

LITTLE PUFF

IN DRAGONLAND

AMSTRAD
464/664/6128



CARTOON
TIME



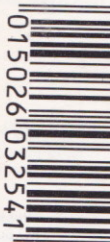
Help **Little Puff** back home, he's lost! Explore dark caves, dodge the Evil Spiders and Giant Bird's Eggs. **Breathe fire!** Avoid Sea Serpents, Hornets, Electro-Charged Zappers, and more!



"Fun and puzzles galore – **if you liked the Dizzy Games** you'll love this!"



CARTOON TIME



Little Puff's Mum had told him not to wander too far from home. But one day he couldn't resist the temptation to go off and explore the mysterious world that lay beyond Dragon Land. After a while he was hungry – but he was too little, and not fierce enough to catch anything, so he ran huffing and puffing his way back home for dinner. But his way was blocked by a ferocious guard demanding a pass. What could Puff do – he had no pass! This is where you come in . . .

. . . you must help Puff find the 4 parts to the pass, avoiding the hazards that confront him at every turn – and guide him safely back home!

*"The fun
starts here"*



LOADING: on the 464 type **RUN** (ENTER)
on the 664/6128 type: **TAPE(ENTER)RUN** (ENTER)

FRANKENSTEIN

Jnr.

ALSO
AVAILABLE



COLLECTORS
1
EDITION

**CARTOON
TIME**

Olli & Lissa 3

ALSO
AVAILABLE



**CARTOON
TIME**

AMSTRAD
464/664/6128

LITTLE PUFF

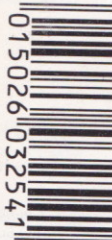
3254

POP



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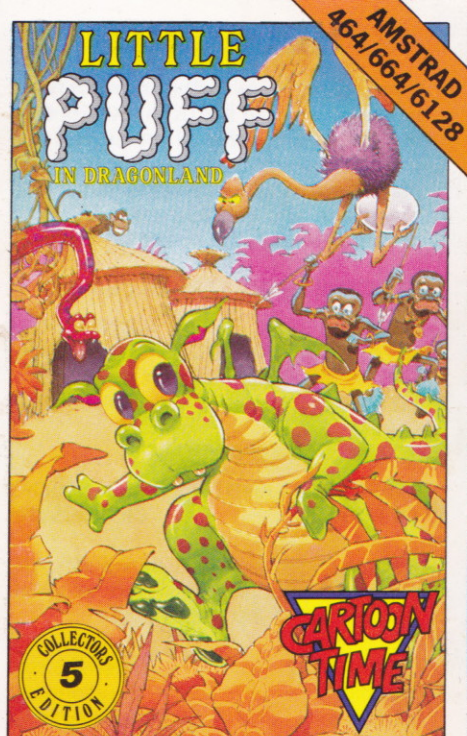
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LITTLE
PUFF

3254



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