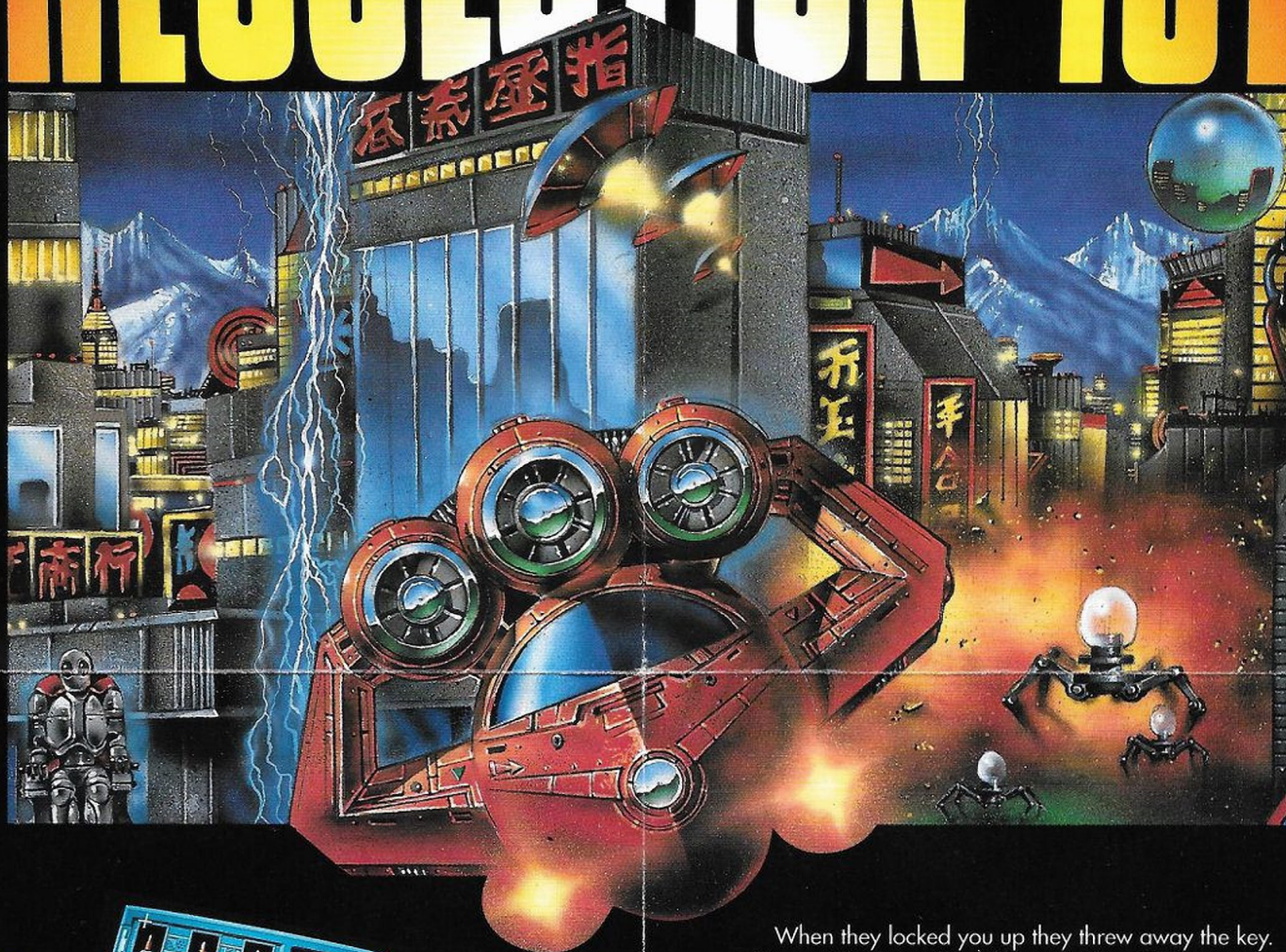


RESOLUTION 101



ATARI ST SCREEN SHOTS



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 must become a bounty hunter, earning your liberty by the assassination of the evil criminals who now threaten to overrun the city.

Resolution 101 - a fast-moving futuristic vehicle simulation... a challenge for the true enthusiast. Advanced 3D vectors produce superb graphics of a living, working city. Combined with exceptional 3D sprite artwork and wicked gameplay algorithms - this is the ultimate in track-'em-down playability!

- Vector graphics and 3D sprites combined - for a totally realistic game scenario.
- Responsive, intelligent enemies who'll try to 'outsmart' your every move!
- Garage shops - buy extra fittings and equipment for your vehicle, including faster engines, more powerful weapons, navigation systems, napalm mines, decoy flares and more.
- Video-comms link - actually see your victims sneer and grimace as you close in deadly combat!
- Available from the end of May 1990 for the **Atari ST, Commodore Amiga** (£24.99) and the **IBM PC** (EGA/VGA) (£29.99)

Light years ahead



MILLENNIUM

Millennium, Chancery House
107 St Pauls Road, London N1 2NA

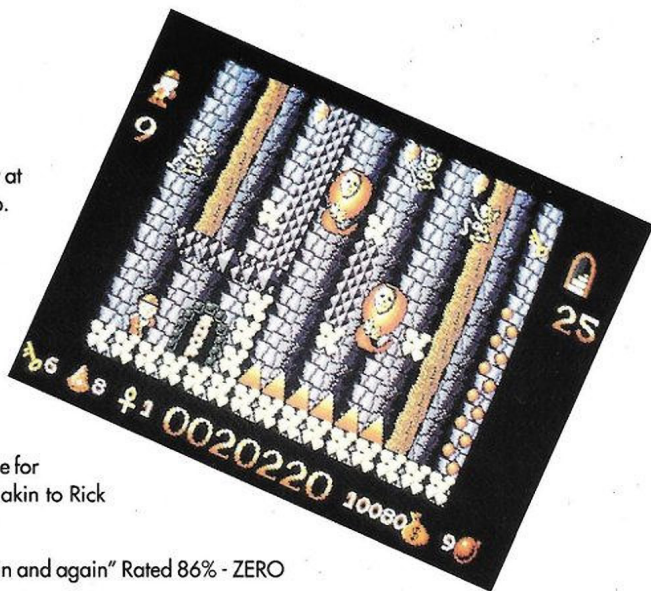
Kid Gloves - Out now!

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!

Kid Gloves marks the 16-bit programming debut of Tim Closs, who was responsible for the Number 1 hit *I, Ball..* Similar in look to *Bombjack* but with playability more akin to *Rick Dangerous*, plus a whole host of extra weaponry, magic spells and collectables.

- "One of the few platform games that I've ever felt drawn back to again and again and again" Rated 86% - ZERO
- "You will be captivated by this game from the moment it first loads" Rated 825 - ACE



Cloud Kingdoms - Out now!

When Terry's magic crystals are stolen by Baron von Bonsai and taken to the land of **Cloud Kingdoms** there's only one thing to do! He climbs into his super-giant green skycopter and sets off to rescue them. There Terry searches each kingdom collecting the crystals as he goes - but things aren't that easy.. along the way he encounters the Giant Rolling Eightballs and the Bad Insect Monsters...

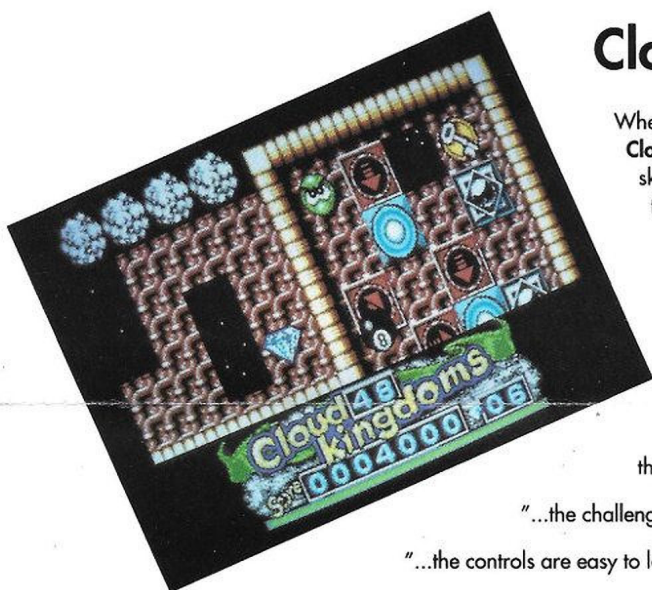
Cloud Kingdoms is addictive arcade action all the way! Each of the 32 levels are totally different - explore them all and delight at the stunning graphics, sound effects and compulsive joystick twitching gameplay. This is one game you just won't be able to switch off!!

"...a level of genius that has not been seen on the games scene for quite some time. *Cloud Kingdoms*, quite simply, is a thoroughly enjoyable game that you'd be daft to miss." - ST Action

"...the challenge is a stimulating and addictive one." Rated 80% - c & vg

"...the controls are easy to learn, yet hard enough to test the hardest of games players..." - Amiga Action

Rated 93% - YC (Your Commodore)



Thunderstrike - Coming soon!

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, Atari ST and Amiga. Available end June 1990.



Light years ahead

