MASH, MANGLE, MUNCH!

## a computer science project

# THE MANUAL!

D Oberle

MASH, MANGLE, MUNCH!

Play as a giant monster as you stomp on tanks, throw cars into buildings and swat news helicopters out of the air.

Your monster set includes:

King Clunk: the result of genetic experiments gone wrong, King Clunk is a giant ape that ended up as a circus exhibit. Tired of his tormenters, King Clunk escaped from his captors to wreak havoc on the metropolis. Clunk is the fastest of the monsters and can pick up cars and buses to use as projectile weapons against enemy units or buildings. Being ambidextrous, King Clunk can grab, hold, and throw enemy units with both hands. He can't swim very well and will start to drown if in the water too long. Crowds of people offer the best nutrients to keep him going and regain health, but a car, news helicopter or bus will do in a pinch.
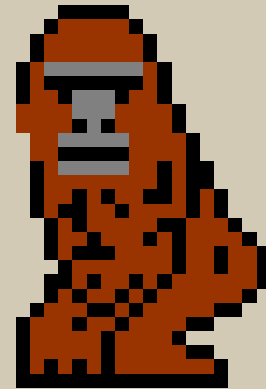
Gobzilly: awakened from her ancient slumber from the bottom of the sea, Gobzilly is a menace from a past long gone. Slow on land, fast in the water and with destruction on her mind, Gobzilly can breathe fire to destroy enemy units or light structures ablaze. Food will only curb her appetite and not restore health. Only the water can regenerate her if she is not weakened from hunger. Gobzilly is best served by sticking close to the water and knowing when to retreat.
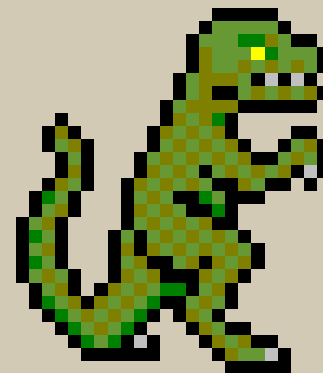
Boobootron: a robotic visitor from another world, Boobootron is lost, confused, and growing more irritated by the minute. It has a powerful death ray that can rotate in any direction and is well adept at stomping on buildings. But far removed from its home world and core power-source, Boobootron is losing energy by the moment. It can only regain energy by absorbing power stations, electrical towers, and trains.
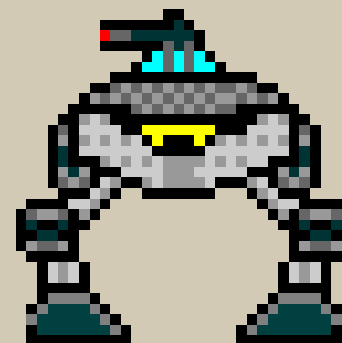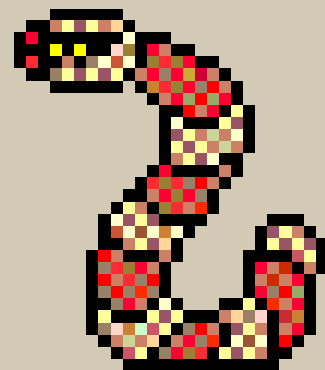
WoeMantis: oil-drillers on a newly discovered island found the WoeMantis nest and stole her eggs. Mom is now out on a frantic mission to find her children and wreck anything that gets in her way. The WoeMantis is fast, can fly, and has a powerful shriek that can stun ground enemies. But the WoeMantis is much more vulnerable to projectile and explosive attacks, and she can't swim very well. While the WoeMantis does not have much stomp ability, she lands with a powerful thud and can easily stun and capture food. The jump button can be used to take off in flight as well as land on the ground. Be careful in flight - while it is a fast way to get around, all armed units will be able to see and shoot at you while in the air.
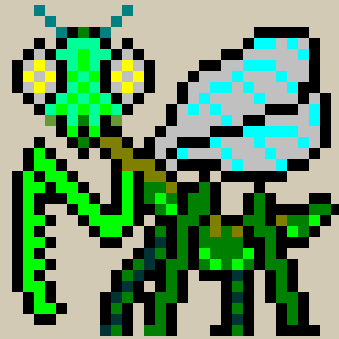
The Blop: the offspring of the Bird Flu and the Superbug, the Blop was disposed of by the CDC in a vat of toxic waste. Growing to enormous size with an insatiable appetite, the amorphous mass is out to punish its makers. The Blop leaves a trail of toxic sludge wherever it goes, so it must be careful when making tracks. It can trap victims to eat, but lay waste to too much space and the food will never come back. If the Blop is at full health, it can split into two but at the expense of damaging itself. If it gets close enough to its twin, it can recombine into a single monster to regain health.
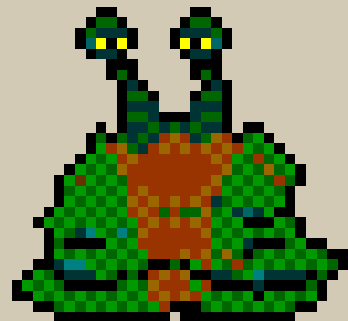
Wormoid: while fracking for natural gas, the Shadow Government Energy Conglomerate (SGEC) disturbed the subterranean nest of Wormoid. Agitated by the noise pollution from SGEC's drilling and pounding, Wormoid is out to silence her noisy neighbors upstairs. Wormoid can not jump, but she sure can dig: rendering her invisible to unsuspecting civilians or the pesky military machines. But be careful not to dig under electrical towers, gas stations or water: Wormoid can't swim and is vulnerable to electricity and fire. Wormoid has no arms, but she can spit a sticky web to trap food for later. Her web has another nifty function: chain a web between two close towers to create a trap for low-flying aircraft.

KEYBOARD CONTROLS (tap keys - do not hold down):

movement: Arrow keys (up, left, down, right) or W,A,S,D if there is not a 2nd player. You may also move the mouse in a location relative to where you want to move the monster. When the cursor is close to the monster, it changes the direction the monster is facing. Moving the cursor further away and the monster will walk in that direction. Put the mouse in motion for the monster to move.

shoot/throw: Enter or mouse left click (this will split the Blop if it is at full health or recombine them if they are close enough).

eat: Shift. You need to have grabbed some kind of NPC to be able to eat.

grab: Ctrl. This is how you do the grabbing so that you can eat (see above).

jump/stomp: Space or mouse right click. You cannot stomp or jump while moving.

turn head: <, > (turn head left, turn head right), or use the center mouse-wheel.

shoot air targets: Space + Enter to jump, then shoot while at the peak of your jump.

quit: Esc to back out to the main menu or quit from the main menu.

pause: p if you need a break from the furious action to catch your breath.

toggle map/keys: m   You can see the key assignments to control the player, or toggle a map. In the map, the red dot represents where you are with respect to the 9 grid panels. Gray areas represent dense city, green areas are suburbs. Rivers, beaches, and railroad tracks are marked, and landmarks are shown with a white "L". The grid block will darken when an area has so much damage it is no longer habitable.

increase game speed:]   (right brace)

decrease game speed: [(left brace)

increase screen size: +   (plus)

decrease screen size: -   (minus)

A second player can join as another monster.

toggle Player 2 partner:	1 A second player can join in as another monster to help you destroy the city or to fight you, or both! In MONSTER MASH and EARTH INVADERS modes, this will remove the possibility of getting on the high score table.
p2 movement:	W,A,S,D (up, left, down, right). Player 1 will move to the ARROW-keys when Player 2 joins.
p2 shoot/throw:	C
p2 eat:	E
p2 grab:	G
p2 jump/stomp:	T
p2 turn head:	Z,X (turn head left, turn head right)
p2 shoot air targets:	T + C

A second player can join as a vehicle to try to stop the Player 1 monster in MONSTER MASH or help the Player 1 vehicle in CITY SAVER mode.

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toggle player 2 vehicle:	2 In CITY SAVER mode, this will remove the possibility of getting on the high score table.
p2 movement:	W,A,S,D (up, left, down, right). Player 1 uses the ARROW-keys.
p2 fire:	C
p2 rotate cannon:	Z,X (rotate left, rotate right)

You can add another AI monster as well.

toggle AI monster:	3 In MONSTER MASH, this will remove the possibility of getting on the high score table.
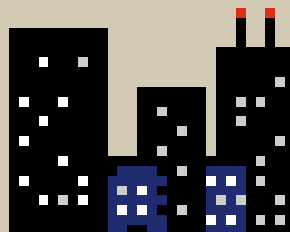
More potent enemy units will appear as more damage is done and the threat level increases. Responders include: Local police, National Guard, the Army, and the Government. When the government gets involved, they can approve the use of the atomic bomb to stop the monster. If a black bomber appears, you must strike it down before it reaches the end of the grid or escape to another grid to survive before the next bombing run.

Some units cannot see you if you are hiding behind buildings. Destroying all of them may not serve you well all the time. The artillery cannon, aircraft, coast guard gunboat, mobile missile launcher and destroyer are tracking your location: buildings will not hide you from them. You can also use buildings to help absorb incoming fire from missiles and artillery shells.

The wind direction can affect the spread of fires, so mind the wind to maximize damage. Destroying a water tower will send a gush of liquid that will extinguish any adjacent fires.

Use your ability to turn your head to move one way and shoot another. This is a great way to deal damage to enemy units while avoiding incoming fire. Take care of firetrucks early before they undo your hard work. (All due respect to real-life first responders.)

Grabbing a cluster of running civilians can be tricky: there is a chance you will smash them in the attempt. The safest way to grab a crowd or a car is to grab them from behind as they are running away from you. Consider saving some of the food you pick up to eat for later. Having a few army troops in one claw can come in handy when injured or weakened.

King Clunk has an advantage in that he can hold crowds and vehicles in both hands. The Blop has an advantage in that it can reach and eat almost anything.

Each map will include a landmark structure: destroying it will deal massive property value damage but immediately raise the threat response. Prebuilt maps might contain several landmarks. Likewise, there may be a fuel depot and gas stations that will explode if damaged too heavily. Try to avoid stomping on them. There is a chance that the world will include specialty areas, like suburbs, a carnival, or a casino district.

Prebuilt cities include Las Vegas, London, New York, St Louis, Chicago, Seattle, and DC.

Enemy units:

Threat response: ?

CROWD civilian: all they can do is run and provide nutrients for the monster.

CYCLE civilian: the motorcycle is the fastest of the ground units.

CAR civilian: good for a snack and can be used as a projectile for King-Clunk.

CAR bus: also Clunk projectile ammo and more nutrients when eaten.

CAR firetruck: often dispatched when there is a fire and puts them out. The firetruck can also hose away Blop-glop from the streets to boot.

AIR newscopter: in their effort to get a good picture for the papers, newscopters fly just low enough to grab.

AIR civilian: slow enough for The-Blop to catch.

BOAT civilian: yuppie nibblets for monsters that can swim.

Threat response: Local Police

CYCLE police: a police officer on a motorcycle with a gun. What else would you expect?
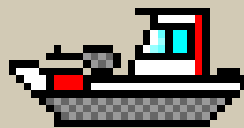
CAR police: slower than Ponch and John, but will pepper you with more bullets.

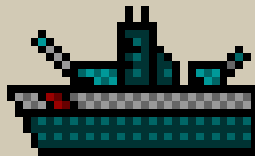Threat response: National Guard

CAR jeep: it has a rotating, mounted machinegun in the back.

CROWD troops: delicious, but deadly. They will not be shy about shooting at you.

BOAT coastguard: they are tracking your movements, and have a hefty, mounted gun on the bridge.

Threat level: US Military

TANK tank: slow moving with a rotating cannon and powerful shells.

AIR fighter: fast with stinging missiles. The fighter jet can see you with its radar when you are hiding behind buildings.

BOAT destroyer: also tracks your movements so you can't hide long behind buildings. The destroyer's shells can pass over the skyline to drop on your location.

Threat level: Global Threat

TANK flame: this tank is equipped with a flame thrower. Quite unpleasant.

TANK artillery: artillery shells are lobbed up higher to pass over buildings and on to you.

TANK missile: very slow but fires high-yield rockets that have a wide radius damage.

AIR bomber   if it lines up its bombing run correctly, you will want to get out of its way quickly. Position yourself in the same row or column as its bombing-run to help you clear city blocks so long as you are far enough away from the blasts.

AIR nukebomber: approved to drop an Atomic Bomb on you. Take it out or run before it completes its bombing run, or escape to an adjacent map area.
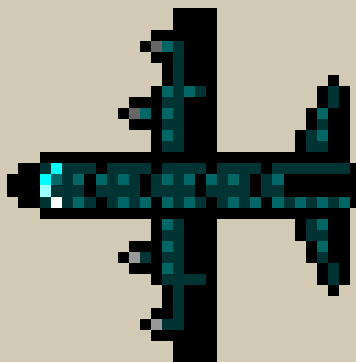
ALTERNATE GAME MODES

BOMBER DODGER: the cities have been evacuated, and the military is taking a last-ditch effort to stop the monster. A round-the-clock bombing of the city has begun - how long can you survive?

CITY SAVER: the tables are turned, and now you are a member of the military. Stop the monsters and save the city. You only have one city zone to protect, but with every building that a monster destroys, the city's property value decreases.

EARTH INVADERS: waves of pesky vehicles close in from the North. Hold your ground on the South side of town for as long as you can.

DIFFICULTY LEVELS

EASY: For MONSTER MASH and BOMBER DODGER, render 1 entire city zone uninhabitable.

               For CITY SAVER mode, fight one monster.

               For EARTH INVADERS, vehicles start slow.

MEDIUM: For MONSTER MASH and BOMBER DODGER, render 4 city zones uninhabitable.

               FOR CITY SAVER, fight 2 monsters.

               For EARTH INVADERS, vehicles start at normal speed.

HARD: For MONSTER MASH and BOMBER DODGER, render 6 city zones uninhabitable.

               For CITY SAVER, fight 3 monsters.

               For EARTH INVADERS, vehicles move briskly.

NIGHTMARE: For MONSTER MASH and BOMBER DODGER, render ALL 9 city zones uninhabitable. This is the ultimate prize: the Holy Grail of monsters everywhere.

               For CITY SAVER, fight 4 monsters.

               For EARTH INVADERS, vehicles move very fast.

THE END IS NIGH!

Mash, Mangle and Munch! is heavily inspired by Crush, Crumble and Chomp! by Automated Simulations/Epyx games, 1981, 1983.

https://en.wikipedia.org/wiki/Crush,_Crumble_and_Chomp