

Mechanimals – Spudwink

What are mechanimals?

Mechanimals are mechanical, robotic pets who act as servants to humans. They were originally designed by John Hartman to do jobs that make life easier for humans such as cooking, cleaning and driving. Each mechanimal has its own personality and special skills.

Spudwink

Spudwink

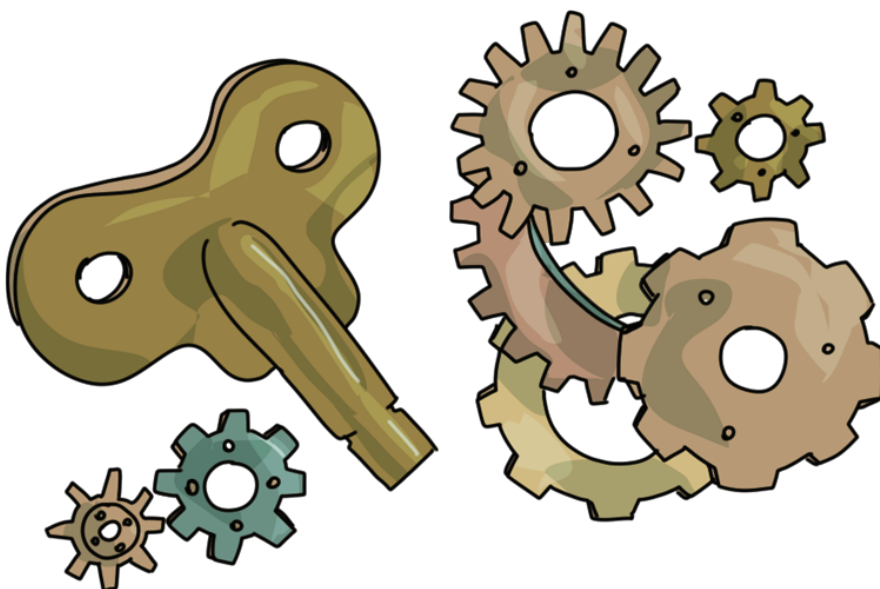
Appearance

Spudwink is a playful, yet useful, fire-breathing dragon-like animal. Vibrant, shiny, green skin covers his mechanics, and he stands at just 25cm tall. On its back, the mechanimal has strong wings, which allow him to zip around the house and weave in and out at incredible speeds. His key – used for winding him up – is attached to the left underside of his wing. This causes a slight imbalance, often leading Spudwink to fly around in circles! The mechanimal has a large snout and nostrils, which are perfect for breathing fire.



How does it work?

Spudwink is a clockwork mechanical, which means in order for him to work, it is necessary for him to be wound up with a key. When the key is turned, springs and cogs inside Spudwink are also wound tightly. Over time, the springs and cogs release energy as they unwind, which the mechanics inside the animal turn into movement. As the day goes on, Spudwink releases its energy until he needs be wound again.



Skills and abilities

Spudwink's wings and ability to breathe fire make him the perfect pet for any household. Spudwink can assist (or lead) cooking tasks such as toasting bread, barbequing meat or frying an egg. In addition, he can use his breath to light a fire and warm up a room in seconds: there's no need to suffer winter shivers when Spudwink is around.

Despite Spudwink's small stature, if a threat were to present itself, he would quickly be on guard to protect the family. For example, if there was a disturbance at the door, Spudwink would stand guard ready to breathe fire should he need to; it is amazing how much scarier one can seem when exhaling a furnace at temperatures of up to 300 degrees Celsius!

Spudwink's excellent flying abilities make him a handy addition to any family because he can help tidy in a hurry. He will whiz around the house collecting discarded items, and fly them to their correct place, instantly revitalising the home and restoring order.



Spudwink would have this room spotless in no time!

Personality

Although Spudwink is very helpful around the house and a fun personality to be around, he can be a mischievous character. He has a habit of crashing and banging into things (due to his unfortunate wing imbalance), and often places 'tidied' objects into the wrong place so people have to run around looking for them. Spudwink finds this a highly entertaining game and flaps his wings excitedly the closer the person gets to the missing item. While this is sometimes humorous, it is mostly a nuisance for the family.

On the other hand, Spudwink is kind and caring. If someone is poorly, he will quickly rustle up a hot soup or warm drink to help them feel better. In addition, he enjoys organising games and fun activities for the family and other mechanimals to take part in.

Should mechanimals be owned by humans?

There is much controversy surrounding mechanimals being kept as pets. Some mechanimals are friends with humans; however, some mechanimals are treated like second-class citizens despite the fact they may have thoughts and feelings of their own. Experts suggest that robots, or mechanimals, deserve a bill of rights to protect them due to them having their own identity and emotions. Many argue that mechanimals' rights have been removed and question whether it is right for them to be owned by humans. What do you think?