



REVIEW



▲ Monster Island frolics.



▲ Ooh! It's a rainbow!



RAINBOW ISLANDS

Bob and Bob are heroes! After rescuing their girlfriends from the evil clutches of The Boss of Shadow in Bubble Bobble, the lads returned to their home town in the Rainbow Islands and as the Japanese scenario puts it, got "Super-Drunk". The aftermath wasn't a near-fatal hangover as we might expect, but now the bubble blowing dinosaurs have changed back into human form.

But the lads' celebrations are short-lived. The evil Boss of Shadow has returned to enslave the Rainbow Islands and

their inhabitants, and not only are our heroes trapped amongst this carnage but the Islands are sinking as well! But there is one hope. If seven huge crystals are collected the Rainbow Islands and their inhabitants will return to normal, and why not give that Boss of Shadow something to think about at the same time?

Our heroes have one cunning trick up their sleeves. Their parents gave them the magic of the Rainbow, which generally means they can sling rainbows anywhere they want and jolly useful they are too. But the Boss of Shadow has to be stopped - and quick, so it's a case of scaling all four vertically scrolling levels of all seven islands, dealing rainbow death to any minions or end-of-island guardians that stand in the way.

GET A MOVE ON!

The pressure's on in this game! As soon as you start a screen, the water level slowly begins to rise, forcing you to move steadily up the screen to avoid a watery death. If you're doing well you also have to take care not to make a mistake and fall too far otherwise it'll be more drowning hilarity and hi-jinks!

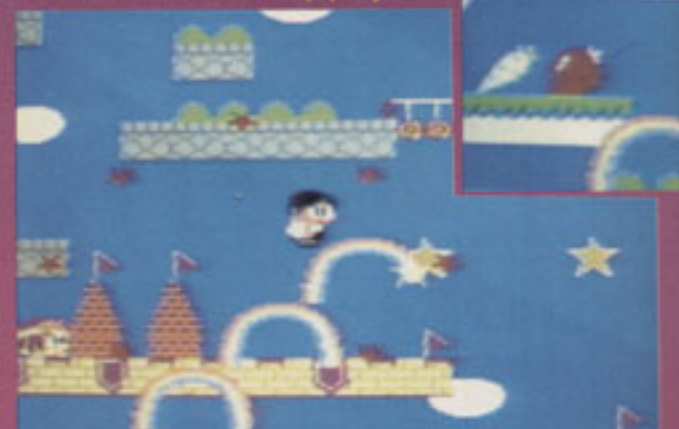
MEGADRIVE OVER THE RAINBOW



A superb version of Rainbow Islands is also available on the Megadrive - but sadly on import only. It features two versions of the game on one cartridge - the first a perfect version of the arcade original and the second a souped-up tougher version. If you're interested in getting hold of the game, ring your local import specialist for more details.



▲ Rainbow staircase japey.



▲ Here's our hero. Hurrah!



▲ Trucks abound on Combat Island.



▲ Despite their cutesome appearance, Combat Island choppers are highly dangerous.



▲ Here's level one's guardian - a bouncy spider of doom!



▲ Many top lemon and flower frolics here on Monster Island.



POTS O' POWER-UPS

There are a huge amount of power-ups on offer in Rainbow Islands. Red pots are collected to give Bub an extra rainbow to fire (up to three can be collected), whilst yellow pots speed up the rate at which rainbows can be created. Training shoes generally speed the lucky hero up a tad - just the business for avoiding some of the Boss of Shadow's more evil minions. Shields and various other "cutey" power-ups (like fairies) are also available as you progress through the game.

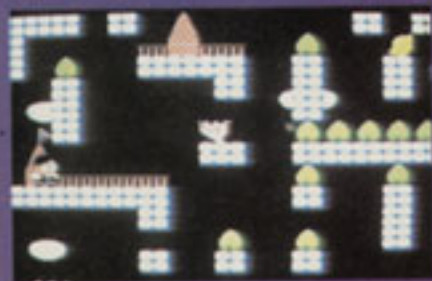


▲ Bub gets hold of Double power.

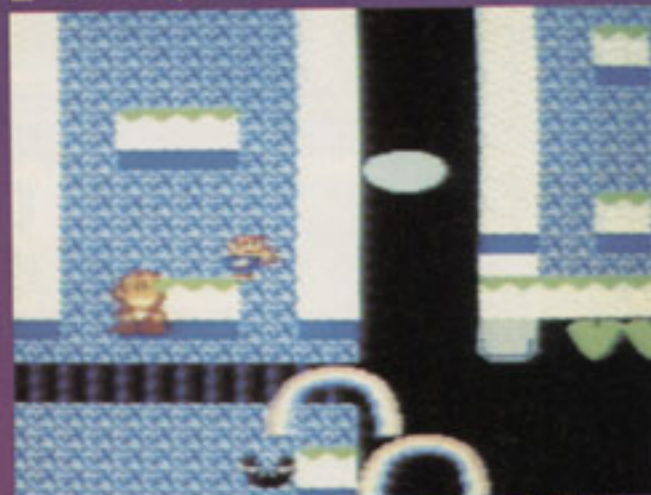


BUBBLE BOBBLE BRILLIANCE

Rainbow Island's predecessor, Bubble Bobble, is available on the Gameboy, NES and Master System. All are superb versions of the arcade classic and feature one or simultaneous two-player action as the participants guide bubble-blowing dinosaurs through 100 levels of wild 'n' wacky action. If you're after an original and highly entertaining platform game, this is well worth hunting down.



▲ Bub completes a stage and reaps the bonuses.



▲ Those darned mini-Frankensteins polish off Bub.



▲ Only one more platform to go...

COMMENT



I'm one of the biggest Rainbow Islands fans in the cosmos and expected great things of this conversion. Rather unfortunately, I was very disappointed with this lacking effort. As you can tell from the screenshots, it looks like the arcade machine, but there are a number of highly irritating factors that combine to make the game very annoying to play. First of all, the collision detection is awfully odd. Sometimes you just don't climb the rainbows when you should. Other times your rainbows don't kill the enemy sprites on contact. Another irritating aspect of the game is the speed, or rather the lack of it. The smooth, fast gameplay of the original has been replaced with plodding, unresponsive action that soon grows quite boring. Just about every other version of Rainbow Islands I've played is great, but even fans of the coin-op will feel let down by this - I know I was

RICH

COMMENT



RAD

I was really looking forward to Rainbow Islands, but sadly my expectations were dashed once I started to play. The graphics are quite poor and there's a lack of the bright colours which gave the arcade game its unique style. The sound is particularly bad, with only a couple of effects which start to give you a headache after about three minutes. Even worse is the gameplay. The collision detection is laughably inaccurate and accounts for many an unjust and frustrating death. Not only this, but the controls are also unresponsive, leaving you plummeting to your doom because you couldn't walk up a newly-formed rainbow. Even Rainbow Islands fanatics will tire of this after a few plays.



BY: OCEAN

PRICE: £34.99

RELEASE DATE: MAY
 GAME DIFFICULTY: MEDIUM
 LIVES: 3
 CONTINUES: 3
 SKILL LEVELS: 1
 RESPONSIVENESS: PLODDING



PRESENTATION 70%

A very boring intro sequence and nothing else very exciting to speak of presentation-wise.

GRAPHICS 73%

Although the graphics are quite faithful to the coin-op's, the colour isn't half as vibrant.

SOUND 49%

The cute tunes of the arcade machine have been replaced by depressing, booming efforts. The sound effects are okay though.

PLAYABILITY 72%

Easy to get into, but the controls are slow and unresponsive and the collision detection is very dodgy.

LASTABILITY 65%

All of the coin-op levels are included, but the game is so annoying to play, you won't want to stay the distance.

OVERALL 67%

A potentially great conversion is let down by plodding gameplay, annoying controls and dodgy collision detection.