



THE GLOB

If it was not inevitable, then surely it was appropriate that the Glob was born in Washington. Where else could it have found so congenial an environment than in the heart of so much bureaucratic waste? Where else could it have found so steady a supply of heat (if not light) than in the hot air of political speech?

Like all monsters, it was small, at first, and lacked even the rudimentary intelligence of, say, the average federal agency. In the beginning, it could not distinguish itself from its surroundings — but neither could anyone else. Like the monster that spawned it, the Glob fed on the people around it and gradually evolved a nearly mindless pseudo-life of its own. As it grew in size and strength, its hunger grew as well.

When its craving finally took it out into the open, flames of destruction marked its wake, for it had acquired the power to level buildings and ruin the landscape. It did these things, not because of a desire to destroy, but merely as a by-product of its clumsiness and its overpowering need to feed and grow.

Then, finally, could it be distinguished from its bureaucratic parent, but only in this: that everyone ran shrieking from its presence and knew it to be a monster.

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As the Glob, you have the unique ability to set fire to anything — automatically — just by oozing over it. Since you must Crumble even low buildings before you can get on them, it is often best to lay a trail of fire in the streets on the windward side of a line of buildings and wait for the fires to spread.

On the other hand, your lack of hide makes you particularly vulnerable to a large group of tanks and artillery, which tend to appear if you stay too long in one area. You have no distance weapons: you must either close rapidly with the enemy or keep them at bay with walls of fire. Hide behind buildings, or wall yourself in with flame and then escape underground.

Since you have neither front nor back, you can “turn” instantaneously. This and your ability to paralyze make it reasonably easy to grab food, and you can regenerate quickly enough to accept some damage while getting it, as long as too many units aren’t shooting at you at once.

Crush, Crumble and Chomp!

THE GLOB

COMMAND

MEANING

R	Right	Turn right (90°)
L	Left	Turn left (90°)
N	Nothing	Do nothing (skip to end of turn)
M	Move	Move 1 square forward
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 pseudopod (paw)
C	Crumble	Demolish the building/bridge in (the square in) front of you
P	Paralyze	Cause nearby units to lose a turn
O	Obliterate	Squish units/buildings in your square
I	Immolate	Set fire to all surrounding units and buildings (but get burned in the process)
Q	Quit	Stop the game (temporarily or permanently)
#	Number (of points)	Check your current score

NOTES:

The Glob's slime trail bursts into flame when exposed to the open air; nothing (not even the Glob) can cross the flames except the Mad Scientist. The Glob regenerates very quickly.