

RAINBOW ISLANDS

BUB AND BOB



Walking: They have two speeds, normal and fast. The latter applies when the Magic Shoe has been collected (and lasts until the player loses a life). After losing a life, though, our heroes become invincible for five seconds. In this state, a collision with an enemy will kill it leaving a gem behind (see GEMS).



Jumping: Bub and Bob can jump to 10 different heights, depending on the length of time that the joystick is held in the 'jump' position. They always jump at least their own height, (21 pixels), and can jump to a maximum of 64 pixels high.



Falling: Both can safely fall any distance, unless they land in water or collide with an enemy. They flap their arms to slow their descent and guide their fall. If they land on a rainbow it will break, unless you hold the joystick in the 'jump' position as they land; then they jump straight off it, leaving it intact.

They start with three lives and can earn up to two extra (for scoring 100,000 points and then 1,000,000). There are also plenty of 1-UPs to be earned by other methods. Bub and Bob can have a maximum of nine extra lives in reserve... but this is barely adequate!

HURRY!

As the islands are slowly sinking into the sea, Bub and Bob can't hang around - if they do, a warning alarm sounds followed by an on-screen 'Hurry!' message. Eight seconds later the water starts to rise. The water scrolls down with the screen in its early stages, allowing Bub and Bob vital seconds to escape. The time it takes before the 'Hurry!' message appears is shown next to each round. This also applies to the Boss Rooms. After 45 seconds the 'Hurry!' message appears, and the water rises eight seconds later (see BOSS ROOMS).

Here's Andy Roberts to take you through the first part of our enormous guide to Rainbow Islands; a game with more secrets and hidden features than a Freemasons' lodge! Is there a crock of gold waiting at the end of the rainbow or just a golden handshake?

RESTART POSITIONS

The numbered boxes at the right-hand side of each round are the restart positions. If Bub dies, he's returned to the last restart position passed in that round. These restart points also affect the time limit before the 'Hurry!' message appears. Starting at position 1 gives Bub 80% of the time to reach the top, position 2 gives him 50%, and position 3 a mere 30% of the time limit.

BONUS OBJECTS

There are 80 different bonus objects - from the Green Pepper (worth 10 points) to the Money Bag (worth 10,000 points). Bonus objects can be collected either by walking into them, or using a rainbow. Bonus objects



There's a fondue set, and a crystal decanter, and a toaster, and a cuddly toy and, uh...

are usually left behind by enemies hit with your rainbow's star.

A maximum of eight bonus objects can exist on the screen at any one time, and no more will be produced until other objects or enemies are removed. A bonus object remains on screen for 20 seconds, but all on-screen bonus objects disappear when the 'Hurry!' message is displayed.

HIDDEN BONUSES

Scattered around the island are many hidden bonus objects. Magic rainbows thrown out in front of platforms and bushes make them appear, so don't be afraid to throw the odd rainbow around as you progress.

When a hidden bonus object is collected, it forces the next object in the sequence to appear, and wraps to the Green Pepper when the Money Bag's been collected. If Bub dies, this sequence restarts at the Green Pepper. All the hidden bonuses on round 28 are Money Bags. It's also worth noting that Money Bags and Red/Yellow magic stars will make all hidden bonus objects appear in one particular form.

GEMS

If an enemy's crushed by a rainbow, it will leave behind a sparkling gem (which remains on screen for three seconds). Enemies also leave gems behind if they are hit by a magic star. Gems are worth 700 points, but that's only the beginning.

RAINBOWS - USING THEM FOR FUN, SPORT AND PROFIT

A max' of eight rainbows can be on screen at any one time. Each is visible for 12 seconds, before fading away. A rainbow can be doubled or tripled and have its speed increased by the use of red and yellow pots. Apart from being a powerful weapon, rainbows have several essential uses. And to complete the game, you must be the master of them all.

Platforms: Bub and Bob can walk over rainbows, so firing them in a 'staircase' fashion lets them climb onwards and upwards. This is particularly useful on Monster Island,

where platforms are scarce. Jumping off a rainbow slightly increases Bub's height, and is worth 10 points.

Crushing: Shooting a rainbow and then jumping into it will crush it, and any rainbows directly below. So it's possible to set off a chain reaction where one rainbow crushes several others. Any bonus objects beneath a rainbow will be collected as the rainbow falls. Each crushed rainbow is worth 10 points.

Boss bashing: If you fire a rainbow, and then immediately crush it, this will count as

two hits - one from the yellow star and one from the rainbow. This works best on the bosses, who need lots of hits before they die (See BOSS ROOMS).

Ghosting: Bub can walk over a rainbow regardless of where it is. This is particularly useful for walking through walls (hence 'ghosting'). Simply fire a rainbow through a wall and walk over it.

Finally, rainbows can be used as a shield from flying enemies, a kind of 'rainbow umbrella', when Bub hides underneath.



Bub starts with a woody single rainbow.



He soon earns mega-poko double beamers.



But real men sport three, super fast tool

BABY WORM

Fairly harmless, and only slightly faster when angry. These are the easiest creatures to kill with a view to collecting gems. On one round an un-hatched worm appears, and waits in its chrysalis blowing bubbles. When Bub gets close, it drops down as an angry Baby Worm.

BEE/BEE HIVE

The hive drops down from the top of the screen and releases the bees when it lands. You'll encounter it on rounds 2 and 3, so stick to the outermost platforms whenever possible. The bees themselves are not a severe threat, and often fly away from you. Beware of angry bees, though, as they tend to swarm.

SPIDER

The most deadly creature on Insect Island, the spider, chases you until you kill it... or he kills

INSECT ISLAND

SECRET BONUS: MAGIC SHOE - PERMANENT FAST WALK

you! He will bounce above you until he can drop onto your level. If below you, he will spin a web and climb up it. Spiders are incredibly fast to begin with, so don't make them angry!

THE CROW

The crow regularly stops to check your position. It then flies straight towards Bub and stop again to check. It becomes much faster when angry, and a cluster of crows on-screen can spell disaster.

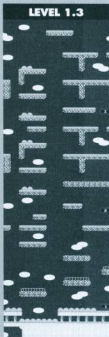
BEETLE

These usually drop down from above, and only become aware of your presence when they land - then they will fly in a straight line towards Bub. They don't check you position very often, but can climb over rainbows.

BOSS: BIG SPIDER

When you first enter the Boss Rooms she's still asleep, and only poses a threat when she awakes and drops down. Smart Bubs should use this time to litter the screen with as many rainbows as possible, which should be broken as she passes over them.

Alternatively, you can stand at the far bottom left of the screen and shoot rainbows from there (she usually bounces harmlessly overhead).



GOAL IN

When Bub and Bob reach the top of a round, a small treasure chest descends and throws out 8 bonus objects, from a possible 32, each of which is worth 500 points. These can either be collected manually by walking into them or using your rainbows.



What does 'Goal in' actually mean? The Rainbow Islands legend is riddled with strange phrases and curious translations.

GEM COLOURS

The screen is divided into seven vertical strips, one for each colour. So the point where a gem lands determines what colour it will be. For example, a gem landing at the far left will be red, violet to the far right, and in the centre it will be green. Collecting all seven gems (one of each colour) will display a special 'Completed' message, and earn Bub an extra life. A huge gem worth 100,000 points is also thrown out of the chest in the Boss Room. However, judging where a gem will land is a tricky task as they bounce off the side of the screen.

INHABITANTS

Although they appear as cute and jolly, the varied inhabitants hide some dark secrets.

After 10 seconds, any on-screen baddies become 'angry' - watch their colour and facial expressions. This means that they move faster and more aggressively. They also get angry if trapped by a rainbow. When the 'Hurry!' message appears, every enemy generated after this message will be angry. A maximum of eight inhabitants can be on screen at any one time, including our heroes. But even when out of sight they can still be found lurking at the top and bottom of the screen - be cautious of this.

The enemies' appearance is also deceptive, as they have been disguised by a spell cast by the Boss of Shadow. After the Crystal Ball is collected, the baddies, when killed, spin away and reveal their true form - the most common of which is the whale-like monster from Bubble Bobble.

Killing an enemy is worth 1,000 points. Two enemies killed simultaneously are worth 2,000 points, three 4,000 points, four 8,000 points, five 16,000 points, six 32,000 points, and seven are worth 64,000 points. And eight creatures killed simultaneously? Highly improbable, but worth a hefty 100,000 points.

SECRET ROOMS

If you manage to collect the gems in the correct order (red, orange, yellow, green, blue, indigo, and violet) a secret bonus appears in the Boss Room.



Bosses are worth little in terms of points, but guard enormous hordes of points-laden treasure!

Each one blesses Bub with a PERMANENT feature: fast walk or double rainbows, for example. The secret bonus is shown next to each island, each one corresponding to a FEATURE (which we'll be covering in detail in a future issue).

BOSS ROOMS

The fourth round of each island doesn't feature a 'Goal In', but a Boss Room instead, housing a huge adversary. These bosses require loads of hits before they die, and their energy status is displayed by a bar at the top of the screen.

A boss doesn't move for the first couple of seconds. When a boss has been killed, a huge treasure chest descends and throws out eight bonus objects as usual. There is also a large bonus item, which is worth a hefty 100,000 points.

TANK

Cute, but dangerous. They shoot a bullet which travels about half the screen, killing Bub on contact. Not too bad on their own, but deadly in pairs.

TRUCK

Trucks rattle along the platforms, dropping down from one to another, speeding up when they get angry.

HELICOPTER

Similar to the Bee, except that its flight path is shorter. In groups they can be very tricky to deal with, so dispose of them before the screen gets cluttered.

BOMBER

This flies left and right, periodically dropping bombs down the screen. As well as killing Bub on contact, the bombs destroy any rainbows they touch as they fall down the level.



COMBAT ISLAND

SECRET BONUS: RED POT 1 - PERMANENT DOUBLE RAINBOW

BUNKER SOLDIER

The bunker is harmless until its eyes appear. It then throws out two bouncing bombs (like the Guns). Crushing the bunker with a rainbow will kill the soldier inside, hitting it with the yellow star will cause an angry soldier to appear.

GUN

Tricky blighter Johnny gun! These are dangerous to deal with, mainly because of the bouncing bombs they shoot. The bombs will bounce around for a

couple of seconds before exploding. Singly these are easy enough to avoid, but the guns often come in twos and threes and fire together.

LEVEL 2.3



BOSS: BIG HELICOPTER

Difficult to kill, so it's worth learning the movement pattern. It flies from one side of the screen to the other, frequently checking Bub's position (whereby it will move vertically to Bub's level). The best method is to set up rainbow traps at the top of the screen and crush them as the Boss passes underneath. This is made a tad more difficult by the bombs, which it drops.

LEVEL 2.4



FRANKENSTEIN

These are the most docile monsters of the bunch and behave exactly like the trucks from the previous island. And, as before, the madder they are, the faster they can move.

WEREWOLF

Not unlike the tanks from Combat Island, these patrol their platforms, firing a fireball in Bub's direction every couple of seconds. Be cautious when there are two or three in the same area.

SKELETON

In many respects, this is like the spider from Insect Island, being able to home in on Bub. It starts off as a skull, but turns into the skeleton when Bub gets close (and subsequently bounces around after him). When the skeleton is below, it will bounce higher in an attempt to catch your hero.



MONSTER ISLAND

SECRET BONUS: YELLOW POT - PERMANENT FAST WALK

BAT

When the Bat first appears it hangs upside down from a platform, moving only when Bub is nearby. It will then fly after him, in much the same way as the crow from Insect Island.

DRACULA

The most deadly of Monster Island inhabitants. He starts as a bat, and then changes into

Dracula when Bub is in range. He constantly stops to check your position, then fires.

GHOST

Not exactly a formidable opponent, but it moves quickly and awkwardly, inspiring panic!

BOSS: BIG DRACULA

One of the toughest Bosses in the whole game; only experienced players will escape

unscathed. He frequently stops to check on Bub's position before releasing four bats. Shoot these smaller bats, as they're quite deadly. The best way to kill him is to lay rainbow traps at the perimeters of the screen, occasionally rushing forward and shooting him. Oh, and best of luck because you're certainly going to need it!

