



TEST
APCO
BI-GAME 42



Photo : Sascha Burkhardt



The Apco Game 42 (pronounced 'four two', almost identical to 'for two') is the current tandem from the Israeli manufacturer. A promising modern wing. Remarkably, the manufacturer APCO has accepted, in a concern about the quality of the test, to leave one of their tandem wings with our tester, Cédric Nieddu, for a relatively long time. Over the course of three months he was able to carry out about 50 flights in different conditions, with passengers of varying, shapes, sizes and weights. Here's his verdict...

TAKE OFF.

When I spread the wing out on the ground I noted two characteristics straightaway: it is lighter than APCO's usual wings, even if the Game 42 remains in the group of tandems which are fairly heavy and with relatively narrow cell openings.

Nil wind: even if it feels relatively heavy as you start to bring it up, it comes up consistently and without a reluctant phase. The wing fills uniformly across the whole wingspan. Once overhead, the load take-up is progressive. Whether flying with a heavy or light passenger, everything happens intuitively and with no surprises.

With wind onto the launch: given its great behaviour during a nil wind inflation, I was rather dreading that in stronger conditions the wing would then pull us off the ground. A concern which, in the end, turned out to be unfounded. Even with 25-30 km/h and on a fairly steep slope, I couldn't fault its behaviour. With or without wind, the wing comes up progressively, at no point does it pull; all of which guarantees maximum safety for my passengers. In any case, releasing the trimmers by 5 cm compared to the position of trimmed to maximum, is ideal.



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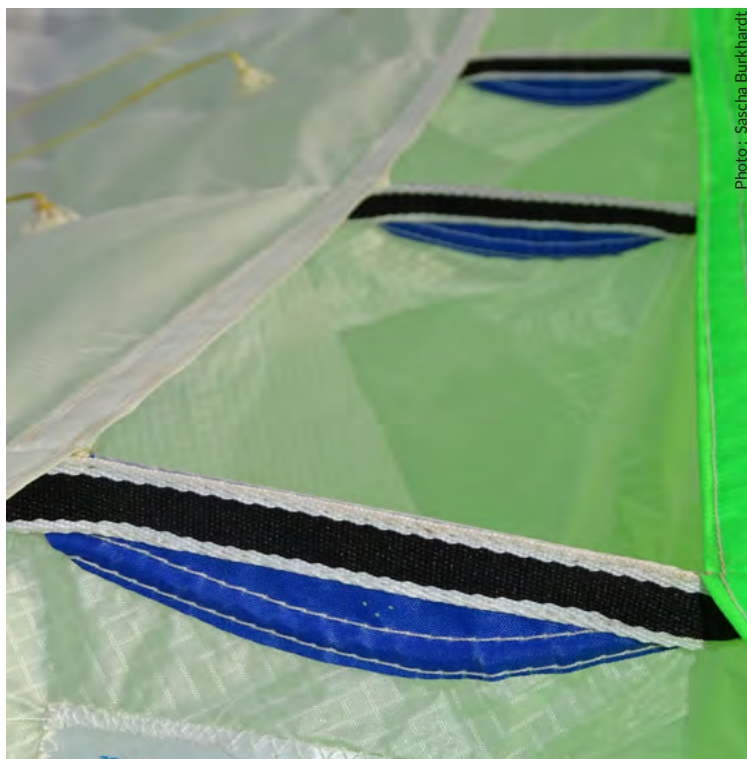


SPEED, GLIDE AND DAMPING.

Trimmed the wing flies between 36 and 39 km/h depending on the load being carried. Detrimmed to maximum, the speed varies between 45 and 48 km/h. The minimum speed can vary between 22 and 24 km/h, which is very slow for a tandem, this is undoubtedly a strong point for daily use and avoids 'face-plants' when you land...

Compared to the Niviuk Takoo 3, Supair Sora and the BGD Dual, the glide is slightly better as is the conservation of penetration in a mass of turbulent air, only the maximum speed remains a bit behind.

On the other hand, where the Game clearly differs from its competitors is at the level of general damping when it's bumpy. This wing is incredibly well balanced on all the axes. It feels very calm and safe. As a result, you have to put in a lot of effort to make a passenger feel sick. It is one of the most comfortable tandems that I have ever tried.



URNS AND USING THERMALS.

The handling at the beginning of the brake travel isn't exceptional, it really starts to go into a turn from 25 cm of brake onwards. The wing starts to turn incredibly efficiently no matter what the conditions, but particularly when they are weak. Here once again, the Game was more efficient than the other tandems on the market, except for the Swift Max. If you want to do a tight turn, you need to take wraps, not always easy with rigid handles. The wing turns whilst keeping the glide and the energy throughout the turn.

The Game 42 offers an extremely large brake travel: without wraps it is impossible to go parachutal.

FEELINGS

Spirals and asymmetric spirals: even though going into turns requires a lot of brake travel, you can, without any problem get into a spiral, and also make it asymmetric once the necessary energy has accumulated. The wing remains taut across the wingspan. Coming out is classic, the dissipation of energy can be done with a quarter turn as with any other paraglider.

Wingover: at the low end of the weight range, it isn't easy to get a big angle, but loaded with 150 kg, it starts to be dynamic, and above 180 kg, you can pass vertically above the wing. On the other hand, going between horizontal swings, and very pronounced wingovers, you have to find the right timing.

BIG EARS

Lots of tandem pilots frequently use ears to shorten a flight when the passenger 'can't stomach it' in turbulence, for example. With the Game, the ears flap and are fairly unpleasant to keep in. For some pilots, that could be a real problem.



Classic: four rows of risers



The sheathed lines are easy to untangle.



Clever: the shape of the magnets puts the handles automatically parallel with the riser, no matter what angle they are put.

THE LANDING

For a tandem pilot, a gentle landing is one of the biggest requirements. With the Game 42, the landing is a formality. Its general balance removes the parasitic pendular movements and its flare is excellent. Flying at low speeds is obvious and very efficient. 🙏

BI-GAME 42 TECHNICAL DATA		
MANUFACTURER APCO Web: www.apcoaviation.com/		
DATE	2016	
SIZE	42	
CELLS	52	
FLAT SURFACE AREA [M²]	42.5	
FLAT WINGSPAN [M²]	15.1	
FLAT ASPECT RATIO	5.4	
ALL UP WEIGHT [KG]	140-230	
WEIGHT OF THE WING [KG]	8.4	
FREE FLIGHT CERTIFICATION	EN B	
FF CERTIFICATION LAB	AirTurqu	
PPG CERTIFICATION	DGAC	
PRICE [€]	3850	
Materials: 42 g/m² "Zero Porosity" Ripstop Nylon siliconé		

