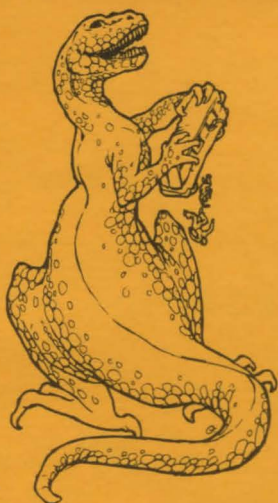


# GOSHILLA

Half of Tokyo was a radioactive ruin, but the ache of hunger in Goshilla's belly was like a living thing gnawing at its vitals. The giant saurian craved food; its body demanded nourishment to continue the work of destruction.



The brightly colored, hard-shelled things that honked and smoked but did not sting were dead or fled—too fast to catch. The soft, tasty things Goshilla could grab—sometimes—were gone, too. All that remained were the pesky flyers and the noisy, hard-shelled things that stung instead of running away. Goshilla regretted atomizing the last one in sight.

Famished, it lumbered on.

A flying thing whirred near. It wasn't even a mouthful, but Goshilla would take it. Or try. A mighty paw grabbed—and missed. ARGH. It stung, too. Again and again, claws clenched air, as the flyer circled just out of reach. The stinging grew worse.

Annoyed, Goshilla turned its head, opened its mouth, and let loose a bolt of destructive energy that missed the whirring flyer and rocked a distant building. Its head raised higher, and a second bolt dissipated harmlessly into the blue. The third hit: **zap!** The buzzing ceased; the stinging stopped; the flyer was gone.

But Goshilla was now ravenous, nearly blind with hunger. Something moved in the distance, and brute instincts took over. Berserkly it charged, seeking food.

On and on it stumbled, coming out of the blind haze only to go berserk again before food could be found and caught. Abruptly, a shape loomed ahead. A tiny voice of distant recognition seemed to shriek inside its brain: *No! Not the power plant!*

Unheeding, Goshilla plunged on.

\* \* \*

Hunger is your biggest problem as Goshilla. You get hungry fairly quickly, especially when using your atomizing breath. Nor are you fast enough to run down your prey easily. You must secure food before your hunger becomes acute, or risk going berserk.

You can use your trail of contamination to level structures by walking on low buildings and jumping onto skyscrapers. You can block roads and fence in food in much the same way.

You will have to fight a tendency to linger too long in one area, which only attracts tanks and artillery. Travel by river as much as possible: it's faster than walking, and it reduces the possibility of human attack.

# Crush, Crumble and Chomp!

## GOSHILLA

<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 &amp; Z</b> )
<b>N</b> Nothing	Do nothing (skip to end of turn)
<b>M</b> Move	Move 1 square forward
<b>J</b> Jump	Jump 2 squares forward (onto/over buildings)
<b>D</b> Descend (Dive)	Descend and move subsurface (up to 5 spaces)
<b>N</b>	North
<b>E</b>	East
<b>S</b>	South
<b>W</b>	West
<b>U</b>	Up to surface
<b>G</b> Grab	Grab the human unit in the square in front of you
<b>E</b> Eat	Eat the unit in your paw
<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>T</b> Tail	Lash about with your tail, attacking the unit directly behind you
<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>Q</b> Quit	Stop the game (temporarily or permanently)
<b>#</b> Number (of points)	Check your current score

### **NOTES:**

Goshilla leaves a trail of corrosive radioactive waste in its wake.  
Goshilla can swim!