

SPACE KRAKEN

A SCIENCE FICTION DUNGEON CRAWLER

TESTER INFO, HIGHSCORE, ERRATA and MULTIPLAYER RULES

VERSION APRIL 30th2021

PROTOTYPE INFO

-If you are a reviewer, you can ignore all topics about game testing and go right ahead to ERRATA and MULTIPLAYER RULES after reading the prototype info.

-The Prototype is not a final game; it is generally playable and provides a good impression about the final product. But there are still details and missing content and everything will be reworked again. The story will be reworked and extended in length and variations dramatically in the final game. Graphics used are often just sketches and replaced step by step until we are reaching the final version.

-In order to learn the rules, we suggest to watch the English or German tutorials available at our YouTube channel first. You find linked videos at spacekraken.de. After that ask me for clarification if required. There are a lot of test players so I will be quite busy if the feedback and questions are coming in so my answers will take some time.

-Space combat and Multiplayer rules are the most "under development" sections because they were added most lately. The Multiplayer rules are attached as file to print on paper because they were not ready during the prototype had got printed.

-Feel free to answer in German if that is your revered language.

-Please check the ERRATA after you get an overview of the game but before start playing intense. The Errata will be updated during development.

-The Multiplayer rules are also included at this file. Please re check for newer versions of this file at: [HTTP://WWW.SPACEKRAKEN.DE/TESTSK.ZIP](http://www.spacekraken.de/testsk.zip)

GAME TESTER HIGHSCORE SYSTEM

To give you a benefit for testing I setup a reward system based on a high score system. You can gain points for:

2 points: Send us the "Overview-Feedback" answers with your thoughts, impressions and suggestions about Space Kraken.

4 points: Read the rules and play a first campaign how long as you survive. Then answer the "I've played it!" questions.

8 points: Read the "Deep flight" questions, then play multiple missions and send us the answers you noted during testing it at once.

1 points: Spread this project with a public post on YouTube, Facebook or other social media channels, then send us a link to that post per mail.

1 points: Spread this project to a friend who then joins our 3dartlab newsletter. Send us his email address for approval. The newsletter you find at the bottom of spacekraken.de

3 points: Post a written game review or report or upload a video about SPACE KRAKEN and send us the link via email.

Important: Please send us the question answers via email whenever you finished them to markus@3dartlab.de. Links for social media rewards you should please collect and send us in one mail at the end instead of using dozens of single mails.
End of this high score reward process is June16th.

REWARDS TO UNLOCK

5P: Get named: We print your name/nickname in the book as game tester.

10P: A special spaceship: You get an extra game tester exclusive spaceship sheet if the game is released.

30P: Part of the story: You will be part of the game, as a person, alien or enemy which appears inside a story line name inside the event text. You also give this character a name you choose.

The higher your rank the better the chance to get invited as game tester at our following projects.

OVERVIEW - QUESTIONS

- 1) How was your first impression, what do you like most and is there something you dislike?
- 2) What should showed more of or explained more in detail at the introduction of the game to improve its visibility?
- 3) Do you think you want to order this game?
- 4) What are you hope to get with this game, which features, feeling and impressions?
- 5) Anything else you want to tell us?

I'VE PLAYED IT - QUESTIONS

First: There's no need for grammar and fine layout corrections it's a prototype and all of it will be reworked. The final version will be then corrected in detail carefully.

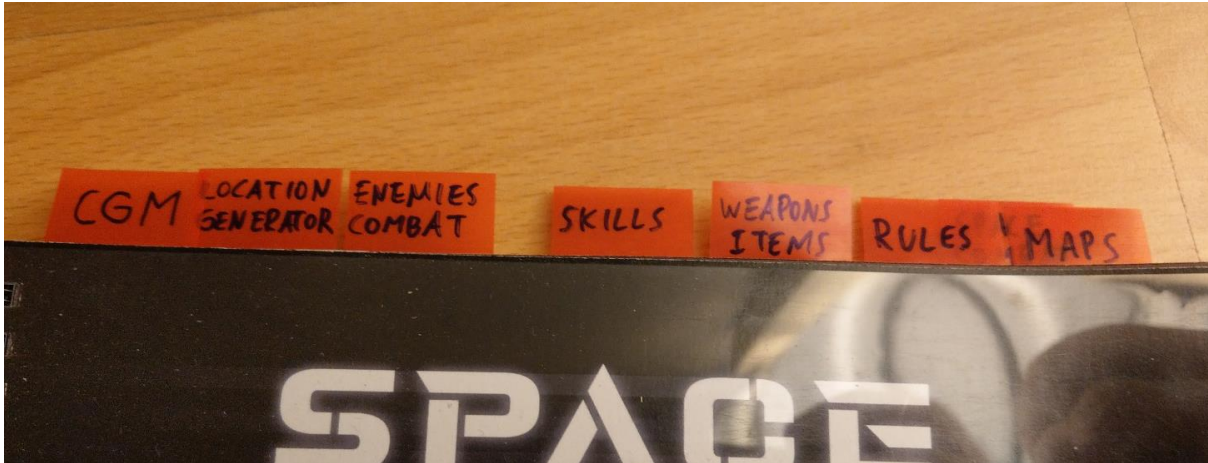
- 1) Which rules / rule section need to be better explained? What's missing?
- 2) Name things, phases or game elements you like most and why.
- 3) Name things, phases or game elements you dislike most and why.
- 4) Suggestions what to change or add to improve the game experience.
- 5) Did you tested the multiplayer? How it was?
- 6) Anything else you want to tell us?

DEEP FLIGHT - QUESTIONS

- 1) Please answer the same points as stated at "I've played the game" again in case you have to add or modify your feedback in some points after playing the game intensely.
- 2) Add your Feedback about balancing issues, which enemy, space combat, item or weapon is too strong or too weak.
- 3) Did you find errors or wrong linked CGM paths or story elements?
- 4) Anything else / ideas / thoughts about the game?
- 5) And finally please write as short as possible how you would explain this game in just a few lines to a friend including what is good and /or bad and unique about it.

ERRATA & INFO

-You can use stickers notes like as shown to mark the sections inside the book like this:



It's planned to add such preprinted stickers to each order, or maybe even add them to the book during production if possible.

-Foil covered sheets:

Many testers first point if their fear to waste the book by erasing to often and to hard at the rewritable sections. I already planned to offer foil covered versions of this book, replacement for all who want to write on paper instead on foil, maybe ad a spine folder solution where you can move sheets in and out for replacement and to add more heroes, ships and so on, and all that in different combinations. Maybe also stickers you can use to make your "paper version" foil covered on the required zones. You do not need to write everywhere so that is maybe a solution as well. Now you can just keep in mind the issue will be solved.

-Melee combat is too strong:

Please add the same "JAM" functionality if you roll a "1" to melee weapons as well, they get defect somehow if that happens and need a tech level test same as unjam for ranged weapons. Further if you fail the "unjam" test a second time, the melee weapon gets broken/lost. If you hack and slay with something against hard enemies that just happens sometimes even with the sharpest Katana. That solves the issue of being overpowered, I guess. More fine tuning will follow. There was also the suggestion to slow the initiative of melee crew members but that is hard to handle, nobody know in advance which weapon they going to use, and I also do not want to separate the initiative of heroes and aliens in single individuum steps.

-More usage of tech attributes (because nerds etc. have to less advantages in gameplay):

You can try to unarm laser barriers and mines but only a single time during each dungeon exploration.

Test to unarm: $2d6 + \text{TECH attribute of one crew member}$ against $12+$ difficulty (the number next to "L" or "M" letter, for example you have to roll against 17 to unarm a "M3" mine ($14+3=17$)).

That's exactly the same test as you do to unlock a bulkhead, the difference is you can only try a single time no matter if you have breathable atmosphere or not, and it costs you a single action and oxygen as usual if you have no oxygen. You can unarm mines which are in a room and gets activating if you enter the room itself even if you do not already enter the specific tile where they are located.

In case you unarm it and it stay unarmed during the end of your dungeon exploration phase.

-Supporter Class improvements:

The supporter class will be improved at the moment they are quite weak and have not so big special skills to support. They will be better / stronger skills, better items for supporting reasons, and rules as well. Lets get started adding some more cool skills for them:

SKILL: Supporter(1): You are allowed to unjam or reload a weapon of another crew members instead of only your own weapons. For reload you can use their ammo or one in your inventory as well.

SKILL: Teleporter(1): You carry a mobile teleporter with you, as action you can use it to transfer 2 items from your space ships inventory down or upside to your ship, or a mix of both. If you are not in combat you can interact unlimited that way for spending one action(oxygen) or for free if you have breathable atmosphere conditions. Being in teleporting range and have a teleporter on your ship is required!

SKILL: Distractor(1): Instead of taking actions you can distract the enemies. All attack rolls of them will be one point more difficult. Only one distractor can ben active at the same time.

-If you have more supporter skill and item or rule ideas please just note and tell me, thanks!

-Initiative: In case of an initiative tie the player acts first.

-Note your Experience points for the entire crew at the same field where the CREDITS are noted at the spaceship sheet. This box should be separated and labeled with "EXP" on the right side.

-Note the Level of each Crew member right behind his name. That box for the name should be separated on the right side for the LEVEL entrance.

-The 2nd grade Weapon data was wrong, here's the correct version:

2th GRADE, PRICE 5	HIT	DAMAGE	AMMO	TYPE
Grenade launcher (4)	3+	3 Ex	A2	Ra
Bow (4)	4+	3	A8	Ra
Posphor bow (4)	4+	3 Fire	A4	Ra
Chainsaw (4)	4+	3 AP	A6	Me
CO ² Fire extinguisher	4+	2 Ice AP	A3	Me
Elite knife	5+	3		Ra

-Ship shield prices are wrong and should be: Light shields 10C, Heavy shields 30C, and Secondary shields 50C.

Ship armory corrected data (effect enter combat during space combat):

20 C	Armory
Enter combat hitroll 3 +	

Insectoid – LV 1 – Hara Kiri, values at the attack action was missing:

1-4	Attack: ME 4+, 2
5	Angry Attack: ME 4+, 3
6	Idle

-You can buy an ammo slot to increase a specified weapons ammo capacity. The price of this ship item is the half weapon price rounded up and it can be inserted in any blank slot at the weapons section.

-Dice rolls of 6 also adds a hit in space combat, for enemies and the player as well.

-Oxygen of unconscious heroes can be used.

-Wrong example at Rules page 58 at the bottom right: "In this case check the CGM Sheet nr.2 and..." it has to be "Sheet nr.1" its field 1HA so sheet 1, in Field, H/A.

By the way this example refers to the shown sheets not to the CGM sheets you use for your campaign. That's because it was made before I've modified the campaign. In the final version the examples will be right out of the real CGM sheets of course.

To understand how the CGM sheet work also watching the tutorial videos will be a great help. It's not complicated but a bit abstract if you did it the first time.

-Arranging items: You are allowed to rearrange items after combat any time between your crew members. With your ships storage you are only allowed to exchange if you are not on a dungeon exploration.

-S. 3 prepare the book: no white pages to cut out found. (during the production of the book they was already cut away)

-Immunity is going to be called "resistance" that's fitting better. Its not a total immunity against damage.

MULTIPLAYER MODE

(PROTOTYPE STATUS, NOT TESTED IN DETAIL!)

Space Kraken has an asymmetric multiplayer mode. The first player always plays the game as usual; the others play special roles which are explained below. To learn how to play the game we suggest that you start in single player mode. There will be single sheets with more details and background fluff for each secondary player at the final game.

2th Player: The broken AI

Right at the start the first player found a cracked crystal from an artificial super intelligence. It seems it was drawn down after getting broken, but you turn it on and get some strange feelings: it can hear you and sometimes you sense that it even interacts in some extraordinary ways. It cannot talk, but maybe during time passing by you will be able to discover more about it.

The broken AI has a superior knowledge, but his communication algorithm is broken. So, the second player is not allowed to speak with the other players or to share any written information, or even gives you nonverbal hints. He may do small talk about things not belonging to the game :-)

-You will take care tracking the CGM sheet and reading the story etc. And if the line stops you allowed to read one step further but have to keep it in secret. If there are branches opening where the player must make a decision between A and B you are allowed to read what happens next in both cases.

-Any time during the game the first player can use the ship's systems to link you into its communication system. This cost a lot of energy: he must pay 1C. In this case the broken AI player can speak as normal with the other players. If you are a corrupted AI, you can lie if you decide it's best. Anyway, you have to roll a d20 in secret. If the result shows a 1 or 2 you must tell the player something which is not true because your logarithm is working wrong. The link is terminated before you take the next action or make any decision in event lines after the actual one.

-During each time the players crew go to a new location exploration you may open or close a door or bulkhead once for free (once at the exploration not once per map). You can declare that it is open or closed and indicate the corresponding door. You can do this any time, and without the player's permission. You may close security bulkheads, but not open them. You can close right after the player opens it and before he or she is able to go through.

-If a combat starts, roll a hidden d6 die. If it's a 5+ you are allowed to tell the player you are able to manipulate the environment, and you are free to deal 2 damage points to HP of an enemy of your choice once right now ignoring shields and armor. If you roll a 1, you must tell the player you tried doing so but hit his crew; consequently, he must deal 2 damage points to a crew member of his choice ignoring shields and

armor as well. In any other case nothing happens. If you are corrupted by the antagonist, you still roll the die but can decide any of all three options and just tell the player which option you have chosen.

-At the end of each turn the 1st player may deactivate you if he believes you are corrupted by the antagonist. As long as the AI player is deactivated, he cannot read or handle the CGM sheets or use other abilities, but he can speak as person regular with you.

If the AI player is already deactivated, he can further decide to reactivate him, or to reset him. In the case of a reset, he must pay a price of 10C. the reset AI will then be not corrupted any more.

3rd Player: The mascot

Owww he's so cute. You found him on your way and now he is your team's mascot.

-You look cute, but you are quite intelligent. Even if you are not as large as a human and you are not able to use items or weapons, you can stay in touch and talk with the first player. The only problem is you very much dislike getting commands--you are no pet! The first player is not allowed to tell you when you should protect a hero or attack the enemy with your actions. But you can decide on your own and just do such a thing when you think it is the best time to do so. You can growl at the first player if he asks you to do things.

-Once during each combat you can rush forward and jump between an attacking enemy and one of the heroes. You will prevent the hero from taking any damage. Once you have done this, you cannot take any further action during this entire dungeon exploration.

-Instead of protecting a hero, you may also attack an enemy by biting it once during combat. You deal 2 damage points, ignoring all shields and armor without any dice roll. After this, you may take no further action during this combat.

-As third option after a combat you may heal a crew member 2HP if you do not take other actions during the combat.

-You may decide to sacrifice your own, take a grenade and go blow up an enemy dealing 10 damage points (do not ignore B shields or armor) but in this case you are out of the game. Each turn after that you are allowed to roll a d20, if the result is a 16+ you will join the game as a new different kind of mascot. If the player is willing to pay 5C you roll against 10+.

4th Player: The antagonist

You do not know what it is and where it is coming from, but it is hunting you. Defeat this antagonist or the Space Kraken itself, then leave this cursed place!

General: An ingenious antagonist primary uses the fear he/she can spread by using his/her powers to disturb and paralyze the first player. You can talk with the other players whenever you want and threaten them verbally. You win if the first player is defeated / loses the game.

Right at the start the 4th player has two options. He can choose to use all his resources to directly fight against the first player. Or he may choose to use a big part of it to secretly corrupt the second player who plays the broken AI. The corruption procedure explained below will be triggered in any case, so it is unknown whether he really corrupted a player, or not.

After the antagonist player has had a minute to think about the strategy he or she wants to apply, and

states that the decision is made, the first player instructs all players by reading the following procedure: (all players should sit within reach of each other)

- 1) All player close eyes
- 2) Antagonist player opens eyes and *may* (but does not have to) touch player 2 to corrupt him
- 3) Antagonist player closes his eyes
- 4) Antagonist player (and corrupted player, if there is one) are asked to please stop evil grinning
- 5) Opening eyes

Then the antagonist notes secretly how many resources he/she must fight against the good players:

If he/she corrupted the second player, the antagonist gets 10 evil resource points: if not 20.

During the game the antagonist can spend up to three actions per turn. He/she can use one of the following actions, even multiple times the same action, but only applied once per situation. Each action costs a different amount of evil resource points.

Ambush 1 ERP: If a combat is triggered you declare that the enemies managed to surprise the player by attacking from an unexpected direction. The combat now counts as AMBUSH in terms of initiative.

Airlock control 1 ERP: Specify a room on the player's map which is now instantly exposed to the outside atmosphere by opening its airlocks.

Enemy Backup 2 ERP: A just-defeated primary enemy will re-generate at the very start of the following combat turn. This is only possible if there are minions or other primary enemies which are still present in combat. Only applicable once per combat.

Corrupted Trader 2 ERP: Announce after the player finished the trading action with a single shop or ammo trader. All weapons the 1st player bought were empty, and every second extra ammo items he bought were also just empty.

Out of nothing 3 ERP: An enemy combat is initiated out of nowhere while you were somewhere on a map in dungeon exploration mode. The difficulty is similar with the location's difficulty; the enemy race is chosen by the antagonist even for the minions in case there are minions involved.

Calling out another corruption attempt 1 ERP: You may spend extra 9 ERP now; otherwise, it is only a show to confuse the other players without corrupting a player. Either way, the first player must call out the corruption sequence again, and if you paid the 9 extra ERP you touch player 2 to corrupt him/her. A corrupted player who undergoes this procedure remains corrupted even if not touched again by the antagonist player.

Recover: If the antagonist didn't spend a single point during the entire turn he will regenerate two points.

Mascot instead of Broken AI player:

If you play a two-player game, the second player may also choose to play as Mascot or as the Broken AI.

Difficulty Compensation:

Depending on the number of players, there is an adjustment for missing an antagonist player:

1 Player games: Everything as usual.

2 Player games: You need resources to feed your second player no matter if KI or Mascot. Pay 1C at the start of each turn. The second player should remind you as patiently as possible. If you do not have credits left you don't have to pay.

3 Player games: Having 2 other players in game means, you must pay 2C in total.

4 Player games: Now you have an antagonist playing against you. As compensation, you do not have to pay any more tribute for the second and third player, the situation gets hard enough anyway!

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