

KID GLOVES



Somewhere deep in the heart of the Amazonian jungle there beats a drum. Softly at first and then louder, the insistent beating awakens our hero, Kid, from a deep sleep. Last thing he can remember he was pulling on an old pair of boxing gloves he'd found in his uncle's study... now, here he is, surrounded by trees and shrieking parrots. There's something weird going on round here. Confused and uncertain, Kid's troubles are just beginning - he's yet to visit strange scenes in the Ice Age, the pyramids of Egypt, the psychedelic West Coast of the 60's and more - but he's still wearing the gloves and with your help he may yet find his way back home !

- Five levels of play
- Collectables on every screen, including food, cash, keys, extra lives and smartbombs
- 4 different weapons to buy as you can afford them, including mega laser and the death star
- Six unique magic spells - use with care!
- Sampled sounds, great graphics and frantic gameplay

FREE POSTER INCLUDED

AVAILABLE FOR ATARI ST AND COMMODORE AMIGA. PRICE **£24.99**

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Light Years Ahead



MILLENNIUM

COMING SOON FROM MILLENNIUM

A new decade – a new era for entertainment software! Is this going to be the decade of the games console or will computer software continue to flourish?

Whatever the answer Logotron Entertainment is ready and waiting with the games people want to play no matter what the hardware! As we enter the new decade we have an exciting compliment of software titles for game players everywhere. Including arcade action and adventures, futuristic simulations and strategy games. The next generation of computer software - more playable, more exciting.....

....games for the next MILLENNIUM!

CLOUD KINGDOMS

CLOUD KINGDOMS - starring the first injection-moulded, eight-way rolling, rubber bottomed software hero!

The hero of **CLOUD KINGDOMS** is a cute character typical in Japanese games such as Bubble Bobble and The New Zealand Story. Features: bounce, floors, no floors, carpet makers, magnets, invisible walls, golden keys, pickups, extra time icons, invincibility shields, glyphs, trapdoors, tunnels, mazes, time pressure, energisers, teletransportation, buffers, icefloors, energy sapping ground, traps and a whole load more. The game is simple and frustratingly addictive and is eight-way scrolling with thirty-two different levels and a whole host of pitfalls for the unwary player! Tipped as the game to beat 'Super Mario Brothers' for addictiveness

CLOUD KINGDOMS - is being programmed by Dene Carter, creator of hit programs such as Druid and Enlightenment and is currently in development for the Commodore 64, Atari ST, Amiga and PC.

RESOLUTION 101

When they locked you up they threw away the key. Now, with the passing of **RESOLUTION 101**, you are offered the chance to regain your freedom ... you become a bounty hunter earning liberty through the assassination of the evil criminals who now threaten to over-run the city. You will be given basic training and provided with a standard vehicle - but after that it's up to you.

As your bounty increases you upgrade your vehicle, adding lasers, rockets, more powerful engines, navigation systems, napalm mines and armour. Graduate from standard car to all-terrain ground skimming craft.

Basic training involves driving and weapon familiarity, however the city is totally different ... its street warfare, your enemies shoot back, they run and hide, dropping mines as they go. Avoid hospitalisation at all costs ... all too soon it becomes your personal battle to purge the city.

RESOLUTION 101 - a fast-moving futuristic vehicle simulation which combines 3D vectors and sprites to produce a living, working city. Track and eliminate your adversaries, loot and salvage from the wreckage of their craft... earn enough to buy your way out. Programmed by Astral Software, the team who brought you Archipelagos. Currently in development for the Atari ST and PC. To be converted to the Amiga.

THUNDERSTRIKE

In just 200 years the earth is controlled by the TV networks and the defence industries. The ultimate TV phenomenon is coverage of the military olympics, the ultimate event is 'Ground Defence'. The gladiators who man the deadly craft are superhuman, their mission to protect the track lines and ground installations - their goal and yours - to be knighted **DEFENDER OF THE GROUND**. You are scheduled for live transmission across the network and will be paid the union rate for military entertainment, appropriate to your grading. This grading is linked directly to your kill-rate and viewer appeal and only by showing a marked improvement in these areas can you hope to gain promotion.

THUNDERSTRIKE is a 3D arcade game rendered using solid polyhedrons and a solid relief landscape, over which fly the player's craft and enemy vessels. Super smooth 3D scrolling really gives the impression of being there. The action is tracked by a camera which follows close on the tail of the player's craft whether flying along a trench or hugging the undulating contours of the ground. After a kill, see the replay from a range of different camera views. The heads up display will warn you when you are low on fuel or armoury - collect the shield rotators, fuel balls and missile packs - keep flying, maintain the defence!

THUNDERSTRIKE - designed and developed by Brian Pollock who was responsible for two Blasteroids conversions. is currently in development on the PC. To be converted to Atari ST and Amiga.



RELEASE DATE APRIL 90
C64 DISC £14.99
CASSETTE £9.99
ST, AMIGA & PC £24.99



RELEASE DATE MAY 90
ST & AMIGA £24.99
PC £29.99



RELEASE DATE JUNE 90
ST & AMIGA £24.99
PC £29.99



MILLENNIUM