

# CHAMP-1000000NS

Yaah! We stuffed 'em! The UK Video Games Team sponsored by US Gold and Computer and Video Games fair trounced the French and Spanish national sides in the first European Video Games Championship held recently at the Salon de la Micro show in Paris.

tioned US Gold/Boys Club competition. **PAUL "Oh No" GLANCEY** - C+VG Staff Writer and last-minute substitute.

## THE BRITISH TEAM ROSTER WAS:

**JULIAN "The Cap'n" RIGNALL** - C+VG's Ed, also ex-C+VG arcade champ and blaster extraordinaire.  
**MARTIN "Tactics" DEEM** - Another

ex-C+VG arcade champ, and holder of numerous arcade world records.  
**SIMON "Pommes-Frites" HADLINGTON** - Runner-up in the US Gold/Boys Club games championship of '88.  
**STUART "Nee Bats Man" CAMPBELL** - Overall winner of aforemen-

The team was ably supported by US Gold PR supremo Danielle Woodyatt and her assistant Andrea, who organised the whole trip, argued with waiters and took the pics.

## THE COMPETITION

The players were tested in three minute sessions on five games across a variety of machines. The team scores were then totalled and the win-



▲ The night before... The TILT staff treat the teams to an amazingly keen meal, but judging by this shot of Julian's peppered steak, the wine was flowing a little TOO freely for our anonymous camera person...



▲ Martin Deem mulls over his strategy before taking on Amiga New Zealand Story.



▲ Martin and Simon try to glean a few moments of practice on Turbo Cup, the ST game which was to prove the team's nemesis.



▲ Simon grips his day-glo joystick with relish, licking his lips as he takes control of Tiki the kiwi. New Zealand Story is the game he's best at!

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It's all over and it's time for the winners to pose in the Paris sunshine for Danielle to take a team photo. And they are (from left to right): Paul Glancey, Andrea Newton (US Gold haggler, translator and general bonne vivante), Martin Deem, Julian Rignall, Stuart Campbell, and Simon Hadlington. Vive les vainqueurs!!! Right, now off for some more of that fancy French nosh!

ners declared. The British team notched up record scores on Nintendo's Super Mario Brothers, Ocean's Amiga version of New Zealand Story and Sega's poopy old Captain Silver. The lads did creditably on the Amstrad conversion of Forgotten Worlds too, and were only stymied by the ST version of Loricel's Turbo Cup, which only Julian had played before (a year ago!).

## THE RESULTS

But luck and a following wind were on our side. With sterling performances all round, the team took first place, followed by the French (sponsored by Tilt magazine) and then the Spanish team (sponsored by Micromania magazine).

Our boys won 3000 francs (about 300) each, and Julian would have taken the prize for "Best Player of the Tournament" (about 500) had he been .02 of a second faster in Turbo Cup. Tchaah! Still, that leaves him something to set his sights on for next year's competition, which will be held at the ECES Show (formerly the PC Show) next Autumn!

## AROUND THE WORLD OCEAN WINS BATTLE

Ocean, continuing their policy of releasing strong 16 bit software, have just secured the rights to the sequel to Rainbird's stunning 3D arcade strategy sim, Carrier Command. Battle Command is a 3D futuristic tank battle and will be released in March. More news when we have it.

## A STUNNA

Domark have snapped up the rights to two of Atari/Tengen's hottest new coinops, Escape From The Planet Of The Robot Monsters and STUN Runner.

Planet Of The Robot Monsters is a hilarious forced-perspective 3D romp in which you have to travel through a robot infested base and rescue the enslaved humans, while STUN Runner is a fabulous new 3D race 'n' blast game - for more details read the full review in the Arcade Action Megabook.



## DR DOOM AND SPACE ACE

Coming soon from Entertainment International are two new licensed products. There's Dr Doom's Revenge, the game of the Marvel cartoon character, in which you control Spiderman and Captain America on their way to defeating the eponymous baddie, and Space Ace, the conversion of the laser disk arcade game that's being programmed by the team behind Dragon's Lair. We've already seen a demo and it looks amazing on both ST and Amiga - expect a review next month.

