

FEATURE

What with us running a highscore table and all, we thought it was high time we ran a Highscore Challenge which let you megaplaying readers challenge one of our baboon-like reviewers. To kick off this new feature we thought we'd get all the MEAN MACHINES guys (and token gal) together to battle it out on the most successful arcade game of all time: Streetfighter II. And what better character to comper the event - and he'll be our regular Challenge MC from now on - than YOB. His subtle blend of gentle humour, witty repartee and eagle-eyed observation is ideal to bring the hurly-burly of the veritable videogaming gladiator arena that is the Challenge Chamber to your very own living room. Now get ready to smell the blood, snot and cheers. Take it away YOB...

MEAN MACHINES - C

THE RULES, THE PLAYERS,
THE WHINGES

Rather than have each of the MEAN MACHINES apes (and mother gibbon) picking their favourite character, I thought I'd spice up this event by putting the names of each Streetfighter II character onto a little piece of paper and getting the participants to draw them from a stained, large brown mail sack. This would a) give the most disabled of Streetfighter II players a chance - and we've got a veritable Sunshine Busfull of them here - and b) give them something to whinge about. And whinge they did. Here are the whingers and the characters they picked:

■ JULIAN RIGNALL

Big Head, Joint Challenge Favourite and Great Chief Whining Git of Southend. He chose Dhalsim and immediately burst into tears because he doesn't like him one bit. Oh dear, How sad, Never mind.

■ RICH LEADBETTER

Big Ed, Joint Challenge Favourite and Smug Chief Git of Witham. He picked Chun Li, and although he expressed horror at the prospect, we all knew than she used to be his favourite character before the muscly charms of Guile lured him away...

■ RADION AUTOMATIC

Non-Entity. He picked Ken. Whoopee-doo.

■ ANGUS SWAN

He doesn't give a Hoot. That's because he's desperately trying to get rid of his Glaswegian accent. He chose Zangief and went into a sulk because he can't play with him. All together... aaaaaah!

■ ANDY McVITTE

The man whose Streetfighter skills need propping up on crutches got lumbered with Ryu. "I might have a chance" he cried. Those Northerners have a great sense of humour...

■ LUCY HICKMAN

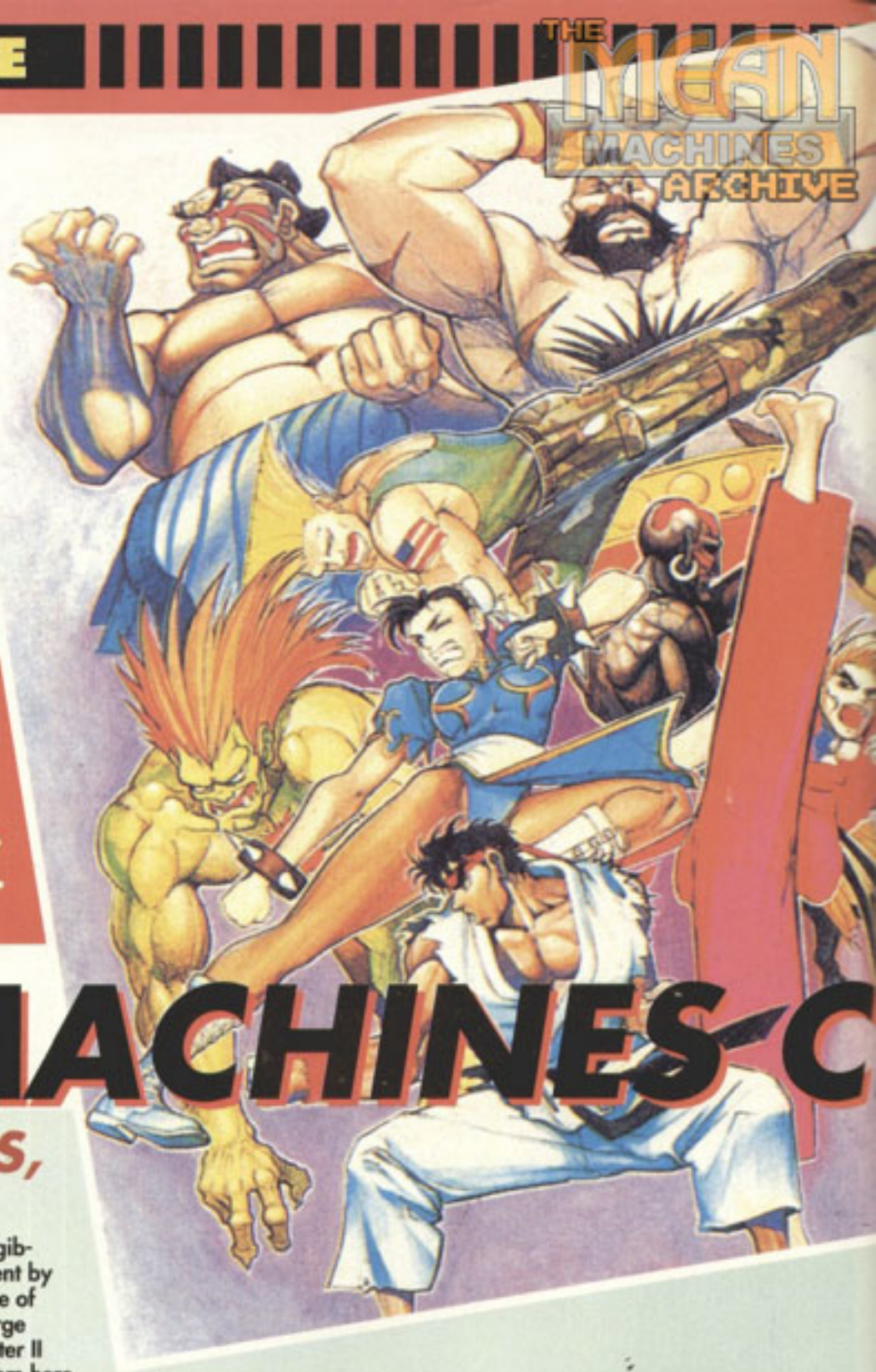
The token girlie picked Guile, the strongest of all Streetfighter characters. Fortunate really, since beating her at the game is slightly less difficult than winning a tug-o-war with Karen Carpenter.

■ PAUL DAVIES

Another Northerner, Paul manages to squeeze Streetfighter II practice sessions between feeding his racing pigeons and exercising his whippets. He got lumbered with fat boy E.Honda. much to his displeasure.

■ TOM 'JUST SAD' GUISE

Token sad boy and total gamesplaying simian from MegaTech, Tom was draughted in at the last moment to make up the numbers. The spawn was with him as he picked Blanka, his favourite character after Chun Li. But since we know his skills need a zimmer frame just to get into the games room, no-one was worried.



STREET FIGHTER II

CHALLENGE

LET THE GAMES COMMENCE

When all the players had picked their characters, the bits of paper were put back into the

bag and re-drawn FA Cup-style. There were four initial bouts, the winners of which then went on to the semi-finals, from which two winners went forward to the final. Having paused to explain the rules to Tom slowly so he could understand, the draw commenced and the results were: Gus Vs Paul, Tom Vs Andy, Jaz Vs Rich and Lucy Vs Rad. Here's what happened.

ROUND ONE FIGHT!

GUS VS PAUL

Battle of the blubber! Zangief met E.Honda in what should have been a flab fest to end all flab fests, but turned out to be a victory of the saddest tactics

over no tactics at all. Gus, the genius in a neanderthal's body (you should see the grooves up to his desk where his knuckles trail on the floor) might well have a degree in English Literature, but his Streetfighter II skills are definitely remedial class. But even so, he couldn't defeat Paul "I'll just press the hundred hand slap button and let the opponent walk into me" Davies. Two rounds



was all that Paul required to slap Gus into submission.

TOM VS ANDY

Sub editor meets sub human! Tom's character Blanka, animal man, was uncannily suited to him, while Andy felt confident with Ryu. But when it came down to the fight,

Tom's bestial skills proved to be the winner over a very quick two rounds - the Andy man couldn't even pop off a dragon punch, his demise was so swift!



JAZ VS RICH

Battle of the titanic egos, one of which was destined to be deflated, Jaz was still whingeing about his sad Dhalsim skills as Rich tap-danced all over his bonce. In the second round Jaz actually managed to land a few kicks and punches, but Rich walked away with it. Jaz walked away too - in a big girlie sulk huff muttering about P45s in the morning for all...

LUCY VS RAD

Dubbed battle of the wet blankets (or should that be crispy sheets), Lucy shocked the crowd when, in the first round, she bashed Rad into the middle of the next week. A victory of random button pressing over mediocre skills no less! But the worry of being severely humiliated by Lucy's feeble abilities spurred the unclean one onto swift victory over the next two rounds.



SEMI FINALS

PAUL VS TOM

Between munches of black pudding, parkin and custard, Paul used his slap happy skills once again. But since Tom, the man with the IQ smaller than his shoe size did nothing but leap around like his pants were on fire punching randomly, Paul quickly won through to no great surprise. But shock was the order of the day in round two as Tom's animal cunning came to the fore as the slow-witted one realised that all he had to do was leap over the slapping fat sumo and kick downwards. Within a trice, E.Honda was flat on his back while Tom, complete with idiotic grin spread across his visage could smell victory. The crowd



could smell defeat - emitting from Paul's trouser area. Round three saw Paul change his tactics slightly and actually use a big punch and kick. This was just too much for Tom, who was totally flummoxed by these two (count 'em) moves and he panicked, snatching defeat from the jaws of victory as only MegaTech's boy blunder could.



FEATURE

RICH VS RAD

The man with the council haircut battled Witham's telephonic terror in what was to be the most exciting bout of the contest. First blood was drawn by Rad as he accidentally popped off a dragon punch as Rich sailed in to tap dance on his head. Following that up with a couple of hurricanes, Chun Li was staggered, and victory was assured within seconds. Round two saw a



change of tactics, with Rich standing off, waiting for Rad to make a move. He did, and Rich leaped in with two big punches and a throw, and followed up his advantage shortly after. The final

round saw both contestants crack under the pressure as they waited for one another to make the first move. Rich decided to attack first, but was dispatched with a flurry of punches, and from then on it was downhill, allowing the man who wears clothing even Vivienne Westwood wouldn't be seen dead to win through.



and low mid punch, and Rad jumped back, popping off hurricanes like farts after a biryani. But Paul rumbled his "tactics" and leaped over them to come close for more heavy slapping. It all looked over when Rad suddenly leaped up with a heavy kick and followed it up with a throw. Could this be the end of Paul? No! A throw followed by more slaps finished Rad off and Paul, astonished by his own success, lifted the crown. What a sad day for gaming it was... I'm off to be sick.



THE FINAL PAUL VS RAD

The most unexpected of finals - rather like Darlington and Halifax reaching the FA Cup, this round certainly took the "b" out of banal. Paul once again put his index finger into action as he pumped the weak punch button with all the effort he could muster. Rad soon sussed these sad tactics and sent Paul packing with a series of



leaping heavy punches, throws and low kicks. But the lad from the dales dug deep into his reserve (which is about as thick as the skin on a black pudding) and actually began to use other moves! Coming in with a heavy leaping punch, followed by a throw and then getting slappy once again, Rad was hammered. With only a few ounces of strength, Rad made an attempt to save the day, but a couple of low sweeps saw Ken flat on his back. The final game of the final round, and both contestants could still hardly believe they were playing! Paul leaped in with a heavy kick



DARE YOU ENTER...

Having had a taste of the challenge, dare you enter? Or are you a feeble gaming wimp who just isn't good enough? The process is simple: pick your game and reviewer and throw down your gauntlet. Each month one lucky reader will be brought down to London to the MEAN MACHINES office to meet the team, have lunch and then take up the challenge. If you fancy your chances, fill out the form at the end of this feature and send it off to: **I'M ABSOLUTELY BRILLIANT AND RECKON I'LL BEAT THE PANTS OFF YOU LOT, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.**

NAME

ADDRESS

PHONE NUMBER

AGE

I'M GREAT AND I CHALLENGE.....(REVIEWER)

TO A GAME OF.....(ENTER THE GAME YOU WISH TO PLAY HERE)

MEAN MACHINES CHALLENGE