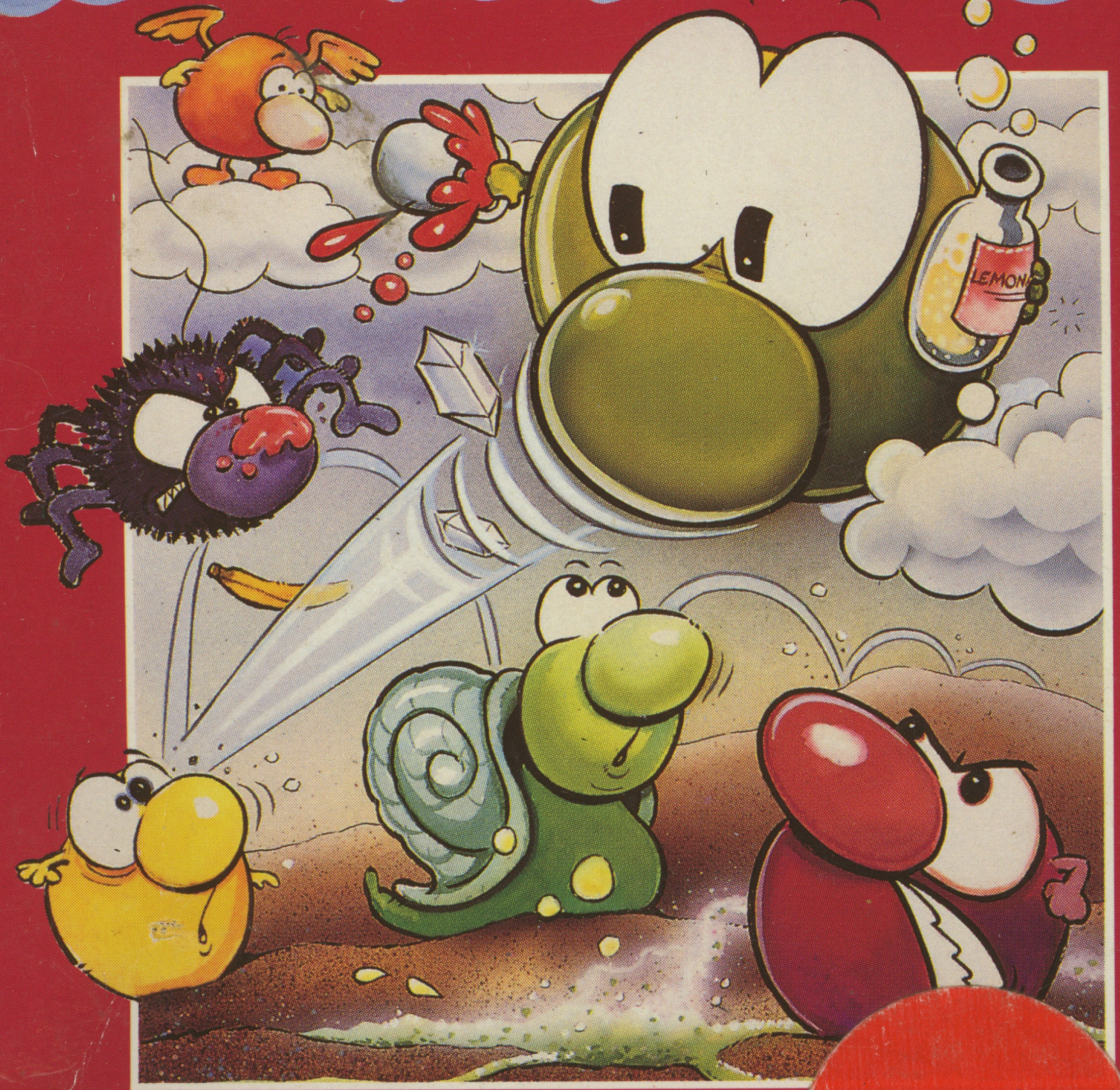


CLOUD KINGDOMS



Commodore
64/128
Cassette



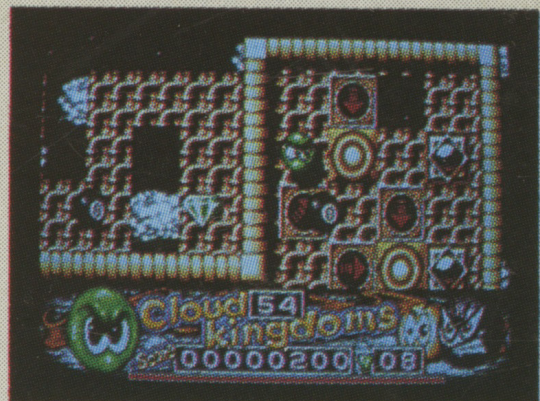
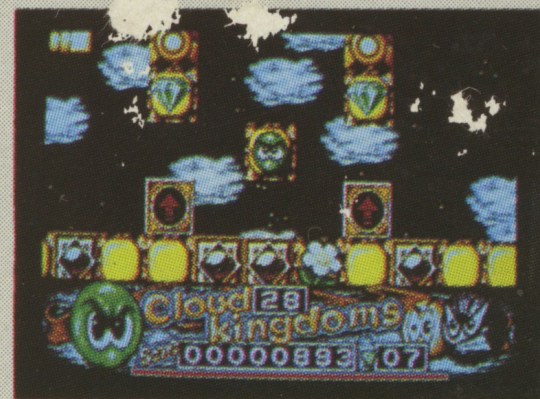
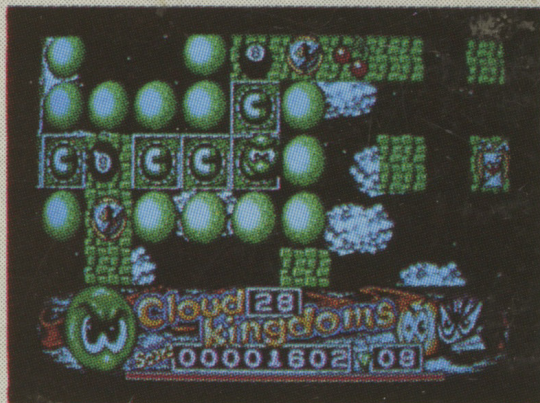
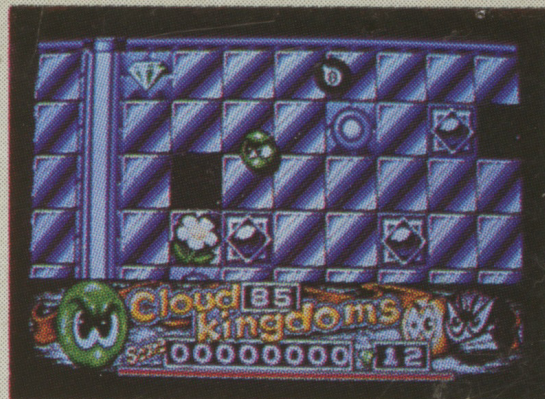
Light Years Ahead

**the game with with the first injection-moulded,
eight-way rolling, rubber-bottomed software hero!**

W

hen 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!!

- With pinball bumpers, ice, magnets, black holes, trapdoors, acid pools, locked doors... too many to list!
- Collectables on each screen - pick up diamonds, fruit, flowers, keys, treasure chests ...
- Extra pick-ups - Wings, Paint pots, Clocks, Bouncing shoes, Running shoes, Fizzy pop and Potion.
- ST version features Amiga-quality sound
- By Dene Carter - the creator of hit titles such as 'Druid' and 'Enlightenment'.



AMIGA SCREEN SHOTS

MILLENNIUM, CHANCERY HOUSE,
107 ST PAULS ROAD, ISLINGTON, LONDON N1 2NA

Light Years Ahead

