Creative team

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THE RETURN

Tinies are probably the most mischievous creatures in the whole galaxy. Their sense of humour is very strange – in some of them it is positively horrid. So when some rebel Tinies hid a scientific exploratory space ship on their home planet Sklumph, disaster was not far off. The furry pilots set off with the intention of invading planet Earth and setting everybody against each other! Luckily the irreparable had been only just avoided.

Now at last the ship is on its way back to Sklumph and the Tinies on board have come to their senses. But the immediate future is looking ominous...

And indeed, on arriving at the constellation of Credalis, the rebel ship's on-board computer suddenly churns out a flood of data: things are afoot on Sklumph!

A NEW RULER

While the rebels were away, the King of the Tinies had summoned together all his wise Tinies (the only Tinies capable of staying serious for more than an hour) because he wanted to bring an end to the disorder. The oldest and wisest Tiny had the solution: a machine which could transform the little fluffy creatures into sociable beings. The initial attempts were successful, and so the process of transforming the Tinies one by one began.

Not everybody was happy with this, though. Those Tinies who had the blackest sense of humour decided to resist undergoing transformation and they set off on an expedition to the King's castle to find the machine. One of these Tinies, probably the wickedest, decided to use the expedition to seize control and metamorphose his followers into hideous, stupid monsters. Drunk with power, the Wicked One had the King taken prisoner and then proclaimed himself the new sovereign of Sklumph.

The Wicked One is a certified paranoiac. He sees enemies everywhere and to protect himself from them he has had a huge machine built to metamorphose all who oppose him.

These days there are very few real Tinies left; most have been reduced to the status of mindless beings or aggressive beasts roaming around Sklumph. The King, a prisoner in his own castle, can do nothing to help his subjects. The Wicked One, sprawled on a stolen throne, chases nasty thoughts round his head.

THE MISSION

The Tinies must now return to Sklumph to end the tyrant's reign. To help them on their quest are three magic rings which were wrought in olden times by a magician. These rings have hidden powers. Each of the little creatures is normally only one colour – yellow, green, red or blue – but sometimes, in certain circumstances, they can change colour and here the rings can help. Wearing the three rings on a finger, a Tiny can take on any of these colours together with its accompanying powers.

But be careful! The Wicked One knows well the inherent abilities of his fellow-creatures and, to protect himself, he has had fields of colour put all over the place. These are energy rays which prevent the Tinies using their powers.

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THE QUEST

It is up to you and no other to guide the Tiny with the rings to complete his quest to save the King of the Tinies and overthrow the Wicked One.

OVER TO YOU!

THE QUEST

Your goal is to reach the castle and deliver the King from the usurper's clutches. First of all you must make your way through the eight regions of Sklumph. To leave each screen you must find the way out (always marked Exit).
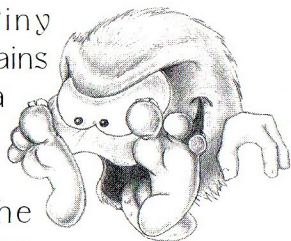
TINIES' MOVEMENTS

You can move a Tiny using a joystick or a keyboard.

- Joystick right or left/Right or left arrow key: Tiny moves sideways (in the air or on the ground).

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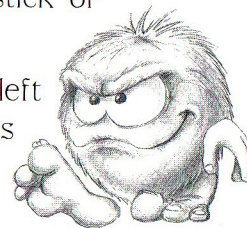
- Joystick up/Up arrow: Tiny jumps. With each jump he gains momentum and reaches a maximum height after three jumps. He can't jump unless he is in contact with the ground at the start of the jump.

- Joystick up and right or left/Up and right or left arrows: Tiny jumps diagonally.

- Fire button/Space bar: Tiny uses the power corresponding to his colour.

Please note! On the Amiga the Space Bar is replaced by the Shift key.

- Joystick down/Down arrow: If he is on a solid surface, the Tiny undergoes a transformation. Press once and the Tiny disintegrates. Now you can choose his colour by pushing the joystick right or left/pressing the right or left arrow. The Tiny is reformed by pushing the joystick up/pressing the up arrow.

All the Tinies can walk and run (on solid surfaces), swim along the surface of water (NB they cannot get out of the water unless the bank is level with the surface of the water).
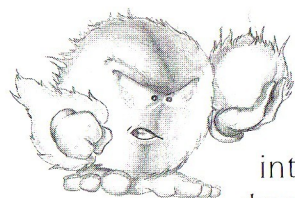
They can also push objects. Place the Tiny next to an object and walk him in the direction you want to move the object and if that object can be moved, it will be. If an object falls into water or sand, the level rises.
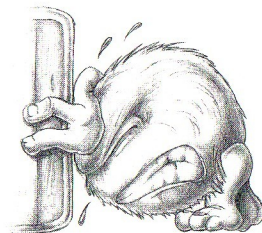
TINIES' POWERS

Each colour provides Tinies with specific abilities and powers.

YELLOW POWER

When the Tiny is yellow he can throw fireballs. Fire button/Space bar: he fires. Fireballs are of very varied intensities: the longer you hold down the Fire button/Space bar the more powerful they are.
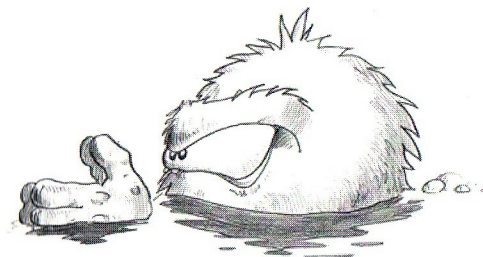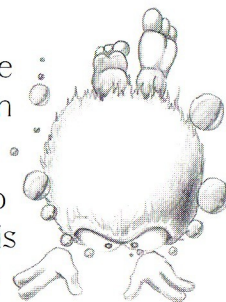
You cannot change the Tiny's position when he is preparing to fire, but he can continue in the direction he's going.

A yellow Tiny can go through flames.

BLUE POWER

When the Tiny is blue he can dive under water (joystick down/down arrow while in water).

He can also spit air bubbles (to attack enemies or make water levels rise in narrow spaces). Fire button/Space bar.

GREEN POWER

When the Tiny is green he can throw out a line and hook himself onto any object or part of the surroundings on which it is possible to walk (the ground, branches, rocks, platforms...), and also onto most flying enemies.

Fire button / Space bar **(while the line is in the air)**: Hooks the line onto an object if it is less than half the screen away from the Tiny.

Fire button and any direction/ Space bar and any direction: Hooks the line diagonally. If there is no object to hook onto in a diagonal position, the line goes for an object in a vertical position.

Fire button and any direction/Space bar and any direction when the line is already hooked: makes the line longer or shorter.

Once the line is hooked, the Tiny will be unhooked if:

- the line is cut by an enemy or by an object
- the Fire button/Space bar is released
- he knocks an object as he passes
- you switch off your machine

The Tiny can also pull some objects towards him by throwing the line onto them and then walking away from them.

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RED POWER

When the Tiny is red he gets so hungry that he can eat certain bits of the surroundings.

Fire button/Space bar: he eats bits underneath him.

Fire button and joystick right or left/Space bar and right or left arrow: he eats bits to his right or left.

TELEPORTS

Teleports are marked by little sparkling stars. Anything that goes through them is instantly teleported to another place (which is not indicated, but is always the same for each teletrip). The Tiny can push objects and even enemies through so that they are teleported away.

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COLOUR FIELDS

When the Tiny goes through one of these, he loses the power that corresponds to the colour of the field. To regain this power he must go back through the field. Each subsequent passage through the field either activates or deactivates that power.

TIPS

The Tiny is destroyed:

- if he comes into contact with a sharp object.
- if he goes through flames (except when he is yellow).
- if he falls into a bath of acid (he is dissolved).
- if the allotted time runs out (unless you are on a bonus screen).
- if he says any rude words.

The Tiny accumulates extra lives:
- by collecting 100 bonuses.
- by collecting an egg.
- by bribing the game's designers (all major credit cards accepted).

The game is saved automatically every five levels.

The Tiny can be carried along by currents of air and water. Be careful!

Bonus screens are everywhere! Find them by eating your way through to them or by blasting the place with fireballs.
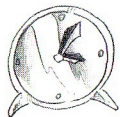
The game is longer than you think. There are always surprises with the Tinies.

GAME SCREEN

There are various points of information at the bottom of your screen (if there aren't, it's because your screen is switched off).
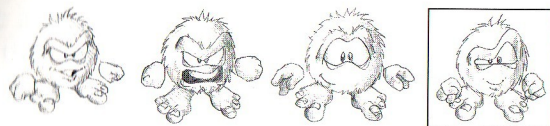
Colour selection. The options you can't choose are shown in black. The one chosen is surrounded by a box.

The amount of time you have left to find the way out.

The total number of bonuses collected.

The number of lives that the Tiny has left.

If you press D you can hide these information pointers... this makes the game considerably faster on slower machines.

REFERENCE CARD

SYSTEM REQUIREMENTS

100% IBM or 100% IBM-compatible PC
VGA monitor
DOS 3.3 or later version
Minimum memory: 571 KB

Amiga 500, 500+, 600, 1200, 2000, 3000 and 4000
PAL, NTSC and VGA monitors
Minimum memory 1 MB

INSTALLATION

IBM and 100% IBM-compatible PCs
This game must be installed on the hard disk. To do this, insert Disk 1 into the drive and type A, if the disk is in drive A, or B, if it is in drive B, then type INSTALL and follow the instructions.
To start the game initially, open the appropriate directory on the hard disk and type GO.

AMIGA

From floppy disk: Insert Disk 1 into the internal drive and switch on the computer. Alternatively the game can be started directly on inserting the disk.

KALISTO

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