

# KRAKEN



Some say it was caused by radioactivity leaking out of supposedly sealed containers buried near the Farallon Islands. Others point to the bacteriological warfare experiment carried out by the US Navy during the Cold War, when a special germ strain was released into the wind off San Francisco “to see how it would disperse.”

How long the Kraken dwelled in the deep, feeding and growing, can only be guessed. The first confirmed sighting occurred in that stretch of the bay between Oakland and San Francisco, when a Polish seaman aboard the Liberian tanker *Kumquat* saw what looked to him like a giant leafless tree sprouting from the sea.

Before his warning could be translated, two cars and a group of tourists from Keokuk, Iowa, were snatched off the Embarcadero. As this news (and, alas, the tourist group) was being digested, the Kraken—now clearly seen to be not a tree but a **giant** giant squid—proceeded north to the Oakland Bay Bridge, where it cleared the usual rush-hour traffic jam, by flicking the cars into the sea with its tentacles. Not content with having achieved something that had frustrated scores of city planners and mass transit advocates, the monster proceeded to dismantle the structure piece by piece.

Amid a flurry of activity at the naval base on Treasure Island, a group of gay rights’ activists were attempting to ascertain the monster’s sexual preferences before deciding on which side of the conflict to place themselves.

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Your biggest limitation as the Kraken is the simple fact that you can’t get out of the water. You can atomize many buildings from a single coastal square, but it will make you hungry. For this reason, you should use your great strength to Crumble anything in reach.

Bridges, of course, are your specialty, but they also serve as sources of food, your number one concern. Hunger alone will keep you near bridges and coastal highways.

If you get seriously wounded, you should be able to retreat to the middle of a river or bay and recuperate—provided your hunger is under control. If you remain in empty waters until you are famished, you will be ravenous—and possibly berserk—before you can find food.

Avoid the Mad Scientist at all costs; it is far more dangerous to you than anything the military can bring to bear.

# Crush, Crumble and Chomp!

## KRAKEN

<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</b> )
<b>N</b> Nothing	Do nothing (skip to end of turn)
<b>M</b> Move	Move 1 square forward
<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 tentacles (paw)
<b>C</b> Crumble	Demolish the building/bridge in (the square in) front of you
<b>O</b> Obliterate	Rip apart units/buildings in your square
<b>T</b> Tentacle	Lash about with your tentacles, attacking the unit directly behind you
<b>P</b> Paralyze	Cause nearby units to lose a turn
<b>A</b> Atomize	Attack buildings and/or units with destructive ray
<b>Q</b> Quit	Stop the game (temporarily or permanently)
<b>#</b> Number (of points)	Check your current score

### NOTES:

*The Kraken cannot move on land.*