ARACHNIS

By now everyone knows the story of the experiment that went awry, of the innocent spider that absorbed the unpredicted dose of radiation and, dying, bit a studious young fellow who went on to fame (if not fortune) by crawling up walls and other bizarre deeds.

But what of the other half of the story? What of the poor, glowing spider? Dead, you say? How do you know? Can you trust a person who wears odd pajamas, lives with his aunt, and clings to the ceiling? Besides, did he take the arachnid's pulse? Listen for a heartbeat? Of course not.

In point of fact, the poor little victim of unbridled experimentation did not die; it was merely in shock. When it recovered from its comatose condition, it found itself with a rapdily growing body and a taste for human flesh — though whether this was caused by the gamma rays or the ex-student's free sample is unclear.

At first the unfortunate arachnid stifled these strange impulses and subsisted on rodents and roaches — an easy thing to do in Manhattan. The turning point came when it decided that any basketball team would be overjoyed with an eight-foot center. Alas, the Knicks turned it down: although the proper color and a true child of the streets, it did not know the necessary nineteen handslaps.

Its heart crying out for vengeance, Arachnis went amok, mugging passersby, stealing cars, and setting fire to buildings. Thus it was a long time before anyone in New York noticed that something strange was at work.

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As Arachnis (as with Mantra), you lack the strength to be an effective Crumbler; to destroy buildings, you must do it with fire. Try to set your blazes so that the wind will cause the fires to spread to other buildings. Use your webs to slow pursuit into the area and to trap civilians emerging from the threatened buildings.

Don't let your hunger get out of control. You are fast enough to catch plenty of food, but a little paralysis won't hurt, either.

You can escape attack or go beneath fires by burrowing, but you will be vulnerable during your initial turn of digging.

Crush, Crumble and Chomp!
ARACHNIS

COMMAND		MEANING
R	Right	Turn right (90°)
L	Left	Turn left (90°)
H	Head	Turn head left/right 30° (aims **Z** & **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)
D	Descend (Dig)	Descend and move subsurface (up to 5 spaces)
	N	North
	E	East
	S	South
	W	West
	U	Up to surface
G	Grab	Grab the human unit in the square in front of you
E	Eat	Eat the unit in your jaw (paw)
C	Crumble	Demolish the building/bridge in (the square in) front of you
W	Web	Weave an obstructing web in your square (bridge, road, or park only)
P	Paralyze	Cause nearby units to lose a turn
Z	Zap	Attack (with ray beam) flying units from the ground
B	Breathe Fire	Set fire to unit and/or building your head is facing
Q	Quit	Stop the game (temporarily or permanently)
#	Number (of points)	Check your current score

NOTES:
Arachnis has a weak Crumble (C) command, because its body lacks heft.