

ARNAUD DE MARNEFFE

1238 GP to date, leader of the French-speaking PSC team several times crowned in the championship and team cup, Arnaud De Marneffe receives « Le p'tit chef » team for this new large format interview.



Who is Arnaud ?

*Where the Belgian
Attitude with a
capital B*

**Hello Arnaud,
thank you for
accepting this interview. For eleven
years to the day, you have been the
emblematic Leader of the PSC (editor's
note: 100% French-speaking team) and
an active member of the French-
speaking community, but who is Arnaud
in real life?**

*Plop Guillaume! I've actually been playing
on GPRO for a while now, especially on the
PSC side! In real life, I'm a 32-year-old guy
working in cybersecurity. If we add to that
that I love video games... So I never stay far
from screens. A real geek description.*

**How did you discover GPRO and why did
you get hooked?**

*Basically, I played Yahoo Racing Manager,
it was a very simple game compared to
GPRO. There was a lot of randomness in
the game. Unfortunately this game was
becoming less and less active and we had
to find an alternative. Quite a few players
were talking about GPRO and I wanted to
test it as well. As I don't like to spread
myself over different games of the same
style, I wasn't very convinced at first... I
found it quite laborious and I didn't want to
get involved. But when Yahoo Racing
Manager disappeared, I didn't have much
choice... I had to roll up my sleeves and
invest a little more in GPRO. This went
badly since I became addicted to this game
which hurts me $\frac{3}{4}$ of the time. The last $\frac{1}{4}$ of
the time, my teammates take care of it.*

**“I became addicted to this game which hurts me
 $\frac{3}{4}$ of the time.”**

**You proudly represent Belgium, you have made “La Brabançonne*” reason 68 times.
What does this mean to you?**

*It's nice to pass that number off as impressive, but it's pretty ridiculous considering the number
of races I have under my belt. It's always great to win but I prefer to play in the higher
divisions where the competition is greater. Once you have the knowledge, why bother going
downstairs? Hats off to those who succeed, they have a
mind of steel. Certainly at a high level, it's a little more
difficult to win, especially when you don't have tires that
stand out unfortunately. It gives all the more pleasure to
win a race from time to time. But we have quite a few good
players in Belgium, so I often count on them to make the
Brabant sound, rather than me.*

**la Brabançonne is the national anthem of Belgium*



Speaking of your compatriots, Belgium has around 130 members “only” on GPRO, but what quality: between Wouter, Dominiek, Jasper, Bert to name a few. Over the last year, in 6 seasons there are at least 4-5 representatives in Elite with 4 titles. Few nations can boast of this record?

I admit that they amaze me, we have so many good players in Belgium even though we only have a few representatives in the game. And most of them perform at a high level. These are mainly players from the Dutch-speaking side (we see fewer French-speaking Belgian players in this game, it's not really

their thing when a game becomes visibly complex... It's often said that the Walloon is lazy... I believe in have one on my team) but it's impressive to see that we regularly have more than 2-3 representatives in Elite.



The Belgians crowned in elite from left to right: Jasper Coosemans (S76), Bert Huylebroeck (S88) and Wouter Teuwen (S93-S95)

“My philosophy on the game is quite simple, [...]bring as many points as possible to the team.”

Arnaud ! *13 years of GPRO*



We'll come back to the PSC team a little later, but it's impossible to talk about your past in the game without talking about your loyalty to your team. 11 years and more than 1,000 races. It's not a record but it's still impressive!

That goes a long way! I'm becoming a dinosaur in the game and the desire to stop is probably not yet ready to arrive. Being a team leader imposes responsibilities and I like that, it's what also gives me the desire to never give up even when things are going less well. I had started, basically, with "the crazy people behind the wheel" but there was no ambition and no activity... that's probably why my start in the game was catastrophic! Setting up my own team allowed me to give myself objectives and now I benefit a little from the return on investment, I make others work.

Without revealing your secrets, what is your approach to the game. And could you explain your typical day on GPRO?

My philosophy on the game is quite simple, I aim to be as consistent as possible in order to bring the team as many points as possible. I will probably try to do a little better in the next cycles in order to become elite... but that's another story! (some detractors will probably say that I have to succeed in accessing it first but that's a detail)

I don't really have a typical day in the game. Often after a race, I already prepare most of the actions for the next GP and then I monitor the times of the other players to see what I can do. Besides that, I participate in discussions with other PSCs (we are quite active on Discord) to try to advance all our research (or clown around, or torment them, but I'm not going to dwell on these different points which would not make me stand out), but they are endless. This game has too many secrets and at times, it's nice to do a little something else with your days.

Number of GPs:	0 (1238)
Points scored:	0 (2744)
Wins:	0 (77)
Podiums:	0 (218)
Pole positions:	0 (88)
Fastest laps:	0 (34)

Arnaud's stats on the evening of season 95

In 72 seasons, you have been between master and pro 47 times. This season you returned as an amateur after more than 20 seasons. You are clearly not one of those who go down as an amateur to start a new cycle?

Yes, I like evolving in the high divisions (Elite being the world apart from which I haven't really wanted to get into it yet)... As an amateur we're bored to death but it's the ideal place to get involved. As I write to you, I have started a new cycle because I was broke, but two seasons as an amateur, I found that enough. It's time to go higher. Now it is true that it's difficult to stay in a division for a long time because you are not entitled to promotional sponsors in particular and little by little all your resources are exhausted. If we add to that the little dumplings left and right, it doesn't end very well.

“Yes, I like evolving in the high divisions.”

You haven't been to Elite yet, but you could have been to S68. It was the first time that you were able to play the climb. You finish 3rd and therefore promoted to Elite but ...

Yes it's true, I probably should have I think. It would have saved me from having a bunch of players teasing me by telling me that I can't reach the elite level as a result. I didn't want to play the last positions in the rankings so much that I preferred to go straight back down (and that wasn't a good idea given the hassle that followed). I'll have to motivate myself to go now!

Since then, there have really been two seasons where you could have moved

up, in S87 where you finished 4th but a little far away, and much more recently in S91 where you finished 5th just 8 points from being promoted to the elite. What are you missing for this last walk?

Desire above all. I know that they are very well organized players and that if we arrive as a dilettante in this group, we risk having a bad time. Individually, there are a lot of players who are better than me... So I've often made sure to finish in the top 10 overall Pro and Master until now to bring in maximum team points and that suited me very well here. The problem is that our objectives evolve and I have to evolve too, otherwise I risk falling behind.

“My weak point, [...] be super good at predicting the opposite of what will happen during the race!”

How do you analyze your game, your strengths and weaknesses in the game?

Let's start with the weak points, they are easier to list:

Bad at sponsors, likes to make at least one mistake per season and super good at predicting the opposite of what will happen during the race! I think it's a winning recipe. In terms of strengths, they are not interesting so I will not reveal them.

If you had to remember only one of your races?

There aren't many that really stood out to me to be honest. I would say my first victory in Masters in S46 (during my second season in Masters). I won the last race of the season in the rain and that allowed me to hold on. It was nice because I thought I was making up the numbers and in the end I still managed to do a short cycle of 4 consecutive seasons in this division.

On the circuit side, what is your favorite ingame circuit, and the one you like the least (or even hate)?

Let's start here too with the ones I hate, they're easy... All the Ovals, they're boring, and too expensive. Usually, I just want to forget about it. We also have the 8000 towers of Jyllands Ringen which hypnotize me but at least I have a great night. No real preference for my favorite circuits... A slight preference for Spa, you can imagine why!



Spa vs Jyllands-Ringen

Arnaud's favorite circuit and the one he hates the most



To finish on the likes and dislikes, What is your favorite and least favorite aspect of the game?

I don't like the aspect of overtaking in the game nor the sponsors aspect, these are two points for me that should be improved. Let's add to that the few new features except new circuits... (and new helmets, although there has been a lull on this side)

I like the fact that we have two races per week, I think it's the right balance. I also like the whole research aspect of the game, there are so many things to learn that it's hard to get tired of it (even if it can be frustrating at times). The game is still really well done overall.

“Ovals are boring and too expensive. Usually, I just want to skip it.”

Pilou-Scuderia

Can you tell us the story of the PSC? How was this adventure born?

Yes of course. PSC originally comes from the name Pilou-Scuderia, it is a clan name which had also been used on the Yahoo Racing Manager side, where I played with Sylvain Kuberski alias Pilou. For my part, having been a fan of the Scuderia all my youth (given the setbacks of recent years, this is no longer the case), we decided to merge these two names to form our team, so it became the Pilou-Scuderia. For the record, this name was even changed to Pilou-Oluap-Scuderia at one point on Yahoo Racing Manager because Paulo Pinto had also joined us. This is probably a name you should know because this player is also a talent on GPRO. In short, on GPRO, I first started with Sylvain on “Fous du Volant” side but very quickly we realized that in this team we would achieve nothing. The team was inactive and not very involved. So I asked Sylvain to recreate the PSC, telling him that we would discover all aspects of the game on our



own, even if it meant having to work hard. Tell yourself that I was struggling to stay in Amateur at that time so we were starting from really far away.

Very quickly several teams were created: a second team, then a third and even a fourth. What ambitions!!

Yes, it's true. At that time it was easier to find French-speaking players. I think the green team filled up in 3-4 races, it's not something we would be able to do now as new players are rare (and they really don't stick around for long because the game is probably too complex for beginners even if tutorials and the like are available). I suddenly told myself that if I wanted the team to progress quickly, I needed to surround myself with as many people as possible, regardless of their level. The whole point was to establish a good atmosphere and for everyone to try to contribute to the building in their own way. The objective is of course to bring the team as high as possible in the rankings. This was the case on Yahoo Racing Manager and other games, so it must have been the same on GPRO... But I'm not going to hide from you that we struggled and that it required a big investment.



The three liveries currently used by the PSC

Tell us the story of your names evolving from PSC Pilou-Scuderia to PSC, and from team number to “snake” colors?

Over time, the Pilou Scuderia started to improve in terms of performance and the name was no longer very appropriate since the co-founder had disappeared from the game. I wanted to professionalize it a little by keeping only three letters which would keep the origin. Regarding the colors it was born due to the common external Forum used for our different teams. Even though we were just one team, we kind of needed a way to be able to distinguish who was on which team, so that's how the greens, reds, oranges and even blues were born. In the end, it went even further by combining colors with names of snakes, I don't even know who on the team thought of that, I would say Guillaume Delamarre.

How are your teams organized? We would tend to say that there is a “1” team, a “2” team, and a “3” team. But

looking at the results, we don't have the impression that it's that simple?

We do indeed have a hierarchy in place at the PSC. The green team is the 1st team in the PSC and is the one that we will often see ranked well in the rankings. These are players who must give their all according to their personal objectives. Based on this, collective results follow. The red team, which is team two, is the one that is supposed to compete with the greens but it is more laborious these days. This is often also where players prove themselves to move up to the green team. Team 3 or orange is the one that welcomes new players or older ones who wish to play in quiet mode.

It is indeed not always easy to manage, especially at the level of the red and orange team, but it is not disturbing either, the key is to find a fair balance so that everyone feels good in the different teams. I don't like doing a lot of rework for stability reasons as well, so that also plays a role.

“We do indeed have a hierarchy in place at the PSC. The green team is team 1.”

The “PSC Green Cobra” team has been in the top 10 in the world for around thirty seasons with 2 titles and 3 cups. A great long-term performance that few teams achieve, whatever the nationality?

This was not particularly the objective at the beginning but as everyone's individual level had evolved so well, we began to achieve regular scores which allowed us to finish in the top 10 in the world from season to season. We were obviously a little sad the day we failed to make the world top 10 recently but it had to happen. I think it is also important that we start to have more trophies because 2 titles and 3 cups is still a meager record. We could perhaps have gleaned one more title if we had a player who knew how to demotivate properly but hey... Unfortunately, I no longer have too much hope in him.



“We have, as a model, the Tigers and Jaguar who have the same way of playing as us.”

How do you fit in among the other great GP/RO teams. Do you observe them? Do you have any contacts?

We have, as a model, the Tigers and Jaguar in particular who have the same way of playing as us, but with slightly more efficient managers (I don't have Roland Postle in my team but two Arnauds, you necessarily start with a disadvantage in this type of case).

All joking aside, we need to continue to improve in order to be able to compete better with them later, this is not yet the case currently. There are other teams which also have very good individuals but pay less attention to team scores (as a result they often have players in off seasons which penalizes them for the team title, otherwise they would have already accumulated a lot of trophies).

The guys have a little contact with the different top teams because they often have to discuss with them in the divisions where they are located, but we don't have more than that either.

Of the 30 PSC members this season, 8 reached the Elite for almost a total of

450 races. And this figure will most likely rise. What is the secret to your success?

There's no real secret otherwise I think everyone would get there. You have to have a little chance of finding the right players. If you have the right atmosphere and everyone tries to contribute in their own way to the building, sooner or later the team will improve. By improving, new members arrive in a favorable environment which allows them to develop more easily and in turn make their contribution to the building.

In the end, after so many seasons, a solid base is created where everyone benefits from the work of the other and their predecessors. I don't forget all my former guys who helped the team get to where it is today (Kamal, Riton, Fabrice...). Which today gives us a core of very successful players. The key is to keep everyone motivated because I really don't like it when one of them retires. Then, after all, they signed a lifetime contract with their blood so they don't have much choice (but again, we'll avoid going into detail).

“I don't forget all my former guys who helped the team get to where it is today (Kamal, Riton, Fabrice...)”

113 members joined one of the 4 PSC teams. Besides, would you say how many went through the 4 teams (without cheating)?

Good question to which I will probably be wrong. I only count two (Kamal Naoui and Philippe Laude) but there must undoubtedly be others.

And the atmosphere?

The atmosphere is execrable! The team has become a little competitive and they all have ankles that reach up to the back of their necks. I mentally can't take it anymore! No, I'm joking of course. The atmosphere is great right now. There's really everything you could look for in a team and I'm not saying that because it's mine, or a little bit anyway: good humor, humor or shit humor for some (aka Vincent Douchez), investment... It's a pleasure to see/read.

However, in the past, it was not so obvious. We experienced quite a few periods where there were tensions to be resolved between different members. We probably also experienced player losses due to internal grumbling. It cost me a few brain cells but I think that's what also allowed the team to progress in general. so it was a bad thing for a good thing.

Difficult question, who do you think are the important members, or pillars? Can you present them to us in a few words?

This isn't really a difficult question. There are many important members in the PSC, and they are not only in the first team, the greens. We have, for example, the leader of the red team (Cédrick Flament) and the leader of the orange team (Geoffrey Stanislawski) who are excellent players and could claim a place on the greens, but prefer to carry their team. We have our

contributors to tools: Brice Meyer (who, by the way, pointed out a long time ago on Molière that he hated tools... which means he often says nonsense too), Jean-François Charbinat, François Parmentier and others. We have our researchers (Maël, Vincent, JM...), our young players who bring a new dynamic (Steph, JohnDef and Pierre) and so on. I'm not going to list them all but you can see that in the members I mentioned, they have the three colors of the team.

I can introduce you to a few that stand out from the crowd. The others are more discreet or almost:

*- **Jean-Marc Boissinot** : His ankles are bigger than Everest, but he has his little moments of weakness when things go less smoothly. Considers himself a Demi-God (I see him more as a half-crook).*

*- **Brice Meyer** : The guy who hated tools and finds himself managing our main tool... we're in trouble...*

*- **Stéphane Rombaux** : we can't take it anymore, we would put him up for sale on the public market... He writes too much, even reading diagonally it's not enough.*

*- **François Parmentier** : The cream of the crop, he is discreet but he is probably the nicest person on the team, and who does a monstrous job at the same time, it must be highlighted.*

*- **Vincent Douchez / Arnaud Ferraris et John Def** : You don't want to be around them either, they make puns every three seconds which makes me stupider every day.*

*- **Jean-François Charbinat** : I think you're starting to know him, he makes graphs/tables for everything... I pretend to understand but the reality is completely different ...*

GPRO Game Play!

Let's get a little technical. If we exclude your rookie and amateur seasons, out of 47 professional and master seasons, you used Pirelli and Badyear tires twice, Dunlop tires 14 times and Yokomama tires 29 times. With two distinct periods. In your first part of your career you mainly used Dunlop tires, whereas for the past 30-40 seasons, you have mainly used Yokomama tires?

Yes, it's true. I'm more of a Yoko player. I judge that when you have a good package, you don't need to use expensive tires to perform. The Dunnos were mainly used during the previous meta of the game. It was after that that I learned to play the Yokos and I found that they were tires that didn't really have any flaws. Certainly the Badys are better in general but they are also much more expensive tires and so if you can avoid them, it's still better. The dunnos find themselves a little penalized for their duel with the Bady in cold temperatures and the yokos in hot temperatures. Currently, it's more Pirellis that I wear, but it shouldn't be too long



*In Pro and Master, Arnaud prefers
Dunlop and Yokomama*

“There have been some interesting additions, like energy or boosts [...]. Unfortunately, changes remain too infrequent”

You've been here since season 21, how have you seen GPRO's gameplay evolve? And how would you describe GPRO today?

Time flies... I wasn't too focused on the game when I started, so it was from season 30 onwards that I started to really get involved. There have been some interesting additions, like energy or boosts for example which have been good. Unfortunately, changes remain only too infrequent... Afterwards I understand the difficulty because there are many players who have their own personal comfort and are resistant to changes. But we need to have this little contribution which gives a breath of fresh air to the game. It must be admitted

that the number of players in the game tends to decrease (or go down in stages).

The game itself is really good because it is full of so many mysteries that you never finish researching. When I think of everything we have discovered and everything that remains to be discovered, sometimes I say to myself that we are nowhere... That's ultimately the good thing since there are always things to do.

The hype of browser management games is something that tends to disappear so the game is not doing too badly, they tried to develop an app to modernize it which proves that the administrators are still very active, which is also important for the longevity of a game.

From your point of view, what is the most important aspect of the game to master in order to succeed in the game?

Package management, undeniably.

The game allows you to amass lots of money in Amateur to string together big seasons afterwards, without really looking at what you spend but it's a vision where you're going to spend and not understand much about the game, for ultimately get crushed by the good players once the budgets have been rebalanced.

During the interview with our dear President Vlad, I asked him what was the craziest proposal for the evolution of the game that he had received. And what would you suggest to him??

I'm very, very bad at coming up with new ideas. I am still waiting for the possibility of doing parallel championships with friends (which would not influence the current championship in any way) for those who want to have even more fun.

“I'm still waiting for the possibility of doing parallel championships with my friends ”

And more seriously in what direction would you like to see the game evolve?

The game needs to bring small new features (I'm not asking for changes that would radically change the game) that would force teams to do research. The new circuits are all well and good, but they are not really new. The energy and boosts were great, this must continue.

We often talk about it but we can have the impression that the source has dried up again. What do you think ? Is something missing?

I think we have the same opinion on the matter. There's a lack of new stuff, and please, not Christmas helmets Vlad!



The French Community !

An active member of the French-speaking community in a personal capacity, your team has been and still is very involved in the life of what we call “le Molière”, where French is spoken on GPRO. How do you view the community and its evolution?

The Molière is the arena where the lions are free I think. It's often a place of settling scores I have the impression but that's probably part of the game. As for the community itself, it progresses over the seasons and that's what is the most important. Everyone has their own style of play and if it fits that way, so much the better. I'm happy to see, for example, the VR46s rising in the rankings... It took a while for you to convince yourself to put this in place. However, I am sure that this has not changed the atmosphere in your team. I also saw the French Kiss do great things

this last season (Manu who went for points in the elite, Thomas in pee who crushed the first Pro races... it's great!)

The Molière Forum brings together several nationalities (Belgian, Canadian, Swiss, etc.) in addition to France. How is life in this community?

As said above, I think that Molière is more often a place of drama than a truly friendly place, but I imagine that this is due to the rivalries or pseudo-rivalries between French-speaking teams. I don't like to dwell on it so much, but sometimes it also has a fun side, so we prepare the popcorn and read. I also think that most calm or reasoned players don't dare to participate too much in this place, which I can understand. They should impose themselves, it's a common place where everyone has the same value. Currently it is mainly a place where organized tournaments keep it alive.

“The Molière forum is the arena where the lions are free. [...] So we prepare the popcorns and we read.”

Have you ever wanted to make a 100% Belgian team with the best Belgian elements?

No, not for a single second. To have a competitive team, I would have to recruit mainly Flemish players (they seem more talented than the Walloons in the game) and it would be a cacophony between the two languages... It would be even easier to internationalize. We will avoid it, I am very happy this way.



“they seem more talented than the Walloons in the game.”

Your team is one of the most important in this community and most certainly a driving force in the community that inspires many. Since the creation of the PSC, many large French-speaking teams have disappeared. Are the PSCs a “benchmark” for the French-speaking community?

If this can be a source of motivation for other French-speaking teams or FR players, it is of great benefit to the community and I would be all the more satisfied. However, it's not really up to me to judge this because it wouldn't be very objective. I note however that we don't really have a huge number of applicants so I don't think that the PSC is really attractive or a source of motivation, I may be wrong. For our part, we are simply trying to be among the best teams in the

world but there is still a way to go, I think there are still a few who are currently outperforming us. On the other hand, I don't think that there have really been great French-speaking teams in the past, I believe that the reference has always been the French Kiss at the highest level. There have certainly been other historic French-speaking teams (Ruff Ryders or ATRMinator) but their international level was ultimately unconvincing. The overall French-speaking level has increased significantly since then and fortunately!

I wanted to thank you for playing the game of this interview. It was a pleasure for me to prepare it and it's always a pleasure to meet you?

A pleasure also on my side.

By Guillaume Pagès