

Mech 64

Game manual English version

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Introduction

In a distant future humanity struggles to survive an alien invasion.

The weapon that proved to be so far the most effective are the Mechs, massive powerful robots driven by artificial intelligence or skilled human pilots.

Your mission is to launch the decisive attack on these evil creatures after gathering the most sophisticated Mechs and the best known pilots.

Good luck...

Start the game

1. Turn on/reset your Commodore 64
2. Insert the Mech 64 floppy disk in the disk drive. If you have more drives, use drive with id 8, which normally is the first drive in the serial chain.
3. Digit **LOAD "MECH 64",8** and press **RETURN**
4. After loading is completed (return of the prompt **READY.**) digit **RUN** and press **RETURN**: the game will automatically continue loading and then will start.

Game Basics

Mech 64 is a turn-based strategic game. It is organized in missions, each of them composed by 10 sectors and each sector deploys in 10 turns to play. That means you will have 10 turns available to achieve the targets assigned for every sector.

You play controlling two different mechs. There are different mech models available in the game, each with specific characteristics. They are also customizable with additional equipment.

Mechs can be driven by A.I. robots, with no particular benefit, or by human pilots, who are much better: every pilot starts with a particular skill, that somehow increases the power of the driven mech or gives a general benefit in the gameplay.

Moreover, human pilots gain more experience killing aliens, growing up in level. And every new acquired level gives another random special skill.

Every pilot starts with level 1 and can reach the maximum level of 4.

A.I. robots never grow in experience.

You can choose your two mech models at the beginning of each new mission and will have to use them for all the 10 sectors, until the end of that mission.

Differently, mechs maintenance, customization and pilots assignment can be done after completing each single sector.

If a mech driven by a human pilot breaks down, the pilot is wounded and will become available again only for the next mission.

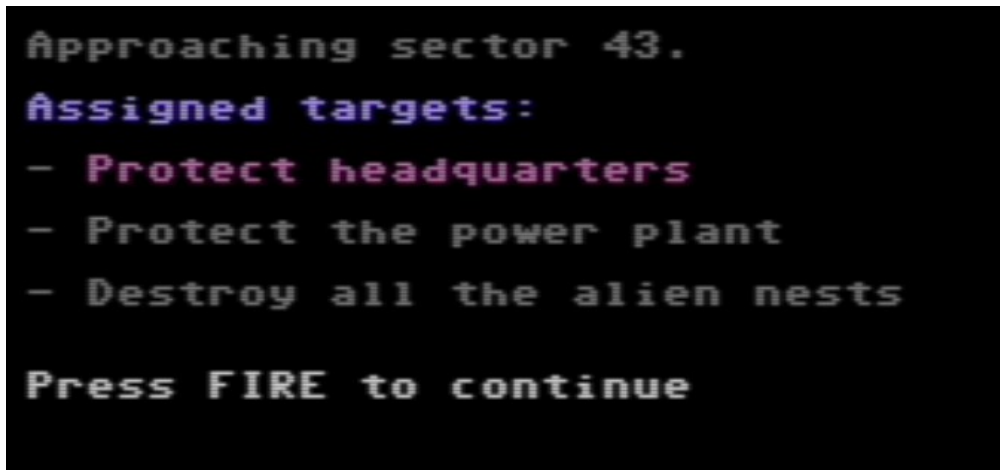
The mech instead will become available again sooner in the next sector... but never break both your mechs in the same sector, otherwise the game will end !

Why Achieve Assigned Targets ?

In every sector of a mission, different targets to achieve will be assigned to you.

Trying to achieve targets is important for two reasons:

- achieving **all** the targets assigned in a sector gives an experience bonus for each human pilot playing that sector, so your pilots would grow up faster to acquire a new level and a new skills.
- some specific targets are of key importance to complete the game; they are highlighted in purple color.



Picture A: Example of target assignment for a sector. The one highlighted in purple is a key goal to complete the game.

How to Win the Game ?

Unblock all the mech models (8) and all the pilots (8) available in the game, by achieving specific targets. After doing that, at the end of the current mission you will face the final battle.

How to Lose the Game ?

There are two conditions that make you lose the game:

- if both mechs are broken down in a sector.
- if all the housings of sector are destroyed; so always pay attention to protect housings even if it is not an explicitly assigned target.

The Main Menu

From it you can chose the following options:

- NEW GAME** Start a new game. You will be asked to choose a profile name, through which your progress will be automatically saved during the game: remember this name in order to load and restore your condition afterwards.
- CURRENT GAME** Get back to the game you were playing, assuming a game was in progress.
- LOAD GAME** Load a previously played game: you will have to enter the corresponding profile name.
- OPTIONS** Acces another menu that lets you:
- shift the controlling joystick port
 - change the disk drive to save and load your profiles, assuming more disk drives are detected.

Mechs and Aliens Features

- MOVEMENT** This value (symbolized by a purple tile) determines how many tiles the mech or alien can move within the sector in one turn.
- Most of them can move only horizontally or vertically (if diagonally, a x marks this skill) and can not move on flooded areas.
- DAMAGE** When shooting against an enemy, this value (symbolized by an orange bullet) determines the amount of damage received by the enemy, which will be subtracted from its remaining Resistance points.
- Warning:** Damage does not apply for buildings: if shoted, the probability for a building to collapse is determined by its defence %.
- RESISTANCE** This value (symbolized by a green shield) determines how much Damage has to be received to break down (for mechs) or be killed (for aliens). It is decreased of the amount of the attacker Damage value every time the mech or alien are hit. So beware not making it reach 0 for your mechs.
- Resistance of mechs can be restored selecting the REPAIR action (see specific section in the control panel explanation) and even some aliens can heal themselves.
- OUTFIT** **This feature applies only to mechs** and describes any mounted additional equipment. Several different equipments can be made available during the gameplay... discover how to.
- Using the additional equipment will require extra energy for the mech, that can be provided by generators.

GENERATORS This feature applies only to mechs and indicates how many generators are installed (symbolized by a red battery). Each use of the additional equipment (OUTFIT) consumes 1 generator, that is then wasted after use, decreasing this value.

The Mech Management Panel

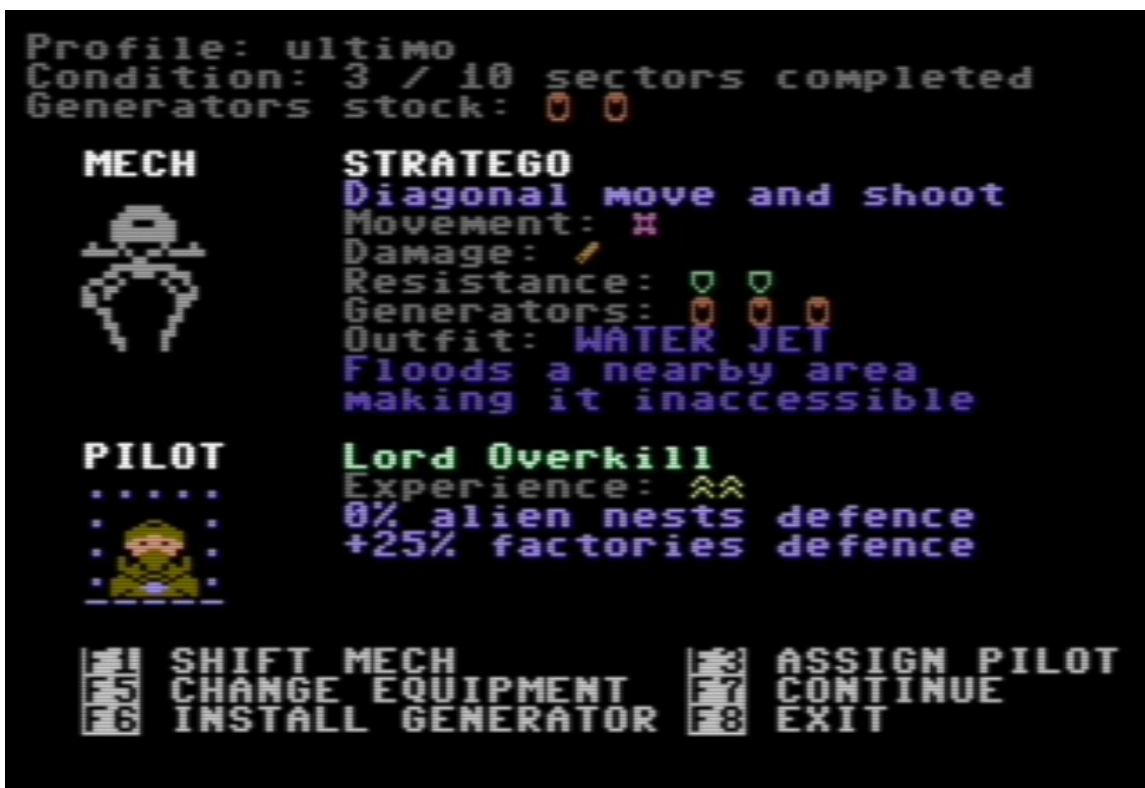
This panel summarizes your state in the game and it is the interface to customize your mechs and prepare them for the next sector.

At its top it shows your profile name and your current condition, that is how many sectors you completed in the current mission or if you are at your home base waiting to undertake a new mission. Remember: when you are at base the previously wounded pilots become available again.

Possibly, if you have spare generators in your stock (that means ready to be installed in your mechs), that amount is shown.

Then are shown the name of your mech model, its specific characteristic, the common features (Movement, Damage, Resistance), the installed generators and the eventual mounted special equipment (Outfit).

Then are the name and picture of the assigned pilot, his/her experience level (symbolized by a yellow grade) and the special acquired skills.



Picture B: The mech management panel, showing one of your two mechs and its pilot.

At the bottom of the panel all the available actions with corresponding function keys are displayed:

SHIFT MECH	Change the focus to the other mech.
ASSIGN PILOT	Shift along the list of the available pilots and assign him/her to the mech.
CHANGE EQUIPMENT	Mount or unmount along the list of the available special equipment.
INSTALL GENERATOR	Install a new generator in your mech, taking it from your generators stock. This action is not reversible: once a generator is installed, it can not be uninstalled, only used.
CONTINUE	After preparing your mech, choose this option to go the next sector.
EXIT	It takes you to the game main menu (to come back afterwards choose CURRENT GAME option).

The Control Panel

This is the main game interface, by which you can control your mechs.

At the upper side, the turn counter or other information are displayed, in the middle there is the map of the visited sector and at the bottom there are the values of your mechs (Movement, Damage, Resistance, installed generators and other symbolic info) and the actions they can perform.

First of all, **move the joystick right and left to shift the control between the two mechs**: there is no specific order to use your mechs.

When a mech is selected, its pilot's face is shown and by **moving the joystick up and down you can choose among the actions**.

To perform an action press fire button: a frame will appear to select the tile where to perform that action.

To cancel the chosen action, press fire button on a tile not allowed for that action or on the mech itself.

MOVE This action moves the mech within the sector according to its Movement value and characteristics.

Most of the mechs can move only horizontally or vertically (not diagonally) and can not move on flooded areas.

After moving, a mech can always perform another action or you can shift the control to the other mech.



Picture C: The control panel. Note that the mech on the left mounts a special equipment (Water Jet) so the additional action appears among its choices.

SHOOT

Use this option to shoot against an adjacent alien or building. Most of the mechs (and aliens) can shoot only horizontally or vertically (not diagonally, unless marked with a x).

If an alien is shot, the amount of the mech's Damage will be subtracted from the alien's Resistance, possibly killing it. If a building is shot, it may randomly collapse or not, according to its defence %.

Warning: after shooting, the mech's turn always ends, shifting the control to the other mech or, if already used, passing the turn to the aliens.

SCAN

Use the radar scanner to get information about the framed object on the map: info will be displayed at the top of the screen. It is useful to know buildings functions and to see the aliens values and features before approaching them.

Unlike the other actions, **there is no limit for SCAN actions in a turn**, until you skip or end the turn by other actions.

REPAIR/SKIP

This action skips the turn for the mech, passing it to the other mech or to the aliens. If needed, a reparation is performed on your mech restoring 1 point of Resistance.

SPECIAL

If a special equipment is mounted on your mech, its name will appear as an additional action and the effect is to use it, consuming 1 installed generator. If no generator is available, this action will not work.

Warning: using this action is alternative to SHOOT and it will end the mech turn alike.

Fire and Ice Effects

Some aliens, instead of performing a normal attack, can set your mechs on fire or freeze them.

If a mech is on fire, when selected it appears red instead of white and will receive a double damage if shot (i.e. like the attacker had a doubled Damage value). By the REPAIR action the mech can recover from this condition.

Aliens on fire can not recover from this condition, but some of them are anyway immune to fire.

If a mech is freezed, when selected it appears cyan instead of white and it can not perform any action except for SCAN or REPAIR. The REPAIR action recovers from this condition and the mech will be able to perform other actions in the next turn.

Aliens may randomly recover from freezed condition. Some of them are also immune to freeze.

Notes

Mech 64 was made by Roberto Sandri, it is absolutely freeware and shareware (...guess why).

In gratitude for the efforts made, please do not remove the references to the author, otherwise remember him in the event of any intestinal discomfort.

Comments and bug reports are welcome to rs2809@yahoo.it.

Enjoy !