

# THE 1985 AMTIX! R

### **BEST GAME OVERALL**

### **SORCERY** Virgin Games

Here is the first of many awards and placings for Virgin's arcade adventure, with little doubt in anyone's mind as to the winner of this category. In second place was EXPLODING FIST from Melbourne House, and following very closely came lmagine's martial arts YIE AR KUNG FU.

#### **BEST PLATFORM GAME**

#### **JET SET WILLY** Software Projects

This classic platformer won easily, leaving US Gold's BRUCE LEE some way behind in second place, while another Software Projects offering, BOUNTY BOB, slotted into third place.

### **BEST SHOOT EM UP**

### **STARION**Melbourne House

Despite it's mind-puzzle overtones, the high speed vector action of STARION convinced most readers of its shoot em up merits. A tight finish, though, for close behind came 3D STARSTRIKE from Realtime. The third place slot was shared by BEACH HEAD from US Gold and DEFEND OR DIE by Alligata.



Here they are! The first ever AMTIX! Accolades for the best software of 1985. These are the programs YOU voted as being the tops!

In the January issue of AMTIX! we asked you to vote for the best games of 1985 under several headings. The inputting from many forms has been done, the collations made and now, here are the results — the games you thought deserved applause.

The results are presented in the same order as the voting form, and we show not only the winners but also the second and third placings in each category.

### BEST ARCADE ADVENTURE

### **SORCERY** Virgin Games

Strong competition in this category was still resisted by sorcerers everywhere leaving Gargoyle Games' MARSPORT in second place and KNIGHT LORE picking up third place honours for Ultimate.

### BEST TEXT-ONLY ADVENTURE

### MORDON'S QUEST Melbourne House

This was not an altogether unsuprisingly close two horse race with the photo-finish going against the grandfather of all adventure games, COLOSSAL ADVENTURE which finished in

second place. Third place went to SNOWBALL, another Level 9 stable mate.

### BEST GRAPHICAL ADVENTURE

#### RED MOON Level 9

Not many problems here, with Level 9 sweeping the board to put LORDS OF MIDNIGHT from Beyond in the number two slot. Third place went to Virgin's ubiquitous SORCERY but only after a stewards' inquiry.



## BEST FLIGHT SIMULATION

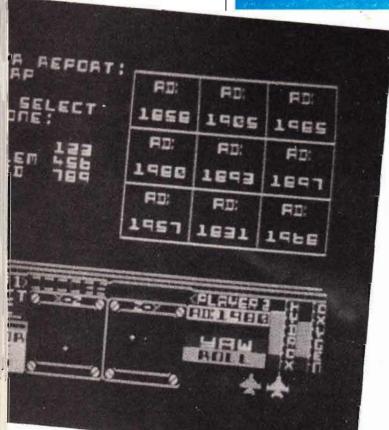
### FIGHTER PILOT Digital Integration

This conversion from the venerable Spectrum air warfare game hurtled in at Mach 3 without resistance. Second place went to COMBAT LYNX by Durell who just pipped Database's RED ARROWS and SPITFIRE 40 by Mirrorsoft who both shared third place proving that flying is not all just burning around breaking wind all over the air lanes.

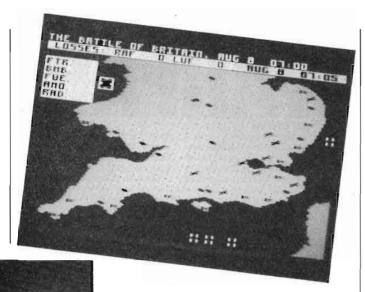
### BEST SPORTS SIMULATION

### HYPERSPORTS Imagine

This was a convincing win and came well ahead of the second placed DALEY THOMPSON'S DECATHLON released by Ocean. Third place honours were awarded to the WAY OF THE EXPLODING FIST from Melbourne House.



## EADERS AWARDS



yright

### **BEST WARGAME**

### **BATTLE OF** BRITAIN

The first place slot was almost shared here, so close was the voting, and US Gold's gun toting BEACH HEAD made a close second. Serious strategy took third place with CCS's ARNHEM, proving that not everyone likes to watch exploding war

machines and bodies all the

#### **BEST GRAPHICS**

### **SORCERY** Virgin Games

SORCERY took over a third of the votes under this heading, leaving the opposition way behind whilst it picked up its second major honour. YIE AR KUNG FU by Imagine and Vortex's HIGHWAY **ENCOUNTER** took second and third place respectively with only one vote separating them!

#### **BEST SOUND FX**

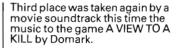
#### SORCERY **Virgin Games**

It seems that Virgin have produced a game that is a winner for more than any one single reason. It certainly isn't due to lack of competition though with the joint second places being taken by SPY VS SPY by Beyond and Imagine's YIE AR KUNG FU both well represented in the voting.

### **BEST MUSIC**

#### GHOST BUSTERS Activision

box office should lend its tune to again managed to push its nose



#### TACKIEST GAME OF THE YEAR

### **ASSAULT ON** PORT STANLEY Edgar Belka

This single category showed the largest variation in game names but eventually first place seemed to go to the rightful owner but only by a margin of a few votes. Voting seemed to be very fair and second place was awarded to three separate titles. They were: BRIDGE IT by Amsoft, ROLAND ON THE ROPES by Amsoft and EXPLODING FIST by Melbourne

### STATE OF THE ART AWARD

#### SORCERY Virgin

What other result did you expect!? This coveted award will soon be hanging up on the wall of Virgin Games' offices alongside a fairly extensive collection of titles convincingly given to SORCERY. Second place went to EXPLODING FIST - that should help ease Melbourne House's embarassment at appearing under the Tacky heading. Third place goes to YIE AR KUNG FU and Imagine.

So that's it for the 1985 AMTIX! Readers Awards. Congratulations to all the software houses who were voted best at what they did, and a big thank you to all the AMTIX! readers who took the trouble to fill in their forms and send them back to us.

The Award winners will all be receiving their 'coveted' trophies as soon as someone up in Admin can get them organised, and that leaves us with nothing further to do but announce the voting form winners. We said 15 forms would be drawn from the bag, earning their senders a voucher for £15 worth of software as well as an AMTIX! T-shirt.

And here you are, you lucky

Nadina Benvenisti, Rustington, Sussex; Phil Smith, Greenford, Middlesex; RG Messenger, Abernethy, Perth; Adam Rykala, Glan Ebbw, Blaina; Robert Hallett, Tring, Herts; Alan Howard, Cheadle, Cheshire; RA Stockman, Yeovil, Somerset; J Peberdy, Odiham; Christopher Hester, Baildon, W Yorkshire; Stuart Cresswell, Worthing; Brian Edmunds, Goldings, Northampton; Lee Healy, Walsall; P Williams, Cambridge; Andrew May, Wakefield; Stewart McIntyre, Bishopbriggs, Glasgow.

