile and should not be listened to.*

Right Wing Scum

Yes, now you too can be a right-wing loser! All you need is a brain the size of a fish's testicle, a love for a flag and a piece of land, and of course, a body so full of testosterone you should be shot in the face. Control a member of your Nazi gang, shaving each other's heads, having race-fueled fights and then, in private, having long, hard sessions of homosexual intercourse.

Good: *See what it's like to be right-wing. See their side of the story.*

Bad: *Do you really want to be like these people? And see their story? Most of these people can't even read, as they dropped out of school at 13 to get an advantage at being a loser that you just can't get from a state education.*

Teenage Poetry

Words like 'blood' and 'could' rhyme so well, yet no-one uses them in the text-books at school! Ah yes, that would be as they are so shit. Be a teenager again and write God-forsaken poetry, full of pure rhymes and talk of death, suicide and love.

Good: *See people think they have talent, then have it crushed.*

Bad: *Some people don't learn this, and become....*

Teenage Poetry 2: Pop Punk

Blink 182, YellowCard, Sum 41; yes, these are the **worst** bands for lyrical content. Talk about getting dumped, staying out all night and skateboarding without ever thinking of using a rhyme more complex than 'me' and 'see' or 'together' and 'forever'.

Good: *Appeals to the stupid, stupid fanbase who write music like this themselves.*

Bad: *They actually think they have talent. Bless their little cotton socks.*

EndGP



Peter Monyleux Talks About The GP32: Well it's this HUGE console, we're talking 500 ft by 500 ft. It's got the clearest screen you've ever seen, and it eats GBA's. It also grows trees in realtime. Yes.

P.S-Buy Fable.

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