



Rainbow Chaser

Help the Dragon to escape from his shell prison

By K. Murphy

Eggbugg, a little dragon, has had the misfortune of bumping into an evil witch whilst walking through the forest one day. As a result, he was zapped into an eggshell and banished to a far off land for eternity.

When Eggbugg arrives in this new land he manages to find a hippy wizard (Who's heavily into Saxon music), who says he can help Eggbugg escape from the shell and return home.

Before he can do this though, he requires certain items to be collected. These are: A ring of pearls, bottles of

potion, golden goblet, Wiz book, large and small crystal balls and about 55 Rainbows.

Eggbugg's task therefore, is to search the land for these items whilst avoiding all the nasties (Not an easy task!).

At the start of the game Eggbugg is given 20 stars for shooting and full stamina. Each time he shoots, his supply of stars depletes and can be replenished by collecting small stars dotted about the land. His stamina can be replenished by collecting small

hearts that he may come across. Other collectable items will increase his score.

When he collects a Rainbow, a small counter clicks up until it reaches 20. Eggbugg must at this point return to the Wizard where the Rainbows are converted into points. When all of the items and at least 55 Rainbows have been collected, Eggbugg must return once more to the Wizard where he is awarded a bonus score and a game completed sequence is activated.

Full game instructions are included on the title screen.