

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.

Your goal is to make it to the level's exit (which is indicated by an "exit" sign).