

Amstrad Action

All Time Top 100 Games

From AA1 to AA118 virtually every CPC game has been rated, but what is the best of all time. Find out in our Top 100 rundown.

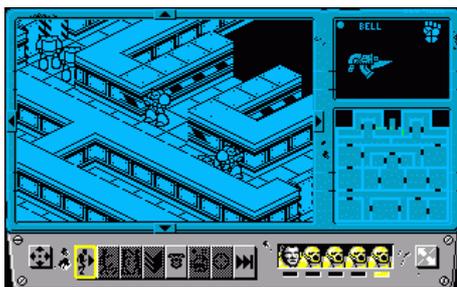
100) The Untouchables (Ocean)

Following hot on the heels of its excellent Batman licence, Ocean has come up with another film classic. The Untouchables follows in the same vein, and is simply an excellent package of individual games that unite to tell a story in such a way that the pace never flags and the bullets never stop flying. - Trenton Webb, AA Rating 90% (AA53)



99) Space Crusade (Gremlin)

The sound (for 6128 owners at least) is brilliant, the graphics are wonderfully detailed (the stylish Mode 1 stuff we expect from Gremlin), and tactical thought rather than finger-power is the necessary pre-requisite. - Adam Peters, AA Rating 91% (AA78)



98) Harvey Headbanger (Firebird)

The animation and use of colour give the game a cartoon feel, and the musical ditty that tinkles along during play sounds nice. The gameplay is the clincher though with the five computer skills levels providing stiff opposition. - Bob Wade, AA Rating 91% (AA10)

97) Netherworld (Hewson)

In many ways it plays like that old classic Boulderdash: collecting diamonds, having a time limit to do it in and loads of levels

to complete. It has been refined a little to make it as good if not better than Boulderdash. There's plenty to keep you occupied and the levels get progressively harder as you get better at completing them. - Gary Barrett, AA Rating 91% (AA41)



96) Power Drift (Activision)

The graphics aren't going to win any awards for prettiness. They're blocky, but they work! They move at speed, the colours are bright and they respond quickly to your hurried joystick waggles. We've all been told not to drink and drive, but to drift and drive is electrifying. - Trenton Webb, AA Rating 91% (AA51)



95) Cybernoid (Hewson)

As with any game by Raffaele Cecco the graphics are superb. There's plenty to think about and loads of aliens to blast. Great fun to play with plenty of screens to keep you occupied for many long nights. - Gary Barrett, AA Rating 91% (AA32)

94) Total Recall (Ocean)

Although the game follows a somewhat tired formula, it is polished and exciting

enough to make it rank among some of the best film tie-ins ever. A real treat, and a game no Arnie fan can afford to be without. - Frank O'Connor, AA Rating 91% (AA68)



93) Bombjack II (Elite)

It's a lot better than its predecessor, but you'll get the chance to find that out for yourself because Bombjack is given away free with it. The graphics are superb, the gameplay fast and addictive – and surprisingly, you'll even have to think about things. - Bob Wade, AA Rating 91% (AA19)



92) Passengers on the Wind (Infogrames)

There's no doubting the stunning originality, tremendous graphics and delightful music, all superbly packaged and presented. Originality and innovation like this should be rewarded, so although this won't appeal to all players, it's the shape of the future for computer games. - Bob Wade, AA Rating 91% (AA22)

91) Ikari Warriors (Elite)

The gameplay isn't much different from Commando, but improvements are the

superb graphics, features like the tanks and of course that great two-player option. This is real mindless addiction – you’ll love it. - *Bob Wade, AA Rating 91% (AA16)*

90) Paperboy 2 (Mindscape)

P2 is an updated version of a very old game which somehow seems in 1992 as good as anything else around. Any game that can keep you coming back for more like this one must have something rather special. - *Adam Peters, AA Rating 91% (AA77)*



89) North And South (Infogrames)

Graphically, North And South is astounding. The battles scenes are accurately and beautifully drawn too. It’s a game that has style which is rarely seen in a wargame. But then North And South isn’t just a strategy simulation. It is also an arcade game, and also a battlefield tactical movement game. In short, it is a great mix of all these elements, with a touch of Gallic humour thrown in as well. - *James Leach, AA Rating 91% (AA66)*



88) Ranarama (Hewson)

By now people are probably starting to moan about the number of Gauntlet derivatives on the market. The revealing rooms, warlock combat and casting spells with runes makes this a much more absorbing game and less of a shoot-em-up. - *Bob Wade, AA Rating 91% (AA21)*

87) Impossaball (Hewson)

Apart from the scrolling the graphics are

good, particularly due to the excellent perspective view. The sound-effects are adequate with a title tune as well, but they’re nothing special. This is one of those games that gets classed as frustrating but very addictive. - *Bob Wade, AA Rating 91% (AA18)*

86) BAT (Ubi Soft)

The depth and wealth of options available is breathtaking, but never serves to make the game more complex than it needs to be. The graphics are unbelievable, truly excellent, and all suit the game to a tea. This level of presentation is present in all aspects of the game, and the whole thing looks like just about the most professional product ever on the CPC. - *Frank O’Connor, AA Rating 91% (AA68)*



85) Doors Of Doom (Amsoft)

The graphics and gameplay make this a great game to look at and play and the title screen has some marvellous music to soothe your ears. The real bonuses are the prospect of an enhanced disk version of the game and the screen design facility. - *Bob Wade, AA Rating 91% (AA4)*

84) Tau Ceti: Special Edition (CRL)

The disc version certainly improves a good deal in the cassette and makes a great game even better. Worth a look even if you’ve got the cassette version already. - *Bob Wade, AA Rating 91% (AA10)*



83) Turtles: The Coin Op (Mirrorsoft)

Turtles 2 has everything – graphics, gameplay, fun and a full-size model of the Eiffel Tower. (Er, the last one was a lie.)

To sum up, Turtles 2 is brilliant. If you don’t buy it, you just don’t deserve to own a computer. - *Adam Peters, AA Rating 91% (AA75)*

82) Strike Force Harrier (Mirrorsoft)

The graphics are excellent with some nice explosions when the opposition bite the dust. The flying simulation will test your skills and the combat and mission will give you plenty to keep working at. - *Bob Wade, AA Rating 91% (AA7)*

81) Bobsleigh (Digital Intigration)

Sporting simulations have never been a particular favourite of mine, but occasionally one crops up that’s head and shoulders above the rest, this is one of them. It’s not just a case of seeing how fast you can waggle the joystick, because there’s the strategy element too. Anyone can get a fast time, but it will take lots of practice before you walk away with Olympic gold. - *Gary Barrett, AA Rating 91% (AA29)*



80) Sorcery Plus (Amsoft/Virgin)

Superb graphics, smooth movement, and a really intriguing game. It’s not going to be an easy one to crack. There are some very nice touches, such as the leering ghosts, while it’s satisfying to smash your foes to smithereens with the lightning. For disc owners it must be a must. - *Peter Connor, AA Rating 91% (AA1)*



79) XOR (Logotron)

It’s simple at first sight but the element of problem solving will soon have you hooked. It’s frustratingly difficult at times but it will appeal strongly to people who enjoy fiendish puzzles. It will be a long time before this game is mastered. - *Gary Barrett, AA Rating 91% (AA26)*

78) Strangeloop (Virgin)

The graphics create a good atmosphere and what sound effects there are add to the action. Following on from their classic Sorcery this is another tremendous game giving excellent action and mindbending puzzles in just the right mix. - *Bob Wade, AA Rating 91% (AA4)*

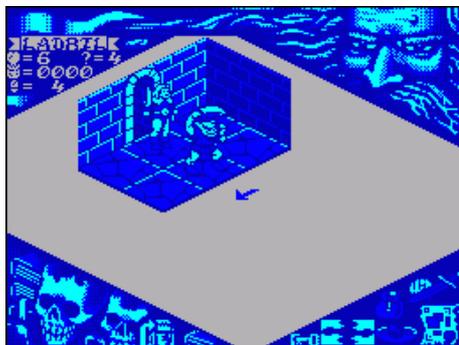
77) Castle Master (Domark / Incentive)

Incentive has continued to hone its very special style, creating 'total' games that require thought, luck and good joystick control. Hours of intense gaming are guaranteed, but for the frustration that always accompanies such games it's hard to say it's fun. - *Trenton Webb, AA Rating 91% (AA56)*



76) Hero Quest (Gremlin)

Hero Quest has bags of atmosphere. It can be genuinely scary as you creep down a passageway awaiting the next creature, or Morcar's next strike. The music is superb – and if you don't like it, you can always switch it off. Playability is where Hero Quest has its heart, though, and in many ways it's better than the board game. - *Frank O'Connor, AA Rating 91% (AA71)*



75) Starglider (Rainbird)

The graphics really are superb: fast moving, colourful, excellent animation. The gameplay is out of this world as well: easy to start off with, but as you progress, strategy gets tricky and the enemy get tough. - *Bob Wade, AA Rating 91% (AA17)*

74) Lords Of Midnight (Beyond)

The combination of war-game and adventure means you can play one or other or both depending on which you prefer – but either will take a long while to complete. The graphics are exceptionally good and with so many detailed locations mapping is strongly recommended. - *Bob Wade, AA Rating 91% (AA1)*

73) Laser Squad (Blade Software)

The fun in Laser Squad stems from its flexibility and its playability. With two players and four levels of difficulty the games playing life is a long one indeed. With the addition of "add on" modules this one will run and run. You'll love the smell of Auto Cannon in the morning. It smells of victory. - *Trenton Webb, AA Rating 91% (AA49)*



72) Chuck Yeager's Advanced Flight Trainer (Electronic Arts)

Chuck Yeager's AFT will have you looping and rolling for hours on end, regardless of which version you buy. It features realism by the bucket load, and has such a variety of missions and vehicles that the casual pilot who just wants to break the sound barrier every now and then will be more than fascinated. - *Trenton Webb, AA Rating 91% (AA42)*

71) Stormlord (Hewson)

Quality is apparent in every aspect of Stormlord. You won't have much opportunity to appreciate this while playing though. Not only do your reactions get a real workout, but the puzzles add greater depth that require the grey matter to be in gear as well. - *Trenton Webb, AA Rating 92% (AA46)*



70) Trakers (Kennedy)

All in all, then, Trakers is a damned fine game. It's graphically appealing, with atmospheric sounds to accompany the equally moody setting. If you don't get this one, you're missing out on two counts. First, because Trakers is a damned fine game, and secondly because it's the start of quality home-brew games for the CPC. - *Simon Forrester, AA Rating 92% (AA95)*



69) Heartland (Odin)

The graphics really are outstanding: lots of detail and colour. Gameplay is also excellent. There's also a nice title tune, but unfortunately it doesn't play throughout the game. This is a right little cracker that shows the Amstrad at its best. - *Bob Wade, AA Rating 92% (AA16)*

68) Barbarian II (Palace)

It's been a long, long wait for Barbarian II, and now that we've seen the finished result it's pretty obvious why. Palace have really put everything into this one, and while the scenario is still a little dim-witted, it's all done with such enthusiasm, skill and style... - *Steve Carey, AA Rating 92% (AA44)*



67) Wishbringer (Infocom)

Wishbringer is firmly in the Infocom fantasy tradition, and it's a remarkable achievement considering that author Brian Moriarty had never attempted an adventure before. - *The Pilgrim, AA Rating 92% (AA9)*

66) Wizball (Ocean)

At first the game is a bit confusing but after a few games you begin to pick up what is going on. The gameplay has a certain addictive quality which makes you

want to play just one more game to try to fill those cauldrons and bring back more colour. - *Gary Barrett, AA Rating 92% (AA25)*

65) Bloodwych (Image Works)

With the two-player option and great dungeon graphics, Bloodwych is off to a stormer. At last there's an adventure you can see, touch and fight in without having to spend hours flicking through text screen. - *Trenton Webb, AA Rating 92% (AA58)*



64) Tomahawk (Digital Integration)

If you want to simulate flight – and engage in battle at the same time – you need look no further. This game has just about everything you could want except goggles. Graphically it's excellent, while the options provide lavish amounts of long-term interest. - *Peter Connor, AA Rating 92% (AA8)*

63) Iron Lord (Ubi Soft)

The quest you are sent on is varied enough to avoid repetition of certain tasks, but all the aspects seem 'right' in the context of the storyline; the gambling and archery sequences also fit in nicely. Iron Lord, simply, has amazing style. - *James Leach, AA Rating 92% (AA61)*

62) Dark Side (Incentive)

Driller was an excellent game but it lacked one thing, panic. The pace of Dark Side is set much higher. We haven't rated it as highly because this time around it's not as original. - *Gary Barrett, AA Rating 92% (AA34)*



61) Bounder (Gremlin)

The graphics are superbly drawn and very colourful. The music is also pleasant and adds to the enjoyment of the action.

Doesn't have the depth and strategy of some games but it has a wealth of originality, addictiveness and great action. - *Bob Wade, AA Rating 92% (AA9)*

60) Yie Ar Kung Fu (Imagine)

What makes the game so entertaining despite the rash of bash-em-ups, is the variety of foes. Graphics and sound are excellent, but it's a shame you can't take on another player in this very classy punch-up. - *Peter Connor, AA Rating 92% (AA4)*



59) Heroes of the Lance (US Gold)

First impressions of Heroes are that you've got a game with average graphics and simple sound effects. It takes a few plays before you realise just how much game you've got for your money. Definitely the best game from US Gold this year. - *Gary Barrett, AA Rating 92% (AA37)*



58) The Pawn (Magnetic Scrolls/Rainbird)

The Pawn is an excellent and inventive game. It must now command a far larger audience than when it first appeared on the QL three years ago, and it deserves it. - *The Pilgrim, AA Rating 92% (AA19)*

57) Continental Circus (Virgin Games)

The best driving game yet for your CPC! If you liked WEC but got bored with driving round the dame old circuit then Continental Circus is the one for you. Test drive it today! - *Steve Carey, AA Rating 92% (AA50)*

56) RED L.E.D. (Starlight)

Red LED. is in some ways similar to the game Blockbusters. Red LED. combines it with the excitement and addiction of an arcade game. The combination works well. Originality and stunning gameplay make this game worthy of the title Mastergame. - *Gary Barrett, AA Rating 92% (AA27)*



55) Rasputin (Firebird)

A superb game with terrific graphics, fantastically addictive gameplay and one of the toughest overall objectives in an arcade adventure yet. - *Bob Wade, AA Rating 92% (AA7)*

54) Everyone's A Wally (Mikro-Gen)

The graphics are beautifully detailed. Completing a task should bring a warm glow of satisfaction but to finish the game will be a tremendous effort. - *Bob Wade, AA Rating 92% (AA1)*



53) E-Motion (US Gold)

Thrust fans will love it – all those old techniques come flooding back. Two-player mode is the best feature, though, if only because you can't stop bawling instructions at each other! - *Rod Lawton, AA Rating 92% (AA57)*

52) Heavy on the Magick (Gargoyle)

Gargoyle really have managed to achieve something special here by combining their proven graphic abilities with a testing adventure. There's only one word to describe this game – magick. - *Bob Wade, AA Rating 92% (AA10)*

51) Cyrus II Chess (Amsoft)

Chess games don't often get rave reviews but this certainly deserves it. The graphics are excellent and I found it played a good game even on level one. It should suit anyone from the novice to the grandmaster. With this display it's too attractive to miss. - *Bob Wade, AA Rating 92% (AA1)*

50) Burnin' Rubber - GX4000 (Ocean)

Burnin' Rubber looks amazing. The increased number of colours on screen give increased resolution and much more subtle shading. Overall, it's a hell of a start for the console. An incredible game to see and to play. - *James Leach, AA Rating 92% (AA60)*



49) F-16 Combat Pilot (Digital Intigration)

Once you've got to grips with flying the plane, F-16 Combat Pilot is great fun! It's easy to become engrossed in the mission, and when the alarm sounds the arrival of an incoming missile, a true sense of panic over-takes you. Flight sims are not everybody's cup of tea, but F-16 is the best there is. - *Adam Waring, AA Rating 92% (AA68)*



48) Colossus Chess 4.0 (CDS)

It may not look as good as Cyrus but the levels and gameplay are far more adaptable to an individual's skill. - *Bob Wade, AA Rating 92% (AA8)*

47) Striker & The Crypts Of Trogan (Codemasters)

The graphics are spectacular, even on the old CPC machines. On the Plus of course,

the graphics are simply breathtaking; there's incredibly smooth scrolling and a wonderful graduated background. A classic platform game in the Switchblade style, and absolutely unmissable (for Plus owners especially). - *Adam Peters, AA Rating 93% (AA80)*

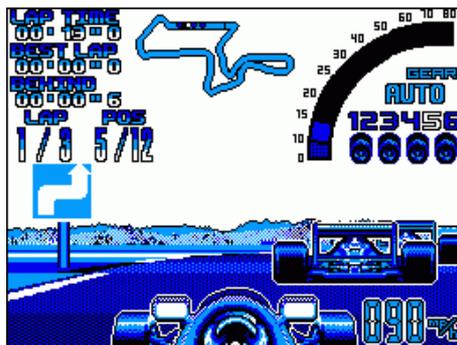
46) The Hitchhiker's Guide to the Galaxy (Infocom)

Hitchhiker's is a tremendous game. This game could really force a number of British software houses to think twice about the sort of product they're putting out - otherwise they, too, will have to throw in the towel! - *The Pilgrim, AA Rating 93% (AA5)*



45) Nigel Mansell's World Championship (Gremlin)

Flashy bits aside, Mansell is a very enjoyable game. Of course, if you don't like racing games, then don't bother, but if you do then this is most definitely one of the best there is. - *Simon Forrester, AA Rating 93% (AA90)*



44) Pang - GX4000 (Ocean)

Ocean have now produced some really excellent cartridge product. Pang is simple, addictive, maddening, and more fun than could possibly be good for you. A superb conversion of a superb arcade game. - *Rod Lawton, AA Rating 93% (AA70)*

43) Nebulus (Hewson)

This is the most original and playable platform game for a long time. It's bound to provide immense enjoyment and challenge. - *Gary Barrett, AA Rating 93% (AA33)*

42) Gauntlet (US Gold)

It's best with two players: the element of co-operation really brings the game alive. As a one-player game it's pretty nifty too, although it's much tougher. The graphics are small but perfectly formed, and with so many different levels you'll never get tired of them. - *Bob Wade, AA Rating 93% (AA16)*



41) Exolon (Hewson)

The gameplay is compulsive and needs constant concentration to survive. You'll not only marvel about how this game looks but you'll be totally hooked by the action. - *Bob Wade, AA Rating 93% (AA24)*

40) Emlyn Hughes International Soccer (Audiogenic)

The more you play the more skill you develop, and the more technique you possess the more the game comes to life. This is truly the soccer sim against which all other past, present and future efforts must be measured. Move over Matchday II, here comes Emlyn! - *Trenton Webb, AA Rating 93% (AA45)*



39) Lotus Turbo Esprit (Gremlin)

It takes a while to get into, but it really is an incredibly realistic, playable and satisfying game. Both one and two player modes are excellent fun. The basic message is that if you're at all serious about a driving sim, THIS IS THE ONE. - *Rod Lawton, AA Rating 93% (AA65)*

38) Druid (Firebird)

The gameplay is superb, having all the fast action and compulsiveness of a shoot-em-up, but also the tactical use of chests, weapons and Golem. - *Bob Wade, AA Rating 93% (AA15)*



37) Boulderdash (Mirrorsoft)

I was really grab-factored by this one. It's one of those rare ideas that will trap even the virulent anit-gamer by its mixture of brilliant simplicity and sophisticated execution. Graphics are superb, sound is atmospheric and I was even quite taken with the scrolling. An instant classic. - *Peter Connor, AA Rating 93% (AA1)*

36) Final Fight (US Gold)

The graphics are something special – massive sprites and smooth scrolling that are definitely something to write home about. Final Fight is quite simply the best Amstrad beat-em-up ever. - *Adam Peters, AA Rating 93% (AA74)*



35) Total Eclipse (Incentive)

Total Eclipse is a faster moving and even more exciting adventure than Driller and Dark Side put together, you should be convinced. And if by any chance you've so far not had the pleasure of Freescape's acquaintance, wait no longer. - *Gary Barrett, AA Rating 93% (AA40)*



34) Batman (Ocean)

At first sight the game seems fairly ordinary, but as you start getting into it and collect all four pieces of equipment it really opens out into a challenge of great style and interest. Ocean's best yet – never mind the hype, here's the quality. - *Bob Wade, AA Rating 93% (AA8)*



33) Ghostbusters II (Activision)

Great gameplay and graphics are slightly spoiled by the easiness of Level One, but at least the Ghostbusters have come of age and star in a game worthy of their name. If you want great gaming fun, give the Ghostbusters a call – they're back in business. - *Trenton Webb, AA Rating 94% (AA52)*



32) Fire And Forget II - GX4000 (Titus)

So, overall, the first cartridge game we've seen is a good 'un. It isn't a revolutionary idea for a game, nor does it have the imagination of many current and recent software releases, but it plays beautifully and it looks good. - *James Leach, AA Rating 94% (AA61)*

31) Purple Saturn Day (Infogrames)

When, on one wonderful Purple Saturn Day you finally win, you'll see yourself in full colour in the arms of the beautiful Purple Saturn Princess receiving a great big wet smacker on the chops. The many defeats fade into the mists of time and you know it was all worthwhile. - *Trenton Webb, AA Rating 94% (AA48)*

30) Titus The Fox (Titus / Palace)

Some of the more exciting features of the 16-bit versions are absent from the Amstrad version. If that comes as a bit of a disappointment, there are two big factors to draw consolation from. Firstly, the CPC is the only 8-bit machine that Titus is available on (suck on that, Speccy and C64 owners). And secondly, the graphics are mind-blowingly brilliant, and give the 16-bit equivalents a very long run for their money. - *Adam Peters, AA Rating 94% (AA80)*



29) The Lurking Horror (Infocom)

Lurking Horror manages this atmospheric conjuring trick brilliantly, and does it with a great sense of humour as well. Whether you're trying to humour the hacker or wrestling with a Chinese takeaway, the humour and ingenuity of the program remains consistently impressive. - *The Pilgrim, AA Rating 94% (AA27)*

28) Robocop 2 - GX4000 (Ocean)

Robocop 2 is a very impressive game, it just doesn't have the Amstrad look that we've all got used to over the years. On first appearances alone, you could be forgiven for mistaking this for a good ST title, and the music, sound effects and depth of play would do little to change your mind. - *Frank O'Connor, AA Rating 94% (AA66)*



27) Thrust (Firebird)

There may not be much to the graphics but what's there is superb, and of course the real clincher is the gameplay. You just can't afford to relax for a minute with the amount of control needed, but even if you crash it just draws you back for another game. - *Bob Wade, AA Rating 94% (AA12)*

26) Starstrike II (Realtime Firebird)

The solid 3D graphics are absolutely stunning, combined with demanding, addictive gameplay and terrific variety. It's certainly the best action shoot-em-up of the year so far, and those 3D, solid, colour graphics are absolutely incredible. - *Bob Wade, AA Rating 94% (AA12)*

25) Switchblade - GX4000 (Gremlin)

If Burnin' Rubber on the console set new standards for driving games, then Switchblade does the same for platform adventures. It may not grab you by the short 'n' curlies straight away, but it slowly, inevitably, sucks you in until you simply can't leave it alone. - *Rod Lawton, AA Rating 94% (AA64)*



24) Academy - Tau Ceti II

All the fancy trimmings are excellent additions to a game packed with action. For the first few plays, just get out on a mission and marvel at the fast, heretic, violent and noisy battles. - *Bob Wade, AA Rating 94% (AA19)*

23) Myth - History In The Making (System 3)

Myth feels full. It's detailed and challenging, a game constructed by gamers for gamers. Care is taken at every turn to impress and confuse would-be heroes. The gods of ages past are waking and their rumblings are the stuff legends are made of. Share this legend and make history. - *Trenton Webb, AA Rating 94% (AA55)*



22) Get Dexter - Crafton and Xunk (PSS / Ere Informantique)

This really is a superb piece of work. It has marvellous graphics and animation, good title music, fast action, great puzzles, cartoon instructions, bags of humour, good personalities and hosts of surprise features. What more can you want? - *Bob Wade, AA Rating 94% (AA8)*



21) Advanced Tactical Fighter (Digital Integration)

I was pleasantly surprised by this because I expected a flight simulator like Fighter Pilot. Instead there's much more of a game element. Strategy and arcade style action have been combined to give a game that has more to offer than a standard shoot-em-up. - *Bob Wade, AA Rating 94% (AA31)*

20) Elite (Firebird)

The vector graphics are excellent, smooth moving and the variety of colours makes the display superb. Many nice touches have been included such as the tunnels when entering or leaving a space station and hyperspace, and the blurring of the stars as the ship 'jumps' towards a planet or sun. - *Bob Wade, AA Rating 94% (AA5)*

19) The Way Of The Exploding Fist (Melbourne House)

The animation on the fighters is excellent although the fight sounds aren't all they could be. Control is easy although perfecting it so that you can take on the computer's best is another matter altogether. - *Bob Wade, AA Rating 94% (AA1)*



18) Hudson Hawk (Ocean)

Hudson Hawk is actually quite easy to progress in, largely due to the sub-levels

being so short, the number of lives so large, and the fact that many of the traps won't catch you out twice. Unless you're really stupid (didn't you get caught out loads of times, Ad? - Ed). You'll finish this game eventually, but not before you've had more fun than a mosquito on a nudist beach. - *Adam Peters, AA Rating 94% (AA78)*



17) Megablasters (Radical Software)

Whether you're playing alone or dodging bombs planted by so-called friends, MegaBlasters is addictiveness taken to a new high. Make sure you have the pizza delivery number at hand when you start, because you won't want to stop for anything. - *Karen Levell & Angela Cook, AA Rating 94% (AA111)*

16) Turricam II (Rainbow Arts)

Turrican 1 was huge, Turrican 2 is absolutely vast. There is just so much in it! The graphics are without doubt the best yet seen on a standard CPC. There seems to be an unfeasibly large amount of colour on screen at once. Add to this near-perfect scrolling in eight directions as well as some absolutely massive sprites and you have a game of truly outrageous proportions. - *Frank O'Connor, AA rating 95% (AA71)*



15) Highway Encounter (Vortex)

The 3D graphics are beautifully smooth and reminiscent of Ultimate's 'Filmation' but faster and with a lot more action. Sound is simple zapping effects. The instructions belie the brilliance of the game but from the terrific loading screen onwards it's sheer addiction. - *Bob Wade, AA rating 95% (AA2)*

14) Knight Tyme (Mastertronic)

The graphics are the only disappointment part of the game because they lack colour. The soundtrack plays throughout. But what really bowls you over is the humour, detail, puzzles, difficulty and size that at a delightful £2.99 blow most full price games out of sight. - *Bob Wade, AA rating 95% (AA11)*

13) Prince Of Persia (Broderbund / Domark)

The game plays like a dream. What it boils down to is an addictive platform game par excellence, with a good bit of hacking and slashing thrown in for good measure. - *Frank O'Connor, AA rating 95% (AA69)*



12) Marsport (Gargoyle Games)

My heart was about to sink when I saw what, at first sight, looked like a Dun Darach clone. But it soon became clear that this was a great step forward for Gargoyle, if not quite a giant leap for humanity. - *Bob Wade, AA rating 95% (AA3)*



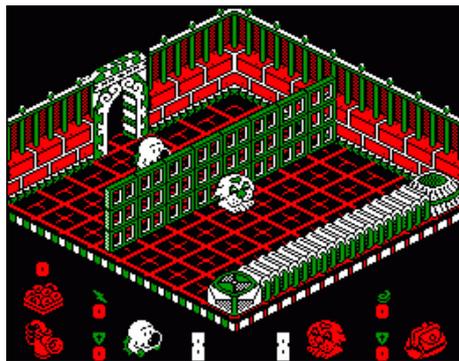
11) The Blues Brothers (Titus / Palace)

The Blues Brothers is an excellent game, similar in a lot of respects to Hudson Hawk, but with a lot more in the way of exploration involved, plus the added bonus of the 'record collecting' idea. - *Adam Peters, AA rating 95% (AA79)*

10) Head Over Heals (Ocean)

Despite the similarities to Batman I really can't praise the game highly enough. It's so easy to start playing and you just can't put it down as you discover new features, new rooms and puzzles that you just have

to solve. - *Bob Wade, AA rating 95% (AA20)*



9) Doomdark's Revenge (Beyond)

You could happily sit down and waste a whole day, if not a week, playing without ever wanting to leave the keyboard. The world created is so vast and absorbing that it presents a continual challenge and endless variation. - *Bob Wade, AA rating 95% (AA13)*



8) Prehistorik 2 (Titus)

They've got the balance perfect with P2. Each time you play, you'll progress a little further, and each time you get a little further, you discover something new and exciting enough to make you come back for more time and time again. - *Simon Forrester, AA rating 96% (AA94)*



7) Stunt Car Racer (Micro Style)

With the pace of the race, the smoothness of the screen updates, the variety of options and more playability than any other games deserves, it stakes its claim as one of the best games ever on the CPC! - *Trenton Webb, AA rating 96% (AA59)*

6) SMASH TV (Ocean)

The quality of the graphics and sound, and

the incredible speed and frantic gameplay, puts STV in a class of its own... Smash TV is the home computer game the home computer market has been waiting for since 1981. Gnarly. - *Adam Peters, AA rating 96% (AA75)*



5) Super Cauldron (Titus)

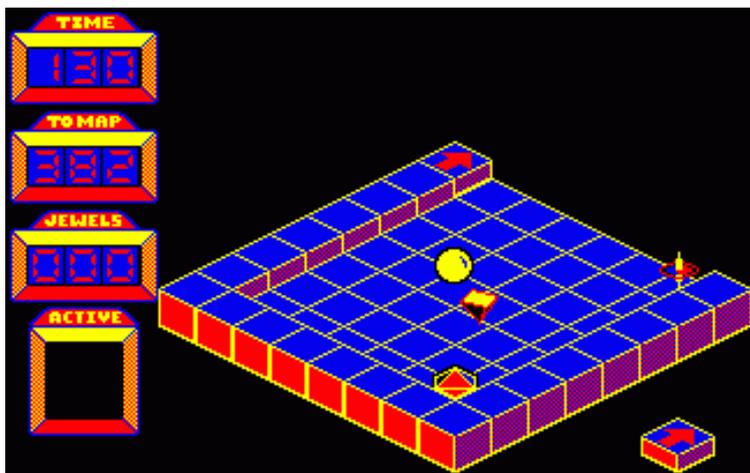
You see, Cauldron One wasn't all that good, and Cauldron Two a little dud. And with commercial things the way they are, Number three could be worse by far. But boys and girls, have no fear, The wonderful Super Cauldron's here. With games like this we should be proud, To own a CPC - sing aloud! - *Simon Forrester, AA rating 96% (AA93)*



4) Driller (Incentive)

It's difficult to fully appreciate a game of this originality and quality just from a review and screenshots. The sequence of screen shots gives an idea of the real environment you can move in. Being able to move under, over, around and into solid 3D objects is a revelation in itself. When it's combined with good use of colour, wicked puzzles and a beautifully thought out game, it's a work of genius. - *Gary Barrett, AA rating 96% (AA28)*





Lemmings is as stylish and as frighteningly addictive as any other version. Whether it's the best CPC game of all time is a question that could only be settled with extreme violence. - Adam Peters...

sound is echoed from side to side through the appropriate speaker!

Rick Dangerous II is a very polished product indeed. A tremendous amount of work has gone into the game design, graphics and sound. In essence, it's a simple platform game, but the way it's been presented makes it far, far more than that. - Adam Waring...

Psynopsis has done an excellent job here. Everything moves well and it's just as playable as the costly 16-bit versions. Great. - Rod Lawton...

The graphics are a bit blocky and the game style itself is distinctly old. But the whole thing is done just brilliantly. No question about it - an instant Mastergame! - Rod Lawton...

AA rating 97% (AA62)

3) Spindizzy (Electric Dreams)

Graphically the game is superb with brilliantly designed screens in many different colours all composed of the geometric building blocks. Sound is limited to the odd effect but these are well done and alert you to things happening. The gameplay is tough to get to grips with but soon becomes a joy and a constant challenge. - Bob Wade...

The sheer size is impressive enough, but it's executed with enough brilliance to make it an instant classic. Once you've got the feel of the controls you're unlikely to stop until you've cracked it. And that could be quite some time. Fiendishly compulsive and graphically superb, this is a knockout Mastergame. - Peter Connor...

AA rating 96% (AA6)

2) Lemmings (Psynopsis)

Basically, Lemmings is regarded as the best computer game of all-time, and the Amstrad version is everything we could have wanted. There's enough of a challenge to keep you plugging away for ages, too. CPC

Psynopsis has done an excellent job here. Everything moves well and it's just as playable as the costly 16-bit versions. Great. - Rod Lawton... AA rating 97% (AA82)



1) Rick Dangerous II (MircoStyle)

Each level has an entirely different set of graphics. The background, traps and sprites have been redrawn.

The start-of-game music is different too, and all the music sounds finely tuned to fit in with the scenario. Play it on a plus machine and you'll even find the stereo is used to great effect. As the laser beams thunder across the screen, the

Well there you have it, Rick Dangerous II rated the best game ever (Come again – puzzled reader). The vast majority of the games listed here shared the same overall rating e.g. RD2 and Lemmings both received overall rating of 97%, so we have to look at the next important rating, Staying Power, to see which games comes on top. So Rick's 97% staying power rating beats Lemmings' 94% staying power rating; so RD2 claims the No. 1 spot. If the Staying Power was still equal then the positions would be decided by the next important rating; Grab Factor.



All games featured in the AA All Time Top 100 Games are available as download from: <ftp://ftp.nvg.ntnu.no/pub/cpc/>