

Amiga Action's Official...



BEST GAMES EVER!

EXCLUSIVE! Dino Dini, creator of the Kick Off Series talks for the very first time and discusses **Kick Off 3**

16 FREE PAGES OF UNBEATABLE GAMES

Best of the Amiga

the team's top ten!

1 MONKEY ISLAND 2 - LUCASARTS

The best adventure game you could ever play. This will only ever be beaten by a third game in the series (hint! hint!)



2 KICK OFF 2 - ANCO

Cor, another sequel! The best footy game on the planet. The graphics are small and undetailed but who cares when the game plays this well?

3 THE ADDAMS FAMILY - OCEAN

This blasts all other contenders in the platform field right out of the way. The graphics are clear with some jolly, up beat music making a classic romp.

4 ROBOCOD - MILLENNIUM

James Pond returns in a sequel eons ahead of the sequel. A superb *Sonic*-style adventure full of humour and high speed gameplay.

5 PROJECT-X - TEAM 17

Team 17 are by far the best newcomer to the software field and *Project-X* is the only shoot'em-up worth owning on the Amiga. Brilliant, especially when

Welcome to the best supplement ever to arrive in computer mags. And this time, it's true! 'Coz we interview Dino Dini about Kick Off, and give our opinions of the games we most love!

1 KICK OFF 2 - Anco



Taking the winner's medal with an overwhelming victory is *Kick Off 2*. I still play it daily, two years after being released. Everything a footballing fan could

want is here in one glorious package. My life would be empty without it.

2 NITRO - PSYGNOSIS

An instantly accessible multi-player racing game. I think the appeal derives from its simplicity and slick presentation. Even as a one player game, I always find *Nitro* begging me to tackle its computer opponents over its 32 stages.

3 DYNABLASTER - UBI SOFT

When the bouncy tunes blare out of my bedroom, you instantly realise that the finest ever five player game is underway. A truly classic case of "Just one more go".

4 SUPERCARS II - GREMLIN

Easy in single player mode but as addictive as a sherbet dip when racing against a friend. Gasping speeds, jumps, missiles, mines, computer opponents and more. Outstanding!

5 PINBALL DREAMS - 21st CENTURY ENTERTAINMENT

This is really how to play a mean pinball. Ball inertia and angles are perfect while the

challenge of beating your previous score is enough to drive you pleasantly crazy.

6 BLOOD MONEY - PSYGNOSIS

The main reason I've opted to include *Blood Money* and oust *Project-X* is because of the former's fantastic simultaneous two player mode. Aged but shows a certain amount of programming wisdom.

7 ALIEN BREED - TEAM 17

Possessing an *Aliens* atmosphere that cajoles your mind into its convincing, futuristic world it's unbelievably absorbing, stylish and professional. *Breed's* easy difficulty level remains its flaw.

8 LOTUS ESPRIT TURBO CHALLENGE - GREMLIN

Yes, I think it's better than *Lotus II* and *Jaguar XJ220*. In fact, *Lotus I* is the most believable in terms of the car responding realistically and feeling altogether 'right'. And laps are better than timed stages!

9 FLIGHT OF THE INTRUDER - MIRRORSOFT

It can be treated seriously or as an action-packed aerial shoot'em-up. I enjoy it for the latter reason, soaking in the explosive sound effects and frantic, ruthless combat sequences.

10 MEAN STREETS - US GOLD

A futuristic detective game with an intensity unequalled by others. As you progress, the plot unfolds into a matter of mystery, intrigue and political corruption. I hung on with pleasure.

it comes from a bunch of Leeds United supporters!

6 MEGA LO MANIA - UBI SOFT/ SENSIBLE SOFTWARE

For those of you who, like me, found *Populous* and *Powermonger* boring, *Mega lo Mania* fills the vacant area in your game collection.

7 RICK DANGEROUS 2 - MICROSTYLE

This is still one of my favourite games after all this time. It is enough to make even the most hardened gamers go bald with anger.

8 PRO TENNIS TOUR 2 - UBI SOFT

I just couldn't help adding Ubi Soft's classic court game into my list. Good in two player mode but easily the best when playing doubles with three friends!

9 LURE OF THE TEMPTRESS - VIRGIN

The first British made adventure for a long time and it almost reaches the quality of the mindblowing *Monkey Island 2*!

10 SENSIBLE SOCCER - RENEGADE

Not really a patch on *Kick Off 2* but still an excellent soccer game in its own right. The whole presentation is better than *KO2*, but only just! Brilliant!

1 KICK OFF II - ANCO

I started playing *Kick Off* three years ago, and I'm still playing it. The most accurate football simulation available, despite what other magazine journalists may tell you.

2 RAINBOW ISLANDS - OCEAN

The apex of Amiga platform games, despite its age. It's bright, beautiful, very cute, and it's full of pleasant surprises and bonus objects.

3 PGA TOUR GOLF - ELECTRONIC ARTS

Golf simulations always tend to work really well on the home computer format, and this effort from EA sums up everything that's good about multi-player sports games. Great fun and packed with authentic touches.

4 FORMULA 1 GRAND PRIX - MICROPROSE

An ambitious attempt to recapture the thrills 'n' spills of modern day Grand Prix racing. Technically, it's very accurate and the important feeling of 'being there' and speed is ever present.

5 SILKWORM - THE SALES CURVE

A rare case of the home computer conversion being superior to its arcade counterpart. What sets it apart from the rest is the perfect difficulty curve, the great cosmetics and the furiously quick gameplay.

6 GODS - RENEGADE

Undoubtedly a controversial selection, but the fine combination of platform strategy and puzzle solving had me gripped for weeks on end.

7 PRO TENNIS TOUR 2 - UBISOFT

There aren't that many good tennis sims around, surprisingly enough, so this effort from Ubi Soft takes the Grand Slam with ease.

8 FIRE AND ICE - RENEGADE

A typically polished Braybrook product which is beautiful to look at and mindblowingly addictive. A little bit better than Sega's *Sonic*, methinks.

9 ELITE - FIREBIRD

A mammoth game, which is jam-packed with atmosphere. An all time classic which may never be topped.

10 LEANDER - PSYGNOSIS

A highly underrated and seemingly ignored 'console style' platform game which looked absolutely gorgeous and played very well too.

1 BATTLE OF BRITAIN - LUCASFILM/ US GOLD



Although not technically as good as many new simulators, *Battle of Britain* is the game I probably play most which doesn't make me a boring fart, okay? Modern planes are fine but you can't beat the feeling of actually destroying the enemy at close range. There is also a mission builder.

2 FLIGHT OF THE INTRUDER - MIRRORSOFT

Written by Rowan Software, responsible for *Falcon*, *FOI* is definitely the best all-round simulator on the Amiga and when I'm not playing *Battle of Britain* you'll find me shooting MiGs out of the sky in this most triumphant of simulators. The two-player link is excellent although consists of an annoying bug which I won't go into.

3 PRO TENNIS TOUR II - UBI SOFT

Let's get one thing straight - I'm bloomin' skillful at this tennis game although I have recently retired (Pete was getting just a little too good and I didn't want to give him the satisfaction of beating me). This is definitely the best tennis game on the Amiga and it won't be beaten for a long time - a bit like me really.

4 F-16 COMBAT PILOT - DIGITAL INTEGRATION

If you haven't noticed already, I practically get my rocks off on good flight sims and *F-16 Combat Pilot* is certainly up there with the best. The two-player link is mega as are the night missions.

5 BATTLEHAWKS 1942 - LUCASFILM / US GOLD

Battlehawks is an excellent platform game. Yes, alright, it's another flight sim. *Battlehawks* was the first flight sim release to come from Lucasfilm and depicts the air battles of the Pacific war between the Yanks and the Japs. It features dive bombing carriers as well as torpedo missions. Luvly!

6 PANZA KICK BOXING - FUTURA / US GOLD

See, it's not just flight sims that I'm into. *Panza* rates as the best beat 'em-up ever on the Amiga and my fighter is rock solid. The animation is superb and the move menu allows you to assign other fighting moves to your character's arsenal. I still play this now and have been called to kick the dung out of the ST Action boys who are naff.

7 DREADNOUGHTS - TURCAN RESEARCH SYSTEMS LTD

I took a lot of stick for playing this excellent *Battlescapes* game written by Dr Peter Turcan and all of it was unjustified. It may look boring to some people with only a single brain cell (Bunker) but I find it very engrossing indeed. Concentrating on the navy battles of World War I, *Dreadnoughts* upholds the excellent reputation gained by Turcan's past *Battlescapes* games.

8 JAGUAR XJ220 - CORE DESIGN

How anyone can say that *Lotus* is better than *Jag* is beyond me. The track editor is worth £25 alone - as it is, the game plays like a dream and the presentation is immaculate. The cars have in-built intelligence which is more than you can say for *Lotus* and those who play it.

9 SUPERCARS II - GREMLIN GRAPHICS

I've never been fond of *Super Sprint* clones but *Supercars II* certainly had me hooked from the first time I played it. The joy at blowing up other cars with mines and missiles is very satisfying indeed. It would have been nice to see a track editor for *Supercars II* but I suppose you can't have everything at once!

10 BLOOD MONEY - PSYGNOSIS

Shoot 'em-ups turn my stomach but *Blood Money* turned me on. I don't mean to get carried away but *Blood Money* is an exceptional game that no software collection should be without. Graphically stunning, the game is massive with the difficulty set just right, unless you've got the cheat on.

best games ever!

KICK OFF

Deep in the heart of the English countryside, where farmers fear to tread and sheep can wander aimlessly for years, the home of the legendary Dino Dini rests in solitude. Alan Bunker somehow found Dino and took the opportunity to have a few words.

As creator of the Kick Off series and Player Manager, Dino Dini is not the man I expected. A youthful figure in a quiet, secluded area contrasted with my thoughts of a maturer man living life in the fast lane. No exuberant mansion, no Porsche – just a down to earth, natural kinda guy with few demands from life.

Seating myself before him and his wife, Pam, the realisation that this face-to-face interview was an all time first stirred a couple of butterflies, but their genuine friendliness soon netted the hyperactive pair inside me.

Lurching Dino's mind back to the time of the original Kick Off, he explained how it all began: "I'd already started working for Anco and did a very quick project which was a conversion of a game called Trivia Trove. It was just a small thing... very straightforward. That was the first thing I did for them. They saw potential there and suggested that I do a football game.

"I looked into it and did a feasibility study. Deciding to go ahead on that, it got released about 15 months later.

"I'd been involved in programming for a number of years before but nothing had ever hit the big time, as such. I would say the only game I'd previously done that had got noticed at all was Astro Tracker on the BBC."

So what happened? What triggered Dino into making a transition from producing what was, no disrespect meant, sub-standard software to a smash hit like Kick Off?

"Sub-standard software? That's a matter of

opinion. Programming on a BBC is not any game programmer's idea of fun because, as an 8-bit machine, it is extremely limited in comparison with the ST and Amiga. My first attentive effort at producing a proper game on the 16-bit was Kick Off."

What was he hoping to accomplish with the very first Kick Off?

"Well, the brief for Kick Off was very open; Anco just said what they wanted was a football game that played intelligently. When it came out, it caused a storm, certainly in the various magazines. This led to the basis for Kick Off 2. At the time, I was sure Kick



Off was the best football game I had seen."

With Kick Off completed and favourably received by everyone, what was to be next?

"I was pleased that it was successful. It won numerous awards which was quite staggering, really – I was very happy that it got that recognition. In the pipeline, even when Kick Off was in production, was Player Manager."

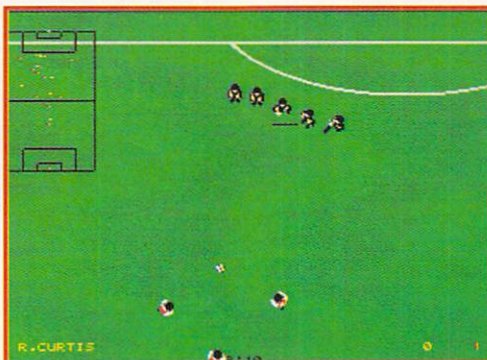
He must have been covered in a severe rash at the time as football fever, dreaded by millions of housewives nationwide, had undoubtedly taken a firm grip on him. Was he a regular football goer? On a Saturday, could he be seen in the crowd at his local football club?

"In reality, I think football can be a highly entertaining game."

A man with a modest comment about the country's finest sport. Was Pam about to wring his neck should he dig out his Arsenal rattle and scarf? Is Dino one of the many married males around Britain who fear for their lives should they sound more enthusiastic about football than they do about their other half?

Pam clarified: "The truth of the matter is that we don't get the time to look left or right at all. The projects tend to go one after the other." Ho hum! Glad that's sorted out.

"On completion of Player Manager," continued Dino, "it was rolling up to the time of



KICK OFF 2



OPTIONS				
PITCH	NORMAL	WET	SOCCY	PLASTIC
DURATION	2 X 3	2 X 5	2 X 10	2 X 20
WIND	OFF	LIGHT	MEDIUM	STRONG
EXTRA TIME	NO		YES	
AFTER TOUCH	NO		YES	
LEAGUE SKILL	INTERNATIONAL		DIV. 1	DIV. 3
GAME SPEED	NORMAL		50 %	25 %
SKILL LEVEL	TEAM A		TEAM B	
SELECT TACTICS	TEAM A		TEAM B	
REFEREE	RANDOM		R.J. FERNANDEZ	
DONE				

the World Cup and so it made sense to produce a game for that. I'd also had plenty of ideas to include in a new version of Kick Off.

And so Kick Off 2 was born. "Kick Off 2 took about three or four months to do. The original Kick Off took so long because it was breaking new ground."

Recently, the superiority of Kick Off 2 has been challenged by Renegade's *Sensible Soccer* and Rage's *Striker*. While the competition, in Amiga Action's wizened eyes, failed to better Dino's masterpiece, what were the maestro's thoughts about the opposition?

"The most interesting thing about Sensible is that it's taken two years before any other software house has published anything comparable with Kick Off / Kick Off 2.

"Sensible Soccer's strength is that it grabs immediately. You can get any old people to sit

down and play with the game."

Pam reflected on its accessibility, too, confirming my review analysis. However, I still feel it lacks the technical refinements of the game of football. Dino remarked on something else: "I had a look at the scale and that intrigued me as to whether or not they actually followed the dimensions of the pitch.

"It's not so much the overall size of the pitch is wrong, it's just a problem of scale in general. They have an absolutely massive goalmouth in proportion to the goal line."

And how does *Striker* compare?

"The people at Rage have been very, very ambitious. They've tried to combine the playability of Kick Off 2 with the 3D view. I think they've just tried to do too much, to do more than is actually possible on an Amiga computer. What they have done, though, is very impressive."

Has the thought of Kick Off in 3D ever crossed his mind?

"Ultimately, it's very difficult because 3D views are mathematically complex and require an awful lot of processing time. You have to get them absolutely right, otherwise what happens is players seem to enlarge or shrink if you don't get the scaling right.

"Also, the information you need when playing is the positions of all the players. You need to be able to look all around your player and the best way to do that is by having an overhead view."

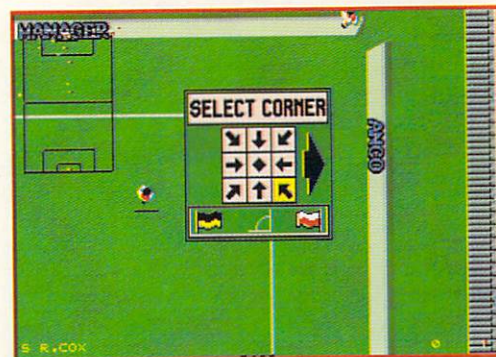
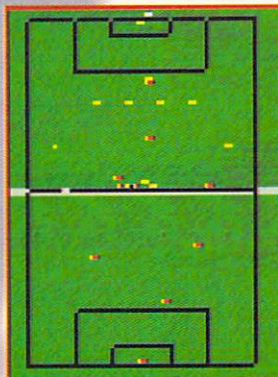
Commenting on *Sensible* and *Striker*, what can be said to summarise Kick Off 2? Pam seemed to have the epitomising words: "I find myself very engrossed in Kick Off 2. The adrenalin's going and I actually care what's happening as opposed to playing some games where there's indifference when you're playing. Good games are the ones you get involved in. As a two player game, you're animated."

Kick Off 2 has attracted its fair share of criticism in varying degrees. The point that's made the most jabs is that Kick Off 2 is far too difficult to learn and play. Can Dino blunt the argument?

"Kick Off 2 is two years old. All I know is that it has been a success so if I'd made it play easier, it might not have been so popular."

Harsher have been the comments from certain areas that suggested Dino

is a talentless programmer, saying Kick Off and its sequel were a fluke; badly programmed but somehow turned out alright in the playability stakes. Such criticism is supposedly reinforced by the fact that he's not developed anything else of vaguely equal commercial value.



"Those people don't know what they're talking about. It's very easy to make an assumption that because someone only produces one type of game, that somehow this detracts from their ability to program but the amount of programming work that's involved in Kick Off and Kick Off 2 is phenomenal.

"It's difficult to do the things that I've done

and it has taken a long time and a lot of hard mathematical research. It's just been that having obviously had success with Kick Off

and this particular genre, it makes sense to maintain the momentum.

"Another aspect to bear in mind is that I'm more than just a programmer, I'm a designer as well. Everything innovative about Kick Off has come from my own ideas."

To finally dispel all the criticisms from the minority: "Kick Off and Kick Off 2 have been successful off their own merit - there's not been any great campaign, there's not been a major push. I think that speaks for itself." With over 100,000 copies of Kick Off 2 sold, it certainly speaks for itself.

As you are all probably aware, Kick Off 3 has been in development for quite some time. How could we speak to Dino without trying to squeeze a smattering of info from him about what is destined to be this year's biggest seller?

"Kick Off 3 was originally scheduled for May but the difficulty is that it's the sequel of a sequel, so it has got to be absolutely right. The game has been completely rewritten from scratch. It's a matter of producing a game that will stand out in its own right.

"The intention is not to alienate Kick Off 2 fans but to expand its popularity towards those people who didn't buy it or didn't get into it."

As a talented Kick Off 2 player (modest cough), would I be able to play Kick Off 3 immediately upon loading?

"That is certainly the aim, yes."

Who better to have the last word than Dino. Here's his final message to you all: "Thankyou very much for being very supportive of Kick Off and Kick Off 2. Look out for Kick Off 3, it's gonna be good!"

MONKEY ISLAND 2

Lucasfilm/US Gold

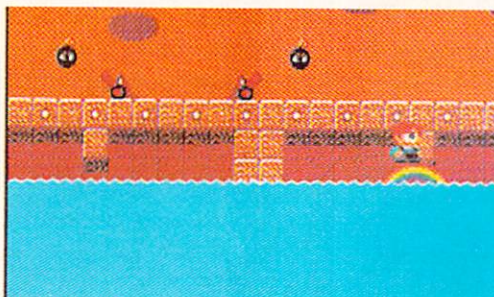
2

Ooarr, Jim lad! Take to the high seas in search of the ghostly LeChuck in this wonderful Lucasfilm adventure. Plenty of parrot jokes and innuendos ensure cabin loads of giggles and cackles. Bigger than the first, more puzzling than the first, more everything than the first! Currently floating high in the charts, the winds of success are sure to fill *Monkey Island 2*'s sails for a long time to come. If Blackbeard had a computer, this is what he'd be playing.



affair lies in the bonus object structure which contains more secrets and surprises than the Europress board of directors.

Coupled with some sickeningly cute graphics, awesome playability and a fine difficulty curve, *Rainbow Islands* is quite easily worth three times its asking budget price. Why, we would happily mortgage our houses to fork out for it...

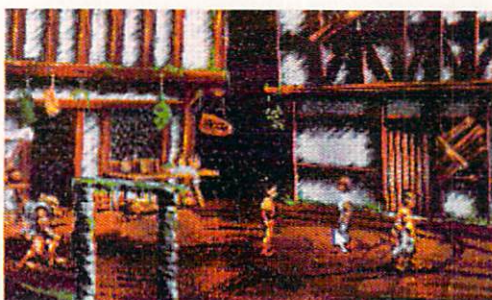


LURE OF THE TEMPTRESS

Virgin

5

This is the game that proved British programmers are capable of making a really decent graphic adventure. We all know what Sierra and Lucasfilm can do, but Revolution have undeniably done us proud. Add numbingly good graphics and wonderful sound, along with taxing puzzles and an ingenious control method and what you have is a tasty software pudding! Loveable *Lure* gives *Monkey Island 2* a marathon run for its money.



LEMMINGS

Psygnosis

6

Miniature punk rockers invaded our screens when Psygnosis bombarded us with tens and tens of the curious creatures. While they meander aimlessly about the screen, click on each one, assigning a special attribute as you do so. By then climbing, digging, parachuting and more, can you guide the required amount from the beginning of the level to the end? You'd have to be a complete lemming if you've never played this one!

RAINBOW ISLANDS

Ocean

4

Arguably more playable than its arcade counterpart, *Rainbow Islands* could prove to be the last word in Amiga platform gaming, even after all these years. The beauty of the whole



FORMULA 1 GRAND PRIX

MicroProse

7

From the famous Monaco tunnel to thoroughly efficient track marshalls, stomach churning hairpins to tyres of varying compounds, *F1GP* sits firmly on pole as the most authentic racing game around. When you're not watching Mansell gloriously receiving the chequered flag, you should be experiencing the excitement yourself with this unequalled leader of the pack.

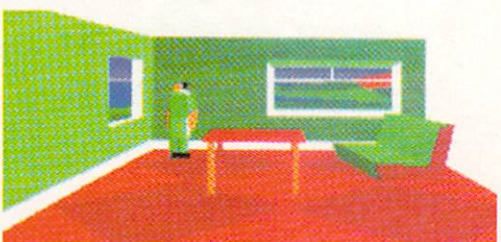


HUNTER

Activision

8

The appeal of this military arcade operation primarily derived from the ability to explore and travel in complete freedom, along with the chance to control all manner of vehicles including ships, helicopters, tanks and more. There's either one big, whopping mission to try or ammo dump-loads of smaller assignments. *Hunter* will never be regarded as a classic, but it does possess a special kind of entertainment factor that has rarely been discovered and implemented before.



THE IMMORTAL

Electronic Arts

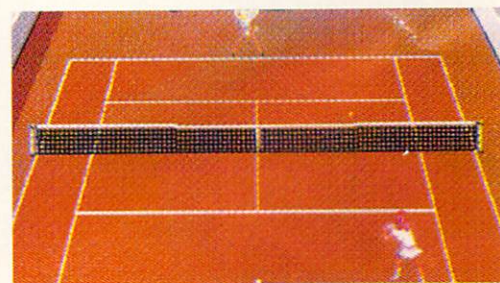
9

You'd have to be immortal to remember this one! Its 3-D perspective and magical arcade adventure qualities keep it battling on after all these years.

Whether you're swinging your sword at goblins or casting fireballs at trolls, *The Immortal* will be with us forever.



two player option and plenty of shot possibilities puts the finishing touches to the title, beating everything else to Love.



LEGEND

Mindscape

10

Legend by name, legend by nature. Programmed by the same team responsible for the mighty *Bloodwych*, *Legend* is the final word in action adventures.

Take your party around a mystical world and beat-up a myriad of evil creatures. You'll spend many sleepless nights trying to save the land.

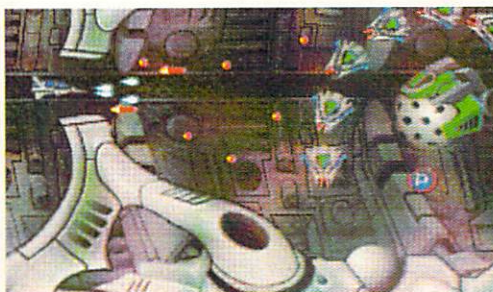


PROJECT-X

Team 17

12

We've said it all before so I'm not going to say it again. Not one utterance saying that *Project-X* is superior in all areas compared to all other blasters. It's the greatest.



LOTUS ESPRIT TURBO CHALLENGE

Gremlin

15

Is *Lotus I* better than its sequel? Are any of the *Lotus*' better than *Jaguar XJ220*? While the arguments and heated debates continue, the general opinion here is that *Lotus* remains the fastest and the most realistic. You actually feel like you're in the driving seat!

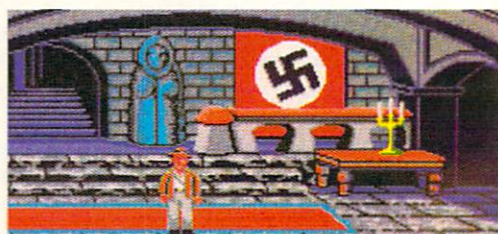


INDY AND THE LAST CRUSADE

Lucasfilm/US Gold

11

Although the arcade *Indy* games weren't so good, the adventure game by Lucasfilm was a major achievement. Implementing the point and click system designed by Lucasfilm, the game followed the plot of the film very closely. Graphically it was superb, offering hours of enjoyment and challenge. Like *Monkey Island II*, *Indiana Jones and the Last Crusade* will be remembered as one of the best graphic adventure games ever.



ELITE

Rainbird

13

Whatever format this game has been released on, it's been a huge success. The principle is so simple, yet it has never been successfully copied. *Elite* is more than just any old game, it is an experience in itself. This is roleplaying in its best form. You don't know you're actually doing it! Live your life in space as you want it. Choose to get rich quick through crime or play morally.

PRO TENNIS TOUR 2

UbiSoft

14

The only thing missing from this highly playable tennis sim is cries of "The ball was clearly on the line!" and frequent downpours. Superlative animation witnessed on a number of colourful courts which affect ball momentum (clay, grass, indoors and so forth) makes *PTT2* the definitive action tennis game. A

EYE OF THE BEHOLDER II

SSI/US Gold

16

This position suggests that *EOB 2* is better than the supposedly unsurpassable *Dungeon Master* and *Chaos Strikes Back*. Surely not? Well, five people all regarded *EOB 2* to be the finer RPG, hence its position in the chart. In sequel terms, it took its predecessor to pieces. A strong, incidental storyline ensured its popularity with adventurers, while the accuracy and depth of the game rules pleased the purist role players among you.



GOLD OF THE AZTECS

US Gold

17

Python's Ministry of Silly Walks surely inspired the animation of the main character as he lurched about the jungle scenario. Hours of adventuring, solving endless amounts of puzzles meant your brain cells had to be hyper-active for you to progress much.



SPACE CRUSADE

Gremlin

18

A smashing military marine exploration game. Take control of a crack troop of space warriors as you battle through over a dozen missions. Earn promotion through successful completion of each goal, allowing you to collect more powerful weapons. Fantastic stuff.



FIRE AND ICE

Renegade

19

Renegade made a great decision in signing this massive platform adventure from the programmers of Rainbow Islands. Graftgold certainly learned some things from the Bitmaps as you guide Cool Coyote through seven worlds to rescue his girlfriend from the clutches of downright evil.



PGA TOUR GOLF

Electronic Arts

20

Graphically and technically, it's not quite as stunning as *MicroProse Golf*, but for sheer fun and that true competition feeling, this Electronic Arts effort tops the leaderboard by yards. With sixty professional competitors and a host of promised course data disks, *PGA Tour Golf* is at the apex of golfing simulations.

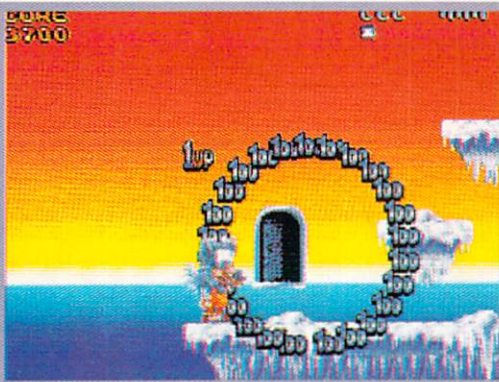


STUNT CAR RACER

Microstyle

21

A bit like driving along the M1 in a Ford Anglia without any suspension, this bumpy one-against-one challenge (either against the computer or a human via link-up) is fast, smooth, gut-wrenching, stomach upsetting speed thrills at its best. Numerous tracks featuring various stunts, plus a league system, lead the way to magnificent fun-filled moments. Don't dream of being a stunt car racing driver, become one with this fine and now classic title.

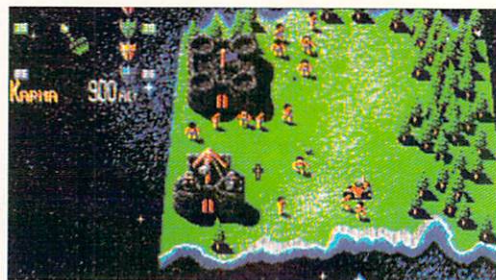


MEGA LO MANIA

Ubi Soft

22

Even if you aren't a fan of the God game genre, this product from Sensible Software will addict you to the bitter end. The graphics are humorous, detailed and generally brilliant. If you haven't got this yet then we recommend you go out and find it immediately!



RISE OF THE DRAGON

Dynamix

23

As the mist rolled in from the Bay, I realised my life in binary would result in an atmospheric, intriguing adventure game. The sleazy streets of San Francisco may look vile to some but this is my home. Sure, I meet some people who most folks keep a 50 foot exclusion zone around. But life as a P.I. has never been so good before.

METAL MUTANT

Silmarils

24

All you metalheads ought to have a copy of this. Intricate graphics and some aggressive sound effects create a shoot'em-up worthy of more credit than it ever got. *Metal Mutant* is a budget release this Autumn so all you dudes who didn't buy a copy, redeem yourselves!

THE ADDAMS FAMILY

Ocean

25

Da-da-da-dum, click, click. The second best film conversion ever made is a jolly, but fiendishly addictive little platform romp. Wisely, the designers have completely done away with the feeble movie storyline and produced a no-nonsense arcade game for all to enjoy.

NITRO

Psygnosis

26

An overhead, three player racing game that Alan plays every day, dreams about every night, and wishes he could make love to it to start his day off with a bang. Addictive!

LOTUS II

Gremlin

27

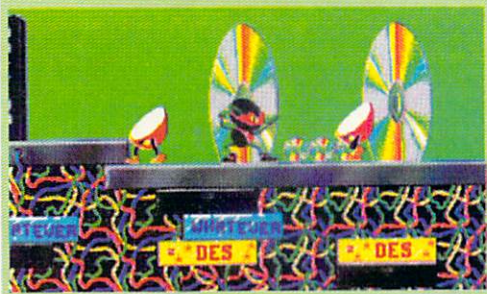
A four player link-up option saves this otherwise easy to complete sequel. As the first game to use the Amiga's power to produce new effects, the fog, night and stormy stages are masterful. Perhaps the timed stages should have been replaced by the original's laps method and should also have maintained the championship points structure.

ZOOL

Gremlin

28

Zool has definitely been aimed at the *Sonic* fans and, as a competitor, it's just as good, if not better due to the greater degree of playability. The levels are huge, featuring full screen graphics and in-depth animation, especially on the main character. This is one hell of a game oozing playability. The best of its kind!



BLACK CRYPT

Electronic Arts

29

Another first person perspective role player which soars to greater heights than the great *Dungeon Master* duo. Not really the top offering for hardened role players, but a definite tool for the undergraduated.

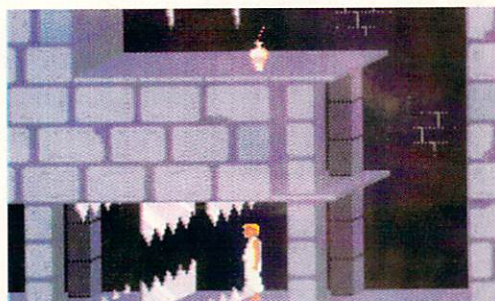
Slick graphics and cunning puzzles ensure that the huge play area remains a joy to explore, while the unique underwater level is a one-off experience not to be missed.

PRINCE OF PERSIA

Domark

30

When still, the graphics on this game don't really look up to much but they contain brilliant animation. Platform fans adore this sort of things and with good cause too! Rescuing fair maidens has never been quite as enjoyable as this. There's also the possibility of a sequel soon.



IK+

System 3

31

How simple can you get? Three people placed on a single screen and all three with bouts of karate to win. There are also bonus stages where you can increase your score. A Very Olde game but stands tall and vivaciously proud among today's beat'em-ups. It makes you go wild, wild, wild! Grrrrr! (Alan being wild - Ed.)

PINBALL DREAMS

21st Cent Entertainment

32

Dazzling pinball action spread over four mind-bending tables demonstrates that the Swedish can produce decent things besides movies. Scandinavian development team, Digital Illusions, are currently working on a sequel which will hopefully include more than one ball in play, more sets of flippers and larger tables. It's going to be another eye-boggling stunner.



DUNGEON MASTER

Psygnosis

33

Regarded by many as the best adventure game available. Although quite old and graphically inferior, it still retains the playability that took it to the top. Imaginative opposition provided hours of entertainment and the packed spells option allowed you to experiment until your heart's content.

CHAOS STRIKES BACK

Psygnosis

34

The sequel to *Dungeon Master* contained all of the best things from its parent but added much tougher creatures and dungeons. It still contained the excellent, easy to use combat and control system so progress could be made at an impressive rate.



PANZA KICK BOXING

Futura

35

Outstanding in the graphical animation department, the sound effects complemented the violence wonderfully. The prospect of jumping into a ring and bashing the hell out of someone else had instant appeal. Being unbelievably realistic, *Panza* brought out the snarling animal in you.

CELTIC LEGENDS

Ubi Soft

36

A somewhat basic fantasy strategy game. But it was the accessibility of *Celtic Legends* that attracted those games-players who would normally avoid such products. No green hoops and Scottish accents here!

SPEEDBALL 2

ImageWorks

37

Fantastic futuristic sports simulation from the Bitmap stable. It combined enthralling gameplay and action with some excellent graphics and sound effects. Compete in a league or cup competition against computer controlled opponents. Pick up the bonus credits and points by crippling the other team.



JIMMY WHITE'S SNOOKER

Virgin

41

Breathtakingly accurate and detailed, JWWWS caused some of the most favourable reviews ever seen. Although the initial reaction was a little over the top, this still remains as the ultimate and most authentic snooker game. It would probably have been mistaken for a horror game if Ray 'Dracula' Reardon had endorsed the product. Bring out the '18' certificate!

BARD'S TALE III

Electronic Arts

42

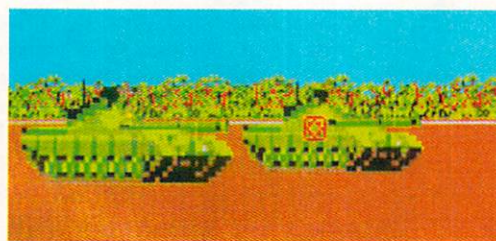
The *Bard's Tale* series has received much acclaim and with the release of version III this acclaim was upheld successfully. Definitely for fans of RPGs, you can create your own party and venture into the unknown. Although it has been superseded it is still a classic you should own.

PACIFIC ISLANDS

Empire

43

A 20mm barrel of fun with this tank blaster. Challenger-ing to the last mission, you controlled four vehicles throughout a war-torn land. As the Chieftain of arcade tank games, you really should shell out the pounds for this destructive blast-come-simulation. Tanks a lot, Empire!



FLIGHT OF THE INTRUDER

Mirrorsoft

44

Piloting a Phantom jet during the Vietnam war proved to be Holobyte's finest moment. So flexible it can be played as a sim or shoot'em-up, it's everything MicroProse should have done, but it was Mirrorsoft that showed the way.



ALIEN BREED

Team 17

45

Classy *Gauntlet*-esque one or two player shoot'em-up set in an *Aliens* scenario. For a game of this kind, the graphics are unbeatable and the sound effects busy. Unfortunately let down by too few levels, *Alien Breed* still stands ahead of the rest and is an experience that will pleasantly shock and amaze. A sequel is planned for later in the year and will no doubt be something more than special.

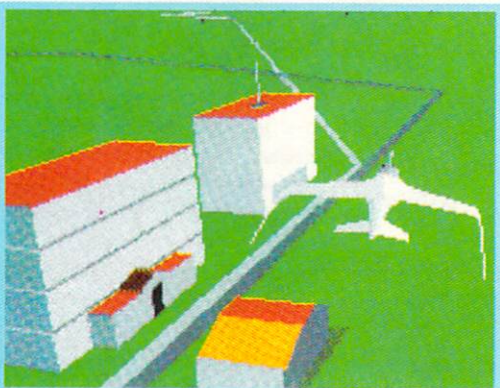


FIRST SAMURAI

Ubi Soft

46

Well, hack me down with an oriental sword, if it isn't the wondrously stupendous *First Samurai*. Hack 'n' slash in its purest form with puzzles to add a smattering of intrigue and bewilderment. Wowzers! Listen to those incredible sound effects and speech. And it almost all went to waste when Mirrorsoft folded. Thankfully, Ubi Soft jumped in there and saved the day. Beg or buy a copy right now...



ARMOUR-GEDDON

Psygnosis

38

An epic arcade strategy game where you controlled armoured vehicles from attack choppers to heavy tanks in a global battle. Complex but enjoyable, the vector-filled graphics proved to be smooth and quick. A commercial success and deserves to receive recognition.

SUPERCARS II

Gremlin

39

One of Gremlin's and Magnetic Fields' finest achievements with a two player, split screen option that's prevented thousands from sleeping, eating and watching *Eldorado*. A racing game with a difference; you can shoot your opponents with missiles and stop them in their pacey paths by dropping mines. Something you can play over and over again without ever getting tired of.

NORTH & SOUTH

Infogrames

40

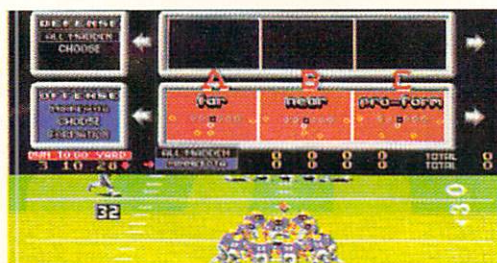
Witty wargame with a strong arcade element. The battle for the States has trigger-happy soldiers and cavalymen bravely dashing forth against similar foes. And how can we forget the cannons - pixel sized balls zip across the screen, exploding around everyone's ears.

JOHN MADDEN'S US FOOTBALL

Electronic Arts

47

"34, 16, 28, Hut!" Er, yeah. Reverse, shotgun, sweep... Er, yeah. Touchdown, field goal, safety... Er, right. Apparently, this is American Football jargon and is part of John Madden's from EA. Fans of the sport can't really wish for anything better than this title. Good, slick solid programming and a neat manual included!

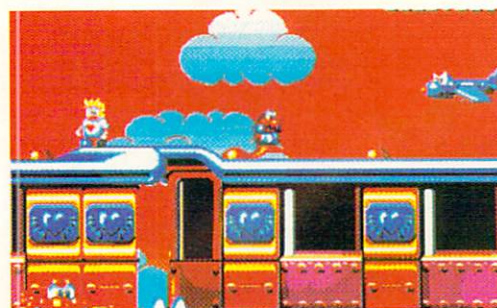


ROBOCOD

Millennium

48

Pond is back. The world's only underwater agent scales new heights in his latest fishy escapade. Watch James put two (fish) fingers up to the evil Dr. Maybe who's in a bad mood because he's got a terrible haddock. Rescue Santa Claus from this maniac and save the world in one of the best Amiga platformers ever.



DREADNOUGHTS

Turcan Research Systems

49

Dr Peter Turcan's Battlescape series changed the style of wargames with their 3D 'actually there' approach. Dreadnoughts is the latest in the series and depicts the naval battles of World War I and II with scenarios such as Jutland and the hunt for the Bismarck. Now including realistic sound effects, Dreadnoughts is the final word in historical battle simulations.

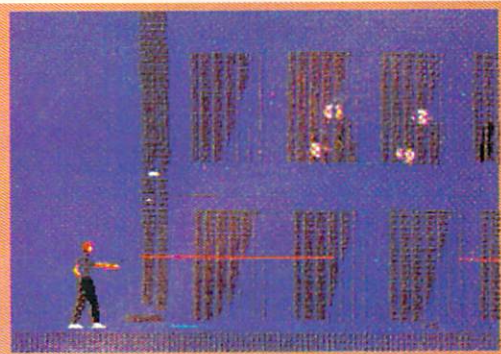


ANOTHER WORLD

Delphine/USGold

50

Dephine took a break from the adventure world to produce this enjoyable arcade style romp. The graphics are basic to look at but when they move you'll be awestruck by the animation. Maybe the game is a little too simple to beat in the long run but this is still far better than most.



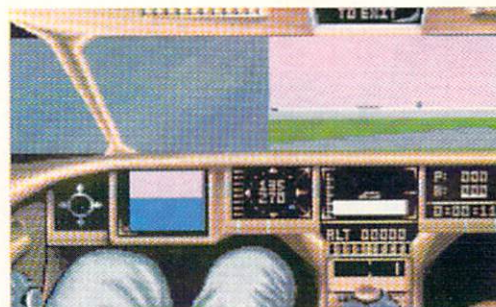
MEAN STREETS

US Gold

51

Atmospheric plot and graphics led to Mean Streets, an adventure game that had you licking your lips for more. This should have been a major success but didn't quite hit it off.

The sequel is already available on the PC but there's no news of an Amiga version yet.



VROOM

Lankhor

52

Vroom? More of a whoosh that almost blows your hair from your head. You think you've experienced speed? You ain't seen nothing until you've played Vroom. Sure, the gameplay is a whisker too simplistic to attain long term interest but Vroom's fast enough to exert G-Forces on your face! As fast as anything you may have seen on the consoles, take a ride in the cockpit of this rubber burner - you certainly will not be disappointed.



TITUS THE FOX

Titus

53

The main character of Titus is the nippiest platform hero you're likely to come across. I never knew foxes could run so fast! A dozen or so massive levels guarantee weeks of playing while the graphics make you go "Awww!" and the sound "Oooo!" Very similar to their other title, The Blues Brothers, but this darling has the overpowering edge.

SILENT SERVICE II

MicroProse

54

Bip... bip... bip. Oh to remember that annoying sonar almost makes my head want to explode. Encouraged to torpedo ships and run a submarine in general, this proved to be quite a success. Surprising really, as you wouldn't think a sub simulation could hold your interest for, well, the length of a bip! Play wearing a snorkel to capture the real atmosphere.



ELVIRA II

Accolade

55

Cor, it's 'er again, the Mistress of the Dark. The sexiest, sauciest, most gorgeous lady in the whole wide world returned to taunt us with her talents once more. An adventure/ RPG type of game, Elvira II needs exploring thoroughly (!! - Ed.) before its full potential is revealed.



BLOOD MONEY

Psygnosis

56

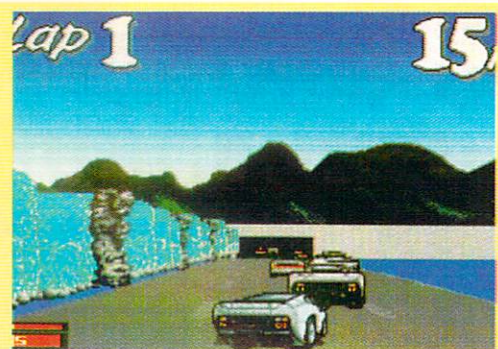
A simultaneous two player blast, taking place over four worlds, *Blood Money* is an aged shoot'em-up that compares well with its recent competitors. Power-up your craft as you venture about the four-way scrolling geography. Worthy of a classic status? Definitely.

JAGUAR XJ220

Core Design

60

The main advantage *Jaguar* has over *Lotus* is the comprehensive track editor. Unlimited circuits is certainly an excellent bonus but the car itself just doesn't feel and manoeuvre as well as *Lotus*. The debate continues and will do so for a long time to come. Expect to see another *Jaguar* game.



INDIANAPOLIS 500

Electronic Arts

57

Smoother and faster than *F1 Grand Prix* but definitely not as interesting. One circuit and that's it, but this has a strategy element - you can set up your car to perfect racing techniques. The Replay option adds humour, allowing you to view your crashes from every angle! Smashin'!

SILKWORM

Virgin

61

Silkworm is such a superb two player, horizontally scrolling slaughter. While one person pilots a dodging, ducking helicopter, the other trundles along in a less manoeuvrable jeep. Protect each other, destroy everything else; now that's what we call a policy to play by.

THE KILLING CLOUD

ImageWorks

64

Another game that created an intense atmosphere, this time one of the future. You had to fly your ship about San Francisco, tracking down criminals to capture and interrogate them. This process would take you to the ringleader of the anarchic chaos. And what is the origin of the poison cloud hovering low across the city? A Vektor Grafix creation of great esteem.

M1 TANK PLATOON

MicroProse

58

No more tank innuendoes, please! Did I mention the one about...? Notably, *M1 Tank Platoon* is designed as more of a simulation than *Team Yankee* and *Pacific Islands*. It seems so realistic, *M1* could probably be used by the Army to train would-be tank commanders. An A1 M1 tank simulation.

MIGHT & MAGIC III

US Gold

62

'Huge' could well describe this superb fantasy role-playing game. Packed with hundreds of puzzles and battles, New World Computing's epic will have adventurers burning the midnight oil. Be warned, however, *Might and Magic III* does have a fair bit of disk swapping and is best experienced from a hard drive.



LEANDER

Psygnosis

65

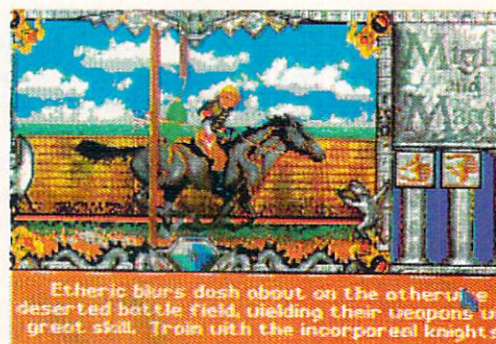
A slickly programmed platform game. Every outstanding feature has been seen a million times before, but it's been executed so professionally, it's impossible to complain. Three huge levels crammed with beautiful graphics, stunning parallax effects and hordes of hardware sprite defined enemies. A platform gamers dream.

PLAYER MANAGER

Anco

59

Take the powerful *Kick Off* engine, throw in more management than you can shake a stick at, and what have you got? The most authentic management game in the realms of Amiga gaming. Play exclusively as the team manager and deal with the day to day running of your favourite club or, if you've still got the lungs, lace up your boots and attempt to do what Kenny Dalglish did with Liverpool.



RICK DANGEROUS II

Microstyle

63

Perhaps one of the most fiendish games ever produced, this was written by Core Design. It sees you controlling Rick once again but this time he is dressed in the type of costume you'd expect to see Flash Gordon in. With loads of puzzles to solve, this is still regarded as a classic.

RODLAND

Storm

66

'So cute, it'll make you puke' boasted the advertisement. As arcade conversions go, this must be one of the most accurate. In fact, it even had the cheek to improve upon its arcade parent. Guide two sickeningly pretty fairies through one hundred levels of platform frolics, using your magic wand to dispose of the enemy. Addictive from the off, but maybe too easy to complete.

SIM CITY

Infogrames

67 One of the most influential strategy games of all, which definitely spawned a good few clones. Design and build a city within a strict budget and ensure that every citizen within that city is content. If designing a city is too much, take over a well established area of the world and try to improve its state. Plenty of scenarios and originality ensured classic status.

TURRICAN II

Rainbow Arts

68 One of the best sequels ever written, this took the original game and improved on all the faults it contained. Brilliant graphics and sound give you the authentic coin-op feel. The huge levels test your mind and reflexes to the full, all in the name of blasting and nothing more. Lets hope that *Super Turrican*, revealed in the ending sequence, is still on the way.



KULT

Infogrames

69 Although rather strange in appearance, *Kult* heralded a new style of adventuring never seen before. It told of a hero out to save a young woman from the dangers of alien slavery. Graphically stunning it made a major impact in the software industry.

OPERATION STEALTH

Delphine/US Gold

70 The graphics are atmospheric and the sound sets the scene perfectly. Your adventure takes you to South America as you search for a stolen Stealth fighter. Ruined slightly by the arcade sections but very much a worthy purchase for the hardened adventurer.

SENSIBLE SOCCER

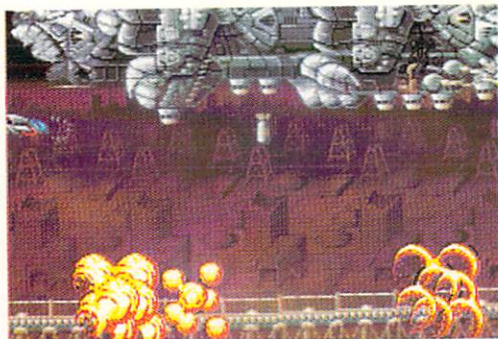
Renegade

71 Simple to learn and master arcade football game, not in the same league as the mighty *Kick Off 2*. Frantic fun and one you and your mates can enjoy together, but don't expect to experience the finer points of football or the technicalities and importance of a planned passing game. The next best thing after *Kick Off*.

R-TYPE II

Activision

72 Guide the R-9 fighter through six levels of sheer mayhem, collecting a series of powerful weapon bolt-ons. Encounter huge guardians and heaps of smaller, but deadly aliens in this fine sequel to one of the most influential shoot'em-ups in the history of computer gaming.



ELVIRA

Accolade

73 Her first adventure with a more appropriate setting than the sequel; the spooky castle scenario lent itself to the *Elvira* atmosphere better. Less intricate than the sequel but was the best thing since MTV's Kristiane Backer when originally released. If you have *Elvira II*, you should still consider buying *Elvira*.

CIVILISATION

MicroProse

74 Following in the tradition of *Rail Road Tycoon*, *Civilization* puts you in the hot seat as the leader of a tribe. Under your guidance, your people can develop various technologies and increase their knowledge. Watch out for other civilizations who are all out to rule the planet.

X-OUT

Rainbow Arts/Kixx

75 Guide one of four submarines through a series of infested waters and gasp at the fifty frames per second screen update. Shoot the underwater nasties, gain a bit of cash and spend it all in the weapon power-up shop between levels. With its arcade look and fine



APIDYA

Playbyte

76 Reduced to becoming a flying insect of waspy features, collect an array of weapons to shoot your way through ponds, troublesome weeds and reeds, toxic sewers and more. First impressions were fine but *Apidya* evolves, to a certain degree, into an *R-Type* rip-off with similar obstacles and foes to overcome.

POWERMONGER

Electronic Arts

77 Megalomaniacs prepare, now you can spread your seeds everywhere, populating the land! Then maybe you could rampage through the land, fighting enemies until you are supreme ruler. As the 'sequel' to *Populous*, this was a natural step to take for EA and resulted in more of a giant leap for Gamekind.

GODS

Renegade

78 Renegade's debut release, and what a cracking platform puzzler it is too. A game which you either love or loathe, but which undoubtedly contains mouth-watering graphics, intricate puzzles and plenty of intelligently minded creatures. Maybe a tad easy to complete, but surely a game you'll return to time and time again. One of the Bitmap's finest.

HERO QUEST

Gremlin

79

You enjoyed the boardgame and the computer conversion included all its best attributes. Fantasy graphics of a high standard and gameplay of unrelenting appeal sealed success for Gremlin's ambitious project. Perhaps too slow at times but a sound game nonetheless.



F-16 COMBAT PILOT

Digital Integration

80

Well-oiled after all this time, F-16 remains as a firm basis for all other flight sims to follow. With a number of missions to complete in the cockpit of one of the world's finest fighter aircraft, you too can be blown out of the sky because it was also one of the most difficult to play.

GLOBAL EFFECT

Millennium

81

As an environmental game, much in the same vein as *Populous* and *Sim City*, *Global Effect* allows the player to control his own destiny, building a population and maintaining the environment. Excellently presented and very educational for everyone.

SWIV

Storm

82

Take the basic idea behind *Silkworm*, a helicopter and jeep shoot'em-up, and turn it into a vertical blast. The big difference here, however, is that the programmers opted for a continuous game style rather than levels. Graphically and sonically, this is of coin-op quality. Some people don't like the game but we sure do! In many ways this is far superior to the ageing *Xenon 2*.

ARKANOID II

Ocean

83

A *Blockout* clone in its greatest form and shape. Destroy coloured bricks by bouncing a small ball onto them. Improved over the first due to more power-ups such as multi-balls, a possible brick-blasting laser, and so forth. It's fab. It's great. It's as addictive as curry and banana crisps. All that's missing is a simultaneous two player option. Ne'er mind.

THE KILLING GAME SHOW

Psygnosis

84

Become drenched and drowned in this original platform shoot'em-up. As the water level rose up the eight-way scrolling screen, you had to negotiate your way to the top and escape before becoming a remnant for bored underwater explorers to discover in the future.

ZOMBI

Ubi Soft

85

Zombi, written by Ubi Soft, was a conversion of all those *Zombi* films that were becoming really popular on video around that time. As in the films, it tells of a group of people who are trapped in a military complex. Along their way of escape they are hounded by *Zombi* flesh eaters intent on their destruction. Excellent fun.

LEISURE SUIT LARRY

Sierra On-Line

86

It may be nothing more than a smutty adventure in some people's minds but for those who just want to spend a few hours of laughter combined with brain taxing puzzles *Larry* is the man for you. Graphically it isn't that hot, even the revamped version leaves a lot to be desired.



BATTLE HAWKS 1942

US Gold

87

This was Lucasfilm's first entry into the flight sim genre. It simulates the battles between the USA and Japanese in the Pacific during the Battle of Midway. Featuring fast 3D and bitmap graphics, *Battlehawks 1942* makes a welcome change to the modern flight sims.

POPULOUS II

Bullfrog/Electronic Arts

88

Use your God-like powers to influence your faithful followers and boldly attempt to take control of 1000 individual worlds. Inflict earthquakes, volcanoes, whirlpools and more natural disasters on your unsuspecting opponent and maintain a stubborn defence.



PIPEMANIA

Empire

89

Simple puzzle games often turn out to be addictive little beasts and *Pipemania* is no exception. Simply construct a complex pipe structure to contain an ever flowing water supply. If you can keep it contained for long enough, you'll progress onto the next level. Undoubtedly addictive, mega fun to play and very frustrating.

HOSTAGES

Infogrames

90

Based loosely on the Iranian Embassy siege of 1980, this French game put you in command of a troop of SAS style soldiers, given the task of entering a besieged building and getting the hostages out alive while wiping out as many of the terrorists as possible. The game was well received for its realism.

WORLD CLASS RUGBY

Audiogenic

91

Kick 'em in the teeth, throw 'em to the ground. This is the voracious attitude and instinct that Audiogenic's *WCL* brought out of you. Arm-aching waggling, ducking and diving, operating set plays – this version of rugby possessed everything and obsessed everyone.

PP HAMMER

Demonware

92

Guide P.P. Hammer and his pneumatic weapon through 100 levels of platform mayhem and fierce adversaries. Use Hammer's drill to excavate treasure and collect the required amount of goodies within the given time limit. Loads of fun and a fine difficulty curve.

LIGHT CORRIDOR

Infogrames

93

Although basic in concept the *Light Corridor* is an exceptionally addictive game. The idea is to knock a ball through a series of mazes using a bat. There are plenty of different obstacles to hinder your progress, as well as token blocks that can effect the ball's speed, how many balls are under control and extra life bonuses. It may look pretty crap but it is great fun to play.



MILLENNIUM 2.2

Activision

94

With the earth ravaged by man himself, you must colonize the stars and discover the secrets of the universe. Beware of the other alien races that are striving to be the supreme beings in the galaxy. *Millennium 2.2* is an excellent introduction into the world of strategy gaming.

IT CAME FROM THE DESERT

Cinemaware

95

Imitating those monster movies of the fifties, this tells of a meteorite that crashes into Earth releasing hordes of ants that take over the inhabitants of a small town. This arcade adventure requires you to save the town from invasion and destroy the queen's nest. The graphics are excellent as are the unbelievable sonics. An example of the power of the Amiga.



OPERATION WOLF

Ocean

96

The first and still the best in a long line of target style shoot'em-ups, not to mention a perfect conversion. Every pixel and note is identical to the Taito original that graced arcades up and down the country. It sold by the thousands and Ocean even snapped up the inferior sequel. The speech is superb as is the rest of the sound in the game, perhaps it is just a little on the easy side for our liking!

ZAK MACRAKEN AND THE ALIEN MINDBENDERS

Lucasfilm

97

The first Lucasfilm adventure, now ranking alongside *Monkey Island* and *Indiana Jones* – all classics to boot. The high level of humour in this first effort is thought by some to be unparalleled and while the entire game looks a little dated now when compared to some of Lucasfilm's latter offerings, it's still enormously great fun to play. Using a typically friendly Lucasfilm adventure interface, take control of Zak and discover the secret of the Alien Mindbenders. Stacks of humour, strong puzzles and altogether loads of fun to play.



BATTLE OF BRITAIN

US Gold

98

After the success of *Battlehawks 1942*, Lucasfilm released *Battle of Britain – Their Finest Hour* depicting the air battles between the RAF and the Luftwaffe during the Summer months of 1940. Advantages over *Battlehawks 1942* included a roster for pilots, bomber missions, enhanced replay camera and a very competent mission builder making it one of the most complete simulator packages ever.

GUNSHIP

MicroProse

99

One of the earlier MicroProse combat simulations, *Gunship* was way ahead of its time. Due for release on the Kixx budget label soon, the game put you in charge of an Apache Gunship. Missions over four different continents will ensure everybody gets to test their skills. With both ground and airborne enemies, *Gunship* is still in a league of its own.

XENON II

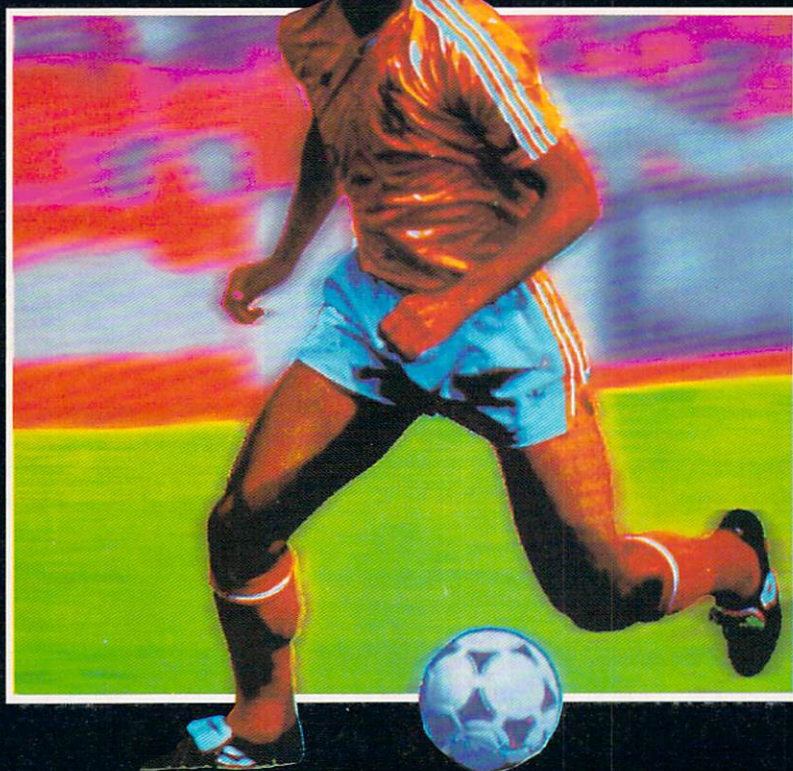
ImageWorks

100

This not only featured more weapons and power-ups than a US Navy aircraft carrier, but it also featured scrumptious graphics and a thumping, stomping, altogether bouncing Bomb The Bass soundtrack. The playability certainly wasn't overlooked either and the whole thing hung together really well.



Sensible SOCCER



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Sensible
SOFTWARE

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