

Here's a game everyone with a TV can play or at least practice: Controller Sports. 'What are controller sports??' Well, you hold a controller in the palm of your hand and do tricks, such as spinning it or throwing it. Does it have to be a controller? Yes. Why? Reason one: The devices have clear tops and bottoms, so you get a fairly good idea if you flip them half/fully/fully and a half, etc. (Yes, it's not always clear how many times you flip them at the higher levels, but modern camera technology solves that problem if you have the cash - as I said this is a sport, NOT a silly pastime. >:() Reason two: Controllers are reasonably expensive, again making this a serious activity. You don't want to toss a common stick in your hand, or you'll feel like a bit of a freak. Reason three: If close-minded party poopers catch you playing with an apparently stupid object, you can say they were mistaken. All you're REALLY doing is watching telly with a bit of style. Nothing else. Let's go in depth!

Trick 1 - The half-flip: What you have to do here, is start with the buttons facing upwards and spin the thing round once so they face downwards. (And of course you have to catch the controller, or basically you're just littering your own room which is dumb). This may be the easiest trick to pull off, but those who don't know their own strength may struggle. (1 point).

Trick 2 - The inverted half-flip: This time, you start with the buttons facing downwards and make them face upwards. Arguably this method looks more 'right' than the previous example, possibly because humans are more used to seeing controllers in the latter position. Again, this really is a deep hobby, and does require rather intellectual analysis. (1 point).

Trick 3 - The full flip: Double the dexterity is needed, here, but put in the practice and you'll reap the rewards. In my opinion this is twice as impressive as the prior tricks, hence the higher points. Drop the thing however, and losing your batteries is the least of your worries. Noob. (2 Points).

Trick 4 - The one and a half flip: Usually this one is performed by mistake. However, if you start with the buttons facing downwards and finish with them upwards, you will get a lot of respect. Again, it just looks better. Even I have screwed this one up far more than I've pulled it off, and I'm (quite literally) one of the world's keenest players. So be warned. (2 points for the downwards finish, 4 for the upwards one).

Trick 5 - The double flip: Here slow motion cameras would certainly be appreciated. The spins happen so fast, God knows what goes on at these more expert levels. Just one of the reasons this fast paced sport is such a hit and isn't for those recovering from heart surgery. (6 points).

Trick 6 - The triple flip: I'm not sure if I've pulled this one off successfully. To call this one spectacular would be huge understatement. This one is reserved for the elite who put in hours of hard work every day. (10 points).

Trick 7 - The half spin: Rather than flipping the controller's sides, here you have to spin the thing so its front (as in the bit you aim at the TV) and end gets switched. To do this, you need to flick the controller from right to left if you're right handed, or left to right if you're left handed. Good luck trying to spin the things the other way, lol! (That was a classic and hilarious controller sports in-joke). (3 points).

Trick 8 - The double spin: To pull this one off, you really need to throw the controller in the air, rather than twist your hand like just before. I have executed this trick once by flicking my hand quickly, but it's not something I'd recommend. Unless you think you're better than me. (6 points).

Trick 9 - The triple spin: The holy grail of controller tricks. The hardest one of all. This is the move that can earn you millions in competitions and get you on the front cover of newspapers. I'm not talking 15 minutes of fame here, I'm talking the stuff of legends. You'll be more famous than King Henry VIII, Winston Churchill and Chino Moreno combined. And rightly so. Drop the controller however, and you'll nothing more than an attention seeking wannabe punk. And a twat. Are YOU up to facing the challenge?? I for one, am not. (12 points).

Trick 10 - The simple throw: What you have to do is throw the controller without spinning or flipping it, so you catch it the same way you threw it. This one is harder than it sounds. The tragedy is that it simply doesn't look impressive. (1 point for a clean 5 cm throw. 3 points for 10 centimetres. 5 points for 15 centimetres. A height higher than that has never been proved possible).

So there you have it, ten tricks you can do in the comfort of your own home. As far as I'm aware, they're the only tricks you can do but they certainly aren't easy to master. Do YOU want to be a controller hero? Or does the pressure scare you off? Sadly, it almost certainly will, but I look forward to the day a real hero will do an incredible triple spin live on air. Good luck to you. Soldier.

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Bye!