

# RAINBOW ISLANDS

TAITO

ATARI ST

CBM AMIGA

COMMODORE 64/128

AMSTRAD CPC 464/664/6128

SPECTRUM 48/128/+2/+3



ENGLISH



FRANCAIS



DEUTSCH



ITALIANO



Bub and Bob, the heroes from Bubble Bobble, are back! This time negotiating the hazards of the Rainbow Islands.

Myriad creatures conspire to impede your progress at every fun-filled level until you face the "Guardian", the ultimate test of advancement....Good Luck

## The seven "Rainbow Islands" and their inhabitants.

- Insect Island - caterpillars, spiders, crows
- Combat Island - tanks, planes, helicopters
- Monster Island - bats, werewolves, ghosts
- Toy Island - water-pistols, deadly disks, teddy bears
- Doh's Island - balls, spheres, capsules
- Robot Island - spanners, robots, bolts
- Dragon Island - cyclops, dragons, spirits

# LOADING

## CASSETTE

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum+ then load as follows: Type LOAD"" (ENTER). (Note there is no space between the quotes. The " is obtained by pressing the SYMBOL SHIFT and P keys simultaneously).
4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.
5. If the computer is a Spectrum 128K then follow the loading instructions on screen or in the accompanying manual.

## SPECTRUM +3 DISK

Set up system and switch on as described in your instruction manual. Insert disk and press ENTER to choose 'LOADER' option. This program will then load automatically.

# KEYBOARD CONTROLS

## SPECTRUM AND AMSTRAD

P	Pause the game
Q	Quit the game (when paused)
S	Turn off music (128 version only)
A	Jump
K	Walk left
L	Walk right
SPACE	Fire Rainbow or unpause the game

# JOYSTICK CONTROLS

Push UP to increase credits during title screen  
Press FIRE button to start one player game  
Press FIRE button to throw Rainbows  
Push LEFT and RIGHT to move left and right  
Push UP to jump

# GAMEPLAY

## BASIC MOVEMENT

- Rainbow Climbing - Make Rainbows on each level of the floor and walk up them. It is possible to stand on the top of a Rainbow.
- Rainbow Attack - Hit your enemies with a new Rainbow to kill them.
- Rainbow Breaking - By jumping onto a Rainbow, you can break it. This causes the Rainbow to drop down the screen, killing anything in it's path.

## PICKING UP OBJECTS

You can pick up objects by either walking into them or by hitting them with a Rainbow. Also, running a Rainbow along the ground may reveal hidden objects. These can be collected by breaking the Rainbow above them.

## THREE IMPORTANT PICKUPS

- Magic Shoes - Picking up the magic shoes will give you greater speed.
- Red Potions - Collecting a red potion will add one to the number of Rainbows that you can throw, up to a maximum of three.
- Yellow Potions - Collecting a yellow potion will speed up your Rainbow throws.

## HINTS AND TIPS

1. There is a secret room on each island. How to access it is confidential!
2. Master the use of the Rainbows.
3. When the 'hurry' message appears, get to the top of the screen as quickly as possible.

## RAINBOW ISLANDS

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If for any reason you have difficulty in running the program you may contact our technical department direct by telephoning 061 833 1014. However if you believe that the product is defective, please return it direct to: Mr Yates, Ocean Software Limited, 6 Central Street, Manchester M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

## **CREDITS**

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