

# C+VG CHALLENGE

Hang out the flags, blow up the balloons, pass round the Mr Kipling Apple and Custard Pies (mmm, yummy! - Ed), because at last The Stupendous C+VG Challenge has arrived! We thought we'd get the ball rolling this month with a full report on the recent International Computer Games Championship, which took place at the Earls Court Computer Entertainment Show on Saturday, 15th September. The likeable rogues from C+VG were there and actually made up a sizeable contingent of the US Gold-sponsored British team.

## THE UK LINEUP

Managing Ed, Julian Rignall, took the role of team leader, and he was to be assisted by his C+VG colleagues, Richard Leadbetter and (at the last minute) Robert "The Beard" Swan. Last but not least was Simon Hadlington, the man who proved invaluable during last year's competition in Paris, and was to prove equally key to the team's performance in the 1990 championship.

## THE COMPETITION

The competition was provided by teams from the USA, Italy, and France, each with four members. However, when the competitors assembled on Saturday morning the French team, backed by Infogrames were nowhere to be found!

A boy scout runner was dispatched to the Infogrames stand only to discover that it was all closed up! The entire team and Infogrames staff had brown-trousered themselves and run off! What a load of onion-and-silly-stripy-jumper-wearing, garlic-'n'-snail chompin', sheep-burnin' cowards!

## GAME 1 - COLUMNS

With half the opposition out of the way, the teams set to work on the British game choice, Megadrive Columns, in which each player had to go for the highest scores in the three minute timed game.

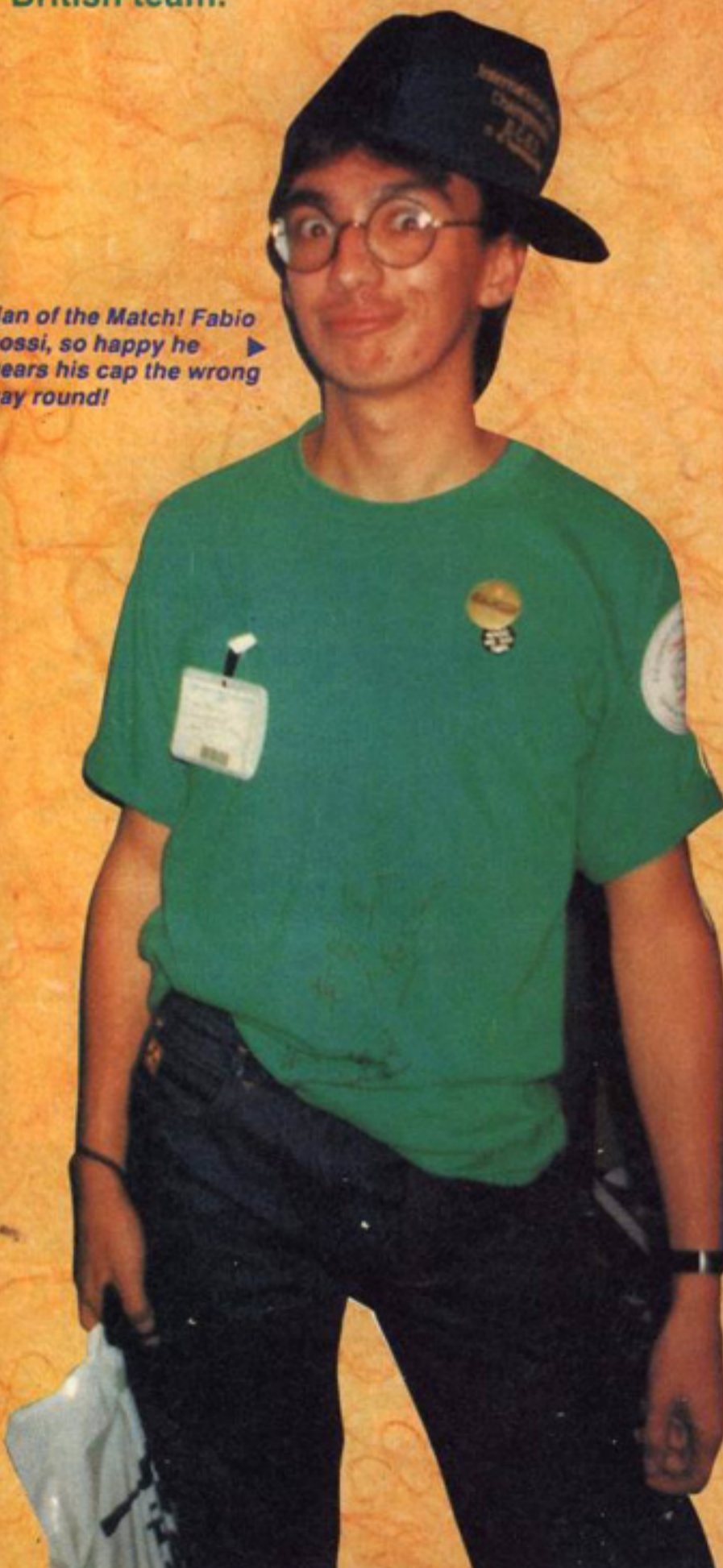
A further complication arose when it was discovered that the processor in the Italian Megadrive was running faster than those in the other machines, so their on-screen timer had run out about half a minute before the others! A replay was demanded and the Italians came away with respectable scores.

However, they were no match for our brave Tommies, who had been practising furiously, though, and Julian and Simon clocked up the top scores of 18,166 and 16,213. The Italian team took third and fourth place, leaving the American team (sponsored by US softco, Accolade) to bring up the rear. But they were about to play their Joker, because the next game up was their choice - the Amiga version of Accolade's own Test Drive II.

## GAME 2 - TEST DRIVE II

As the disk booted, and the Italian team complained about the sandwiches, the British team discussed tactics. Only Richard had played the game before, but he rubbed his hands gleefully when he discovered that the competition was to get the fastest time to the first gas station. "There's only one bend to worry about," he told his team-mates.

Armed with this vital info, the Brits got ready to drive all over the opposition. But! Another false start! In a fit of nationalistic fervour the Italian team had chosen to drive the Ferrari F40, instead of the rather slower Porsche 959 which the



*Man of the Match! Fabio Rossi, so happy he wears his cap the wrong way round!*

# CHALLENGE

## CHAMPIONS!

Other teams had been told to select, giving them an instant speed advantage.

With that problem corrected, the teams took off over the highways of California. The American team turned in some formidable times, and all their players finished the course in just over 51 seconds. While the Italians seemed rather flummoxed by the game, the British lads soldiered on, and turned in two mediocre times after some catastrophic overtaking, then Rob ruined a potential winning run when he forgot to stop in front of the garage and ran out of fuel! "Why didn't anyone tell me?" wailed the bearded one.

Luckily, Simon was learning from the mistakes of his compatriots, and he finished the race in the fastest time of all, beating the best American time by 0.2 seconds!

### GAME 3 - E-MOTION

Following a short lunch break, the teams reassembled to take on the final game of the competition, US Gold's E-motion, which had been chosen by the Italian team. Little did they know that both Richard and Simon were experts at the game, and during lunch they had been trading various secret bonuses and time-saving ricochets. Unfortunately, the American team had been watching over their shoulders and were soon practising the same tricks themselves!

Each player had three minutes to get the highest score in this final round, throughout which the screaming compere (who just happened to be Larry Sparkes, ex-marketing manager of Activision UK) continually exhorted the players to "show some EMOTION!" while the players continually whispered rude things about him under their breath. "Come on! We want the numbers!" he yelled into his failing microphone. Experts have yet to decipher this.

With Larry Sparkes wailing in his ear, Richard wasn't doing too well, and he was forced to quit the game and restart three times, losing him a minute of time! But on the fourth game everything seemed to click, and he suddenly began romping through the levels with pinpoint accuracy, collecting special bonuses at every turn, and finally finishing the game with a heat-winning score of 41,250!

However the best was yet to come, and when Simon stepped up for his heat he showed himself to be a true E-motion maestro and knocked up a vast score of 69,950, which was far and away the best score of the round!

▼ Fresh from meeting the cast of Grange Hill, The champions pause only for posing!



Hurrah! and Hurrooh! After trouncing the French and Spanish teams in last year's European Championship the British team proved they're world-beating gamers! Each team was ushered up to the stage to be congratulated by the outstandingly famous stars of Grange Hill, a slightly less famous Cockney comedian (whose name eluded everyone), and of course the vast crowd of show-going punters who had gathered around. After a rousing chorus of Land of Hope and Glory, everyone held matches in the air and began to sway with patriotic passion, and the team marched boldly off-stage to collect their prizes, and think of next year...

### LET'S HAVE A LOOK AT THE OLD SCOREBOARD...

And so the competition was over. Each team's top two scores on each game were noted and each player was allocated the following points according to his score.

## THE OLD SCOREBOARD

### COLUMNS

UK	1ST	18,166	10 POINTS
UK	2ND	16,213	8 POINTS
ITALY	3RD	13,976	7 POINTS
ITALY	4TH	10,286	6 POINTS
USA	5TH	6,934	5 POINTS
USA	6TH	6,635	4 POINTS

### TEST DRIVE II - THE DUEL

UK	1ST	51.4 SECS	10 POINTS
USA	2ND	51.6 SECS	8 POINTS
USA	3RD	51.8 SECS	7 POINTS
ITALY	4TH	57 SECS	6 POINTS
ITALY	5TH	72 SECS	5 POINTS
ITALY	6TH	73 SECS	4 POINTS

### E-MOTION

UK	1ST	69,950	10 POINTS
ITALY	2ND	49,250	8 POINTS
US	3RD	43,000	7 POINTS
ITALY	4TH	42,000	6 POINTS
UK	5TH	41,250	5 POINTS
US	6TH	37,750	4 POINTS

### TOTALS

UK	WINNERS WITH 15 POINTS
ITALY	SECOND WITH 14 POINTS
USA	THIRD WITH 11 POINTS