

TINIES' POWERS

Each colour provides Tinies with specific abilities and powers:

Yellow Power

When the Tiny is yellow, he can shoot fireballs when the player presses the space bar. The longer the player presses the space bar, the more powerful the fireballs will be. 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 underwater (down)
He can also send out air balls (to attack his enemies) by pressing the 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.

Space bar (in air): Attaches the string to an object in the scenery (if it is located less than a half screen away from the Tiny).

Space bar and a direction: Attaches the string diagonally. S'il n'y a pas d'objet accrochable en diagonale, le fil tentera de s'accrocher à la verticale.

Space bar and up or down keys when the string is already attached: lengthens or shortens the string.

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

- The line is cut by an enemy or by an object
- The space bar is released
- He knocks an object as he passes
- You switch off your machine

The Tiny can also pull certain objects towards him by lassoing them (pressing the space bar once in proximity of the object) and then walking in the opposite direction.

Red Power

When the Tiny is red he gets so hungry that he can eat certain bits of the surroundings.
Space bar: eat the scenery beneath him.
Space bar and left or right keys: eat the scenery to the left or the right.

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.

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.