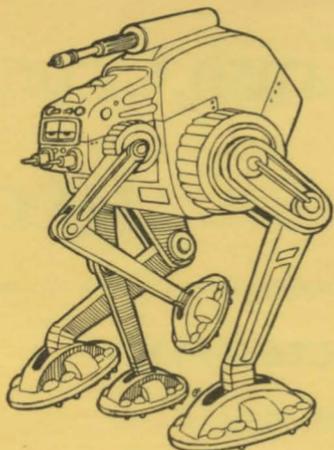


# MECHISMO



Mechismo looked around. Where were the key buildings it was supposed to destroy, the significant symbols of the native race—the obelisk, the five-sided torus, the white building, the golden arches? There was nothing in sight but a few roads, two bridges, a lot of water, some quite insignificant low buildings, and the usual irrational native lifeforms.

Typical Krell planning.

Consulting its internal compass and comparing it with pre-programmed maps of the area, it discovered the large torus, the Pentagon—make that Pentagon—not far to the southwest. A good place to start.

But first, its laser sights locked onto a vehicle speeding away. The flickering annihilator beam flashed out, missing the car by approximately seventeen thousandths of its diameter. Swivelling its head, Mechismo fired again, and the vehicle became a dusty cloud of dispersing atoms. It was harmless, of course, but there was nothing like a moving target for recalibrating the instrumentation after a rough landing. Turning, it vaporized a disorganized crowd of fleeing lifeforms. Excellent.

Following the roadway, it clanked its way west before turning south between the rows of buildings. It would be inefficient—quite illogical, really—to let the opportunity go to waste. Blazing fire at just those points most likely to cause the flames to spread to surrounding areas, it continued along its way, the perfect destructive device.

On to the Pentacle. Pinnacle. Whatever.

\* \* \*

The key to playing Mechismo is remembering that you do not get hungry and cannot go berserk. You need not waste time and energy chasing food, because you need not—cannot—eat. You have no need to spare something potentially edible. Your policy is a simple one: if it moves, blast it. If it doesn't move, blast it, anyway.

Unlike other monsters, you do best to locate an attractive area and *stay there* until it is levelled. Get into a corner with, preferably, some covering buildings at your back and good lines of fire, and blast any human units as soon as they appear. When none are around, destroy buildings.

Since Mechismo is always under your control, power plants are not a problem, but watch out for Mad Scientists. Flee if you see one, or zap it from a distance, for it is your nemesis.

# Crush, Crumble and Chomp!

## MECHISMO

<b>COMMAND</b>	<b>MEANING</b>
<b>R</b> Right	Turn right (90°)
<b>L</b> Left	Turn left (90°)
<b>H</b> Head	Turn head left/right 30° (aims <b>A</b> , <b>Z</b> , & <b>B</b> )
<b>N</b> Nothing	Do nothing (skip to end of turn)
<b>M</b> Move	Move 1 square forward
<b>C</b> Crumble	Demolish the building/bridge in (the square in) front of you
<b>S</b> Stomp	Stomp on units and/or buildings in your square
<b>A</b> Atomize	Attack buildings and/or units with destructive ray
<b>Z</b> Zap	Attack (with ray beam) flying units from the ground
<b>B</b> Breathe Fire	Set fire to unit and/or building your head is facing
<b>Q</b> Quit	Stop the game (temporarily or permanently)
<b>#</b> Number (of points)	Check your current score

### **NOTES:**

*Mechismo does not get hungry. It is also not very agile.*