



MANTRA

With a surge of its mighty wings, Mantra was airborne. A knot of startled fishermen started to flee, but Mantra banked and was upon them before they had gone a block. Swooping down, it seized them in its great beak, gulped, and belched. It hadn't really been hungry, but it could not resist so tempting a tidbit.

Regaining altitude, it circled lazily about, but the waters of Tokyo Bay, normally swarming with life, were for some reason empty. It headed west, where Tokyo Tower beckoned.

The structure was too strong to batter with its beak, strike with its wings, or tear with its clawed feet, but Mantra had another weapon—fire—that never failed.

As Mantra watched the tall tower burn, aroused insects swarmed. Again Mantra opened its beak. The cry was silent, but a flying thing fell flaming, and some of the creatures on the ground stopped scurrying.

Another flying thing approached, but Mantra's attention was on the nasty, hard-shelled things, the noisy ones that stung the most. They resisted the unheard scream, but they would burn.

The flyer drew recklessly close. Then, abruptly, it struck.

EEE-ARGGH! The scream rang across the heavens, as Mantra felt the touch of icy cold deep within, where it had never felt cold before. It screamed again silently, and the flying thing plunged to earth, but it was too late, too late . . .

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Mantra is among the most enjoyable but most challenging of monsters. Normally, you should get airborne at once and stay there. You aren't strong enough to Crumble and Stomp effectively; fire is your weapon.

The best course for maximum destruction is a strafing run: tilt your head, fly parallel to a line of buildings, and burn them as you pass. Without leaving the area, circle around for another pass at a different line of buildings. Give the fires time to spread, but use your mobility to get away at the first sign of heavy opposition.

Breathing fire does make you hungry. You can get food on the fly, especially if you can follow a mob down a long street. If you miss your mark, and there are side streets, you may find yourself endlessly flying around in circles after them.

You can, of course, do many things while you are flying. If you wish only to fly, typing **N** will move you quickly along. (Remember that **M** will only move you on the ground.)

Crush, Crumble and Chomp!

MANTRA

COMMAND	MEANING
R Right	Turn right (90°)
L Left	Turn left (90°)
H Head	Turn head left/right 30° (aims B)
N Nothing	Do nothing (skip to end of turn)
M Move	Move 1 square forward
J Jump	Jump 2 squares forward (onto/over buildings)
F Fly	Take off or Land
G Grab	Grab the human unit in the square in front of you
E Eat	Eat the unit in your beak (paw)
C Crumble	Demolish the building/bridge in (the square in) front of you
S Stomp	Stomp on units and/or buildings in your square
T Tail	Lash about with your tail, attacking the unit directly behind you
U Ultrasonic Scream	Emit a destructive scream that may eliminate nearby units
B Breathe Fire	Set fire to unit and/or building your head is facing
I Immolate	Set fire to all surrounding units and buildings (but get burned in the process)
Q Quit	Stop the game (temporarily or permanently)
# Number (of points)	Check your current score

NOTES:

Mantra has a weak Crumble (**C**) command, because its body lacks heft. Mantra is the only monster that can fly.