MOVING THE TINIES

You can move your Tiny with the keyboard keys (use the "KEYBOARD CONFIGURATION" command in the "OPTIONS" menu to personalise your keyboard commands). The game can also be played with a "MacEnjoy" type joystick adapter.

• Right or left: Tiny moves sideways (in the air or on the ground).

• Up: 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.

• Upper right or left: Tiny jumps diagonally.

• Down: If he is on a solid surface, the Tiny undergoes a transformation. Press once and the Tiny disintegrates. The player can then choose his or her colour by moving to the left or right. You can reassemble it by moving up or pressing the Space Bar.

• Space bar: Tiny uses the power corresponding to his colour.

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.

OTHER COMMANDS

During the game
⛺1: Changes the screen's resolution to 320x200 pixels
⛺2: Zooms in on the game screen (factor of 2)
⛺3: Displays all the lines
⛺4: Displays 1 line   out of 2.

⛺Q: Quits the game
⛺P: Pause (press ⛺P to restart the action). The player can access the menu bar and change certain parameters during the pause.

During the pause:
⛏I: Access the "DISPLAY" menu
⛏S: Access the "SOUND AND MUSIC" menu
⛏K: Access the "KEYBOARD CONFIGURATION" menu