CARE OF YOUR GAME

Always make sure the power is off when inserting or removing the game pak from your computer. This is a highly sensitive game pak. Avoid subjecting it to extremes in temperature. Never attempt to disassemble it. Do not touch the terminal connectors or get them wet, or the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads. Use of thickeners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with our Nintendo Entertainment System (NES) and NES games. Your projection screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you play a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games. Other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

CONTENTS

RAINBOW RIDER - 4
BUBBY'S MOVES - 5
STATUS SCREEN - 5
ISLAND ACTION - 6
TREATS - 10
DANGERS - 13
WARRANTY - 14

Thank you for purchasing Rainbow Island from Taito. Before you start sliding down rainbows, read this instruction booklet. Then begin your island-hopping adventure!
Far away in the middle of the Rainbow Sea, seven islands rise from the salty water. This is where Bubby was born, not long ago, under a brilliant rainbow. Bubby has always been able to make rainbows spring from his hands just for fun. One day while Bubby and his brother Bobby were playing in the woods, Krabo, an old monster, cast an evil spell on the islanders. Bubby knew right away that only he and his rainbow magic could save his family and friends. In order to break Krabo's evil spell, Bubby must explore all seven islands and collect a big diamond from each one. This is the only way he can defeat Krabo. You must help Bubby in his mission!

HURRY BUBBY! After a certain amount of time the islands will sink and there will be no one left to save! Along the way Bubby will have many adventures and get into all kinds of trouble. You must help Bubby make decisions that could determine the fate of all the islanders. Good luck Bubby!

**RAINFOVER RIDER**

**BUBBY'S MOVES**

<table>
<thead>
<tr>
<th>Button</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A button</td>
<td>Press A to jump, or to move the screen text forward.</td>
</tr>
<tr>
<td>B button</td>
<td>Use B to make rainbows that Bubby can climb on or throw at enemies.</td>
</tr>
<tr>
<td>Start button</td>
<td>Hit start to begin play or to pause the game.</td>
</tr>
<tr>
<td>Select button</td>
<td>Bubby doesn't need this button.</td>
</tr>
</tbody>
</table>

**STATUS SCREEN**

- This number shows how many lives Bubby has left.
- Score those points! Rah!
- The first number is the island Bubby is on, the second number is the stage he's in.
- The arc shows how many big diamonds Bubby has.
ISLAND ACTION

RAINFOWS
Bubby has to fight his way through seven worlds, and in each world there are four stages. Bubby has to use all of his rainbow magic to win. Luckily he has a few tricks that Krabo and his pals don’t know about.

RAINBOW DANCE
One of Bubby's tricks is walking right over his rainbows! He uses them for climbing up or down to other levels. Bubby used to call it “Doin’ the Rainbow Dance,” and now it may save his life!

RAINBOW SMASH
Bubby can use rainbows to knock enemies off the screen. When he jumps on a rainbow, it fails. If an enemy is underneath, he’s gone! Bubby used to crack open nuts with this trick, but now it’s enemies!

RAINBOW ZAP
Rainbows are excellent for zapping enemies. Bubby just has to throw a rainbow at an enemy, and POW! He’s colored. Bubby also picks up items in the very same way with rainbows. It’s like throwing a net!

RAINBOW WALL
Enemies can’t walk through Bubby’s rainbows. So when he wants to stop them in their tracks, Bubby just throws a rainbow in their path!

RAINBOW SURPRISE
Sometimes when Bubby throws a rainbow, a special item appears. Get it! It’s worth points that’ll show on the Status Screen.
INVINCIBLE

Unfortunately, it sometimes happens that Bubby loses a life. But when he comes back, he’s ready to go, and he’s invincible! Bubby flakes the whole time he’s invincible, and any enemy he touches is history! After a while, though, it wears off, and he must continue his mission more cautiously. He has to find the seven small diamonds that are in each island. When he does, he gets one of the big diamonds that will help him undo Krabo’s terrible spell.

BONUS POINTS!

When Krabo landed on the Islands, he had lots of treasure stored in many treasure chests. Right after he cast his spell on the islanders, he hid all these treasure chests throughout the seven islands. He thought no one would ever be able to find them. But then, he didn’t know about Bubby.

GOAL IN!

Krabo hid a treasure chest at the end of each stage. They’re stuffed so full, that whenever Bubby finds one, it blows wide open! Treasure everywhere! Bubby should grab as much loot as he can to earn hundreds of points.

LIFE-UPS

Because Bubby can make rainbows, lots of special things happen to him. For example, he gets an extra life when he wins this many points:

- 30,000 points = 1 extra life
- 50,000 points = 1 extra life
- 70,000 points = 1 extra life
- 100,000 points = 1 extra life
TREATS

COMMON TREATS
Throwing rainbows takes a lot of energy, so Bubby has to keep scoring big points to keep his strength up. Treats pop up from all kinds of strange places, and then some are very ordinary. So Rainbow Zap everything around.

ORDINARY TREATS
When you zap some things, like flowers or apples, the points don't show on the screen. But they will add up on the Status Screen.

ENEMY SURPRISES
Every time Bubby collects an enemy, a wonderful treat is left behind. Try to get these treats — they're worth points!

MAGICAL TREATS
Sometimes Bubby finds Magical Treats. These treats either do something very special, or they give Bubby a new trick. Magical Treats can pop out of enemies or appear after a certain number of enemies have been defeated.

Rainbow Potion
When Bubby finds this red jar, he can throw double rainbows. Two appear instead of one!

Cross of Thunder
If Bubby gets this treat, huge lightning bolts will shoot down and zap enemies.

Star Up
This white star will give Bubby an extra life. Make it a good one!

Running Shoe
With the running shoe on, Bubby can move really fast for the rest of that life!

Stardust Rod
This rod adds a new power to Bubby's rainbows. He can dust off his enemies 16 times.

Pop Star
Jump on this yellow star, and little stars fly out of it to pop enemies they touch!
SMALL DIAMONDS

Each small diamond has its own special color, and also a letter. When Bubby spells out the word RAINBOW, he gets one big diamond. Always pick up a diamond, even if you already have that letter — it’s worth points!

If you collect all seven of these small diamonds, Bubby gets an extra life!

Try to spell RAINBOW before the end of a world to win one of the big diamonds.

Once you’ve found the seven small diamonds, NICE appears on the screen.

Stay Alert!

Bubby faces great many dangers, both from enemies and from traps that Krabo set for him. Enemies lurk everywhere, waiting to pounce, and some rooms have spikes in the ceiling and raging fires.

WeePee

Franky

Flappor

Charlie

Bugsy

Shotsy

Belcher

Each small diamond has its own color. The same color always matches the same letter.
COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer’s instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: “How to Identify and Resolve Radio-TV Interference Problems.” This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

TAITO AMERICA CORP., LIMITED WARRANTY

Taito America Corp. warrants to the original purchaser of this Taito product that this cartridge is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Taito product is sold “as is,” without expressed or implied warranty of any kind, and Taito is not liable for any losses or damages of any kind resulting from the use of this product. Taito agrees for a period of ninety (90) days to other repair or replace, at its option, free of charge, this Taito product. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Taito software product has arisen through abuse, unreasonable use, misuse or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE TAITO. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TAITO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TAITO SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.