



A BASIC GUIDE TO MYTHS AND LEGENDS

AS COLLECTED FROM S.O.C.K.S. SCIENTISTS

86.42.39



SK AREA 42

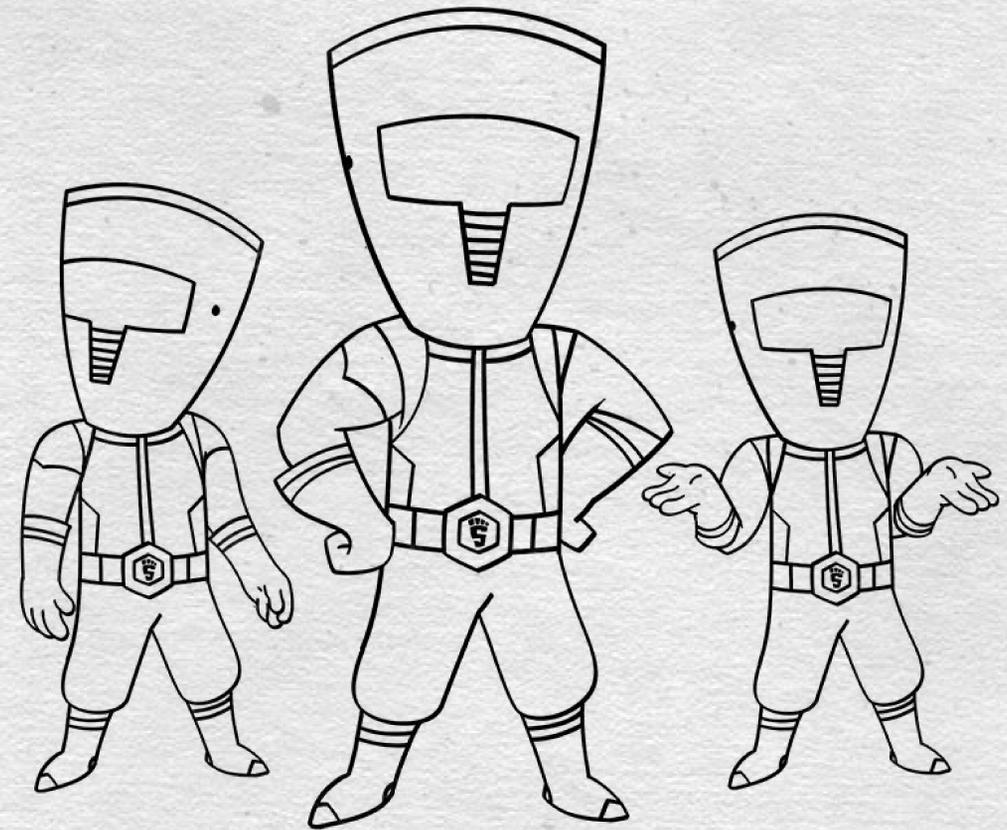
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"WE COVER IT UP SO YOU DON'T HAVE TO"

A BASIC GUIDE TO MYTHS AND LEGENDS



Before reading this guide you should not read this disclaimer. This guide will not guarantee success, and will more than likely get you maimed and/or killed by large monsters. The S.O.C.K.S. Organization provides a basic healthcare package. This package will not cover on the job accidents, injuries, or death. If you join the ranks of Trooper, Scientist, or other drone you will be stripped of your identity and given a number. Meals are free. Wednesdays are goulash night.

	SK42-MA8689 86.42.39	
	Area 42 Location: Classified	Level S Cleared
Seeking Oversized Crypto Kritter Squad		



INTRODUCTION TO THE S.O.C.K.S..

The Seeking Oversized Crypto Kritter Squad is the last line of defense against the Cryptozoological threat. It all started with our discovery of the Little Bigfoot. From then on we became the world's foremost experts in Myths and Legends with one sole purpose- to capture, study, and experiment on these crypto creatures for our benefit. This guide will show you how you can be just like us. So strap on your socks and listen up!

TAP THESE FOR HELPFUL TIPS

6 **KNOW YOUR ENEMY**

16 **THE THREE S'S**

22 **TRAPPING**

30 **CONTAINMENT**

34 **THE KNOWN WORLD**

38 **MYTHS & LEGENDS**

54 **WHO'S WHO**

58 **FORAGING & SCOUTING**

*To our friend Steve.
He knows why.
And to Larry, but
He doesn't have a clue.*

SECTION 1

KNOW THE ENEMY**THE CRYPTO THREAT****WHAT TO KNOW****BACKGROUND AND CLASSES****BIOLOGY OF A LITTLE BIGFOOT****THE BIG THREAT****FOOD SOURCE AND CURRENCY**

AREA 42 SK21-8689-7142

*Figure 1.1a***BACKGROUND ON THE CRYPTO THREAT**

So you want to start hunting cryptos, huh? Well we here at the S.O.C.K.S. are glad to impart some of our wisdom and experience to you would-be Troopers. The first thing you need to know is the Cryptozoological catalogue is vast and dangerous. We will teach you everything you need to know about Little Bigfoot and all other cryptos in our records. Stay on your feet, or get left behind.

CRYPTO CLASS

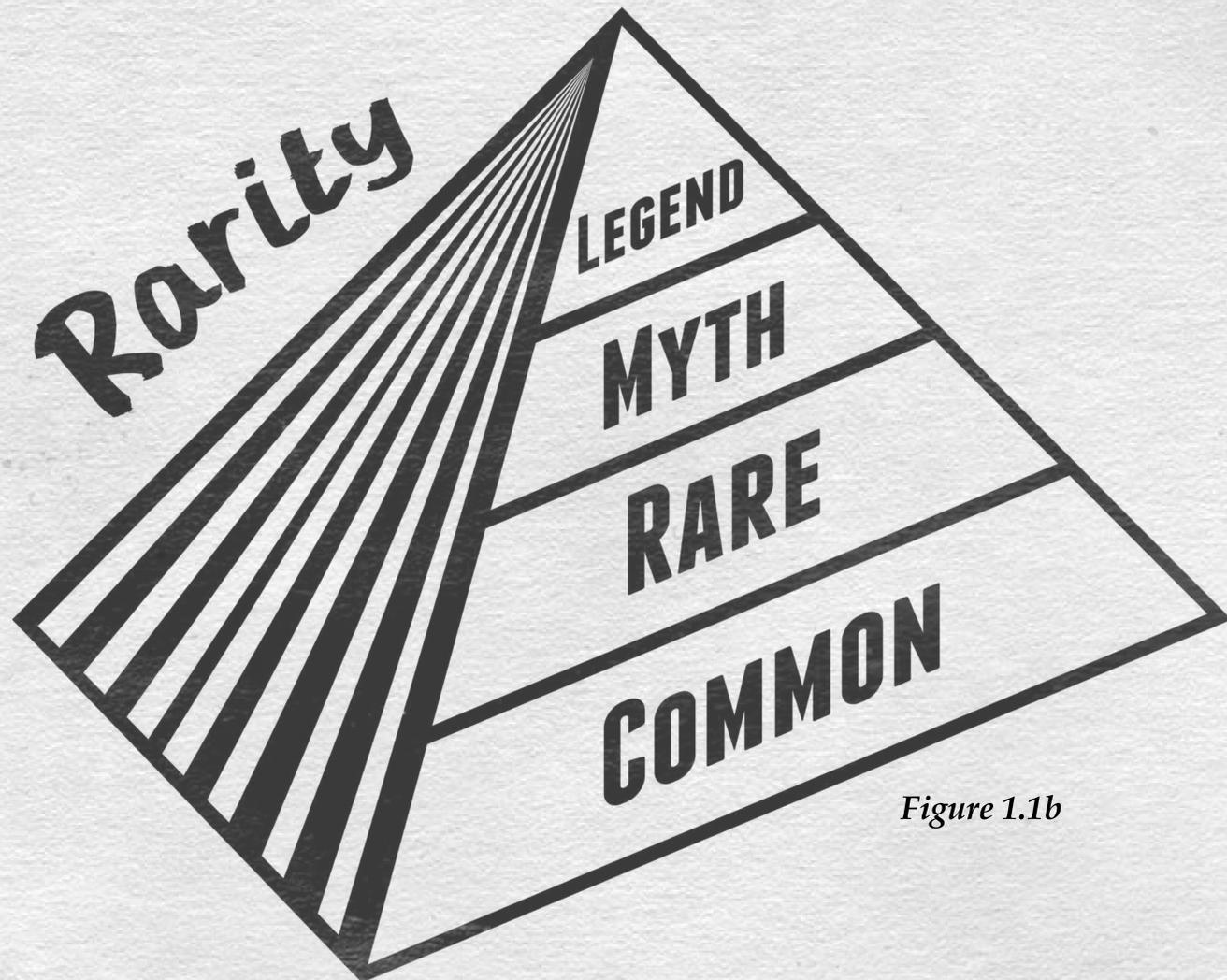
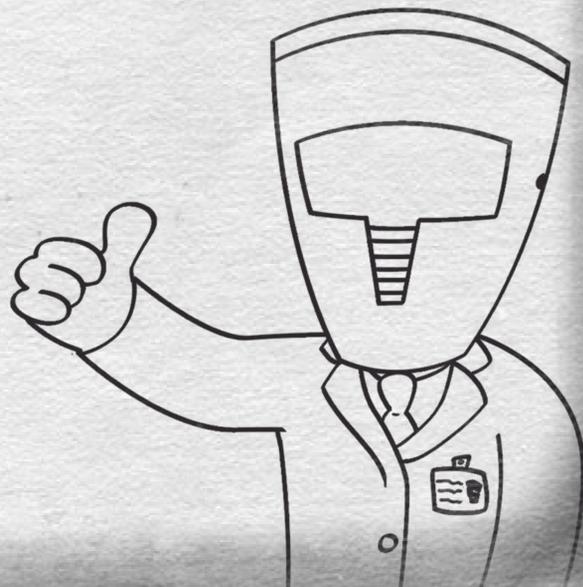


Figure 1.1b

CLASS SYSTEM

The founder of the S.O.C.K.S. created this class pyramid to demonstrate the rarity of the world's cryptos. Every land has species of each class, but Legends remain the most difficult to find.



1. BRAIN

Responsible for releasing their Inner Beast, and not much else.

3. ARMS

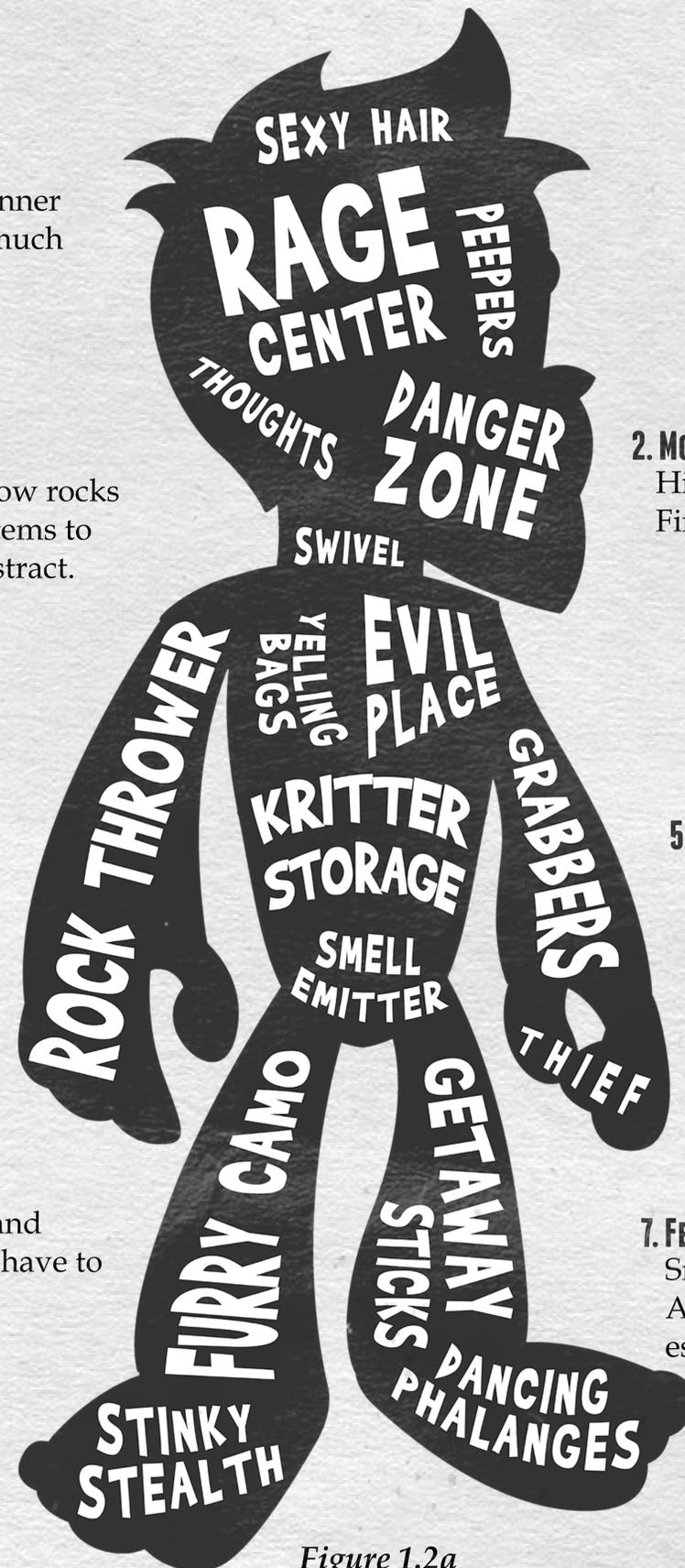
Used to throw rocks and other items to lure and distract.

4. STOMACH

Stores Kritters and bones. Their stomachs seem to have no limit to what they can hold.

6. BUTT

Just stay away and pray you never have to find out...



2. MOUTH

High risk area. Fingers will be lost.

5. THIEF

Used to pickpocket keys and other belongings, including dignity.

7. FEET

Smelly, but fast. Allow for quick escapes.

Figure 1.2a

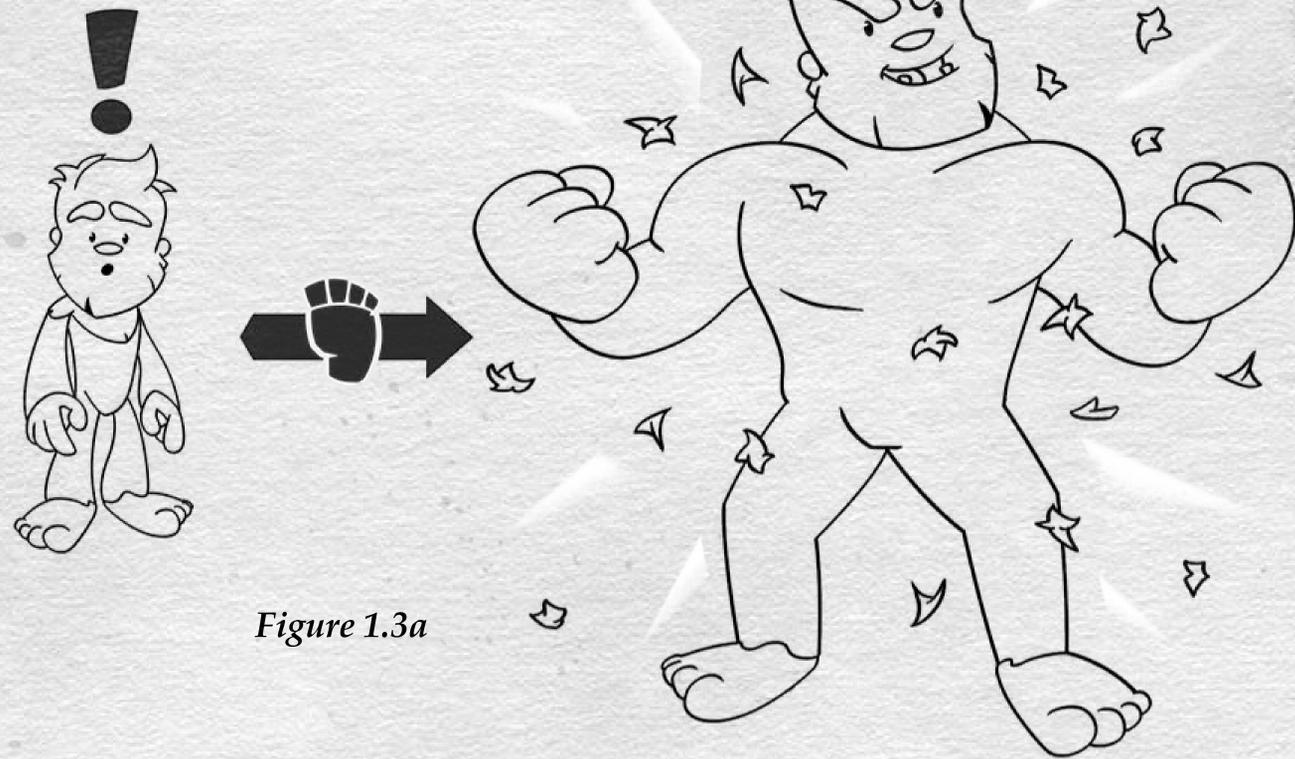
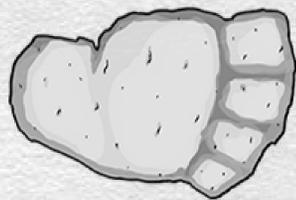


Figure 1.3a

Little Bigfoot Foot-cast



Big Bigfoot Foot-cast 3 times as large.

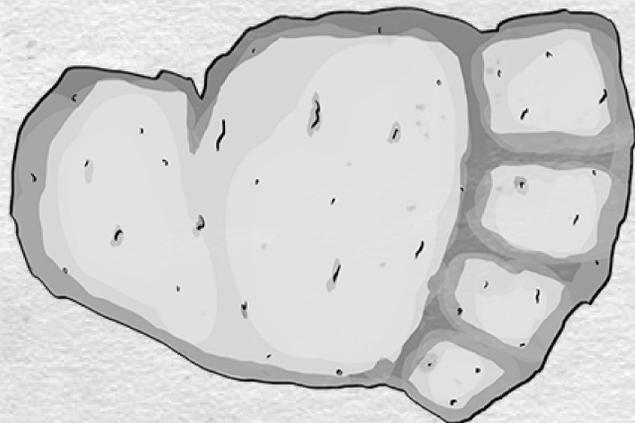


Figure 1.3b

THE BIG THREAT

Every crypto has the ability to explode in a fit of rage, transforming into a large deadly beast. This Inner Beast is extremely dangerous with no known vulnerability*. Your best bet is it drop to your knees and cower. Don't be afraid to show fear!

*Our Science Division is researching new tools to stop this beast.

FOOD SOURCE AND CURRENCY

One of our earlier observations of a Little Bigfoot pack was how they used the bones of animals as currency. The amount of bones collected depends on the size of the kitter.

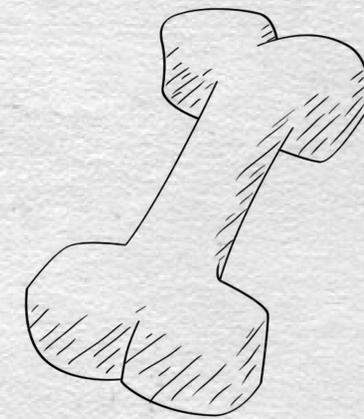


Figure 1.4a

Unfortunately their biggest source of bones seems to be us. Hunters and even S.O.C.K.S. Troopers are prime targets. Unless you're dumb enough to fall into one of your own traps, the only way they can get your bones is when they're on a Rampage.



Figure 1.4b

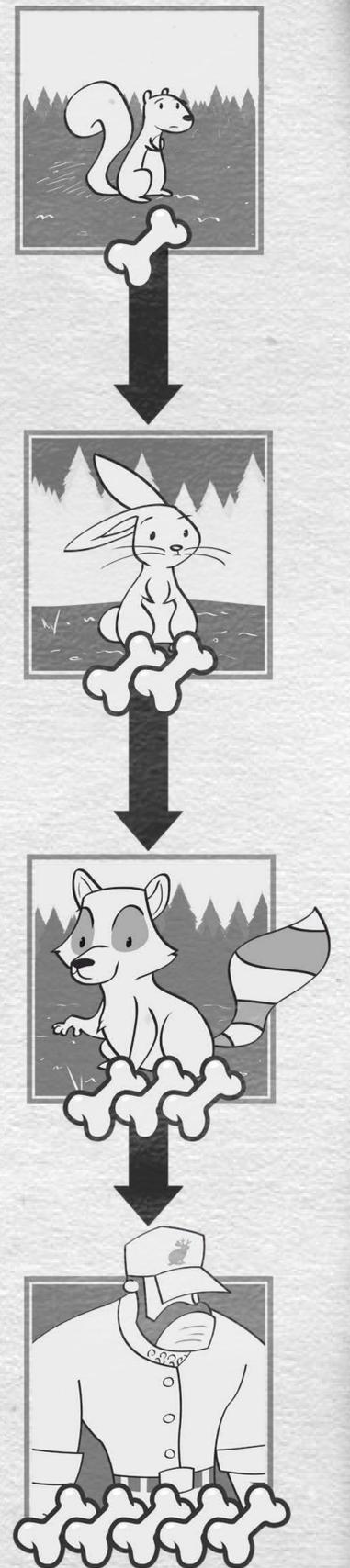


Figure 1.4c

ENLIST TODAY

REGRET TOMORROW



THEIR STUPIDNESS



IS OUR ADVANTAGE

Scale is less than 1% accurate, and no scientific data is available at this time.



The S.O.C.K.S. Organization is not liable for anything, ever. Unless it's a good thing.

GET YOUR OWN CRYPTO...

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3 LITTLE BIGFOOT POSES

42.86.37

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We finally made toys!
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TODAY!

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SECTION 2

THE THREE S'S OF SUCCESSES



WHAT TO KNOW

THE THREE S'S

SOUND

SIGHT

SMELL



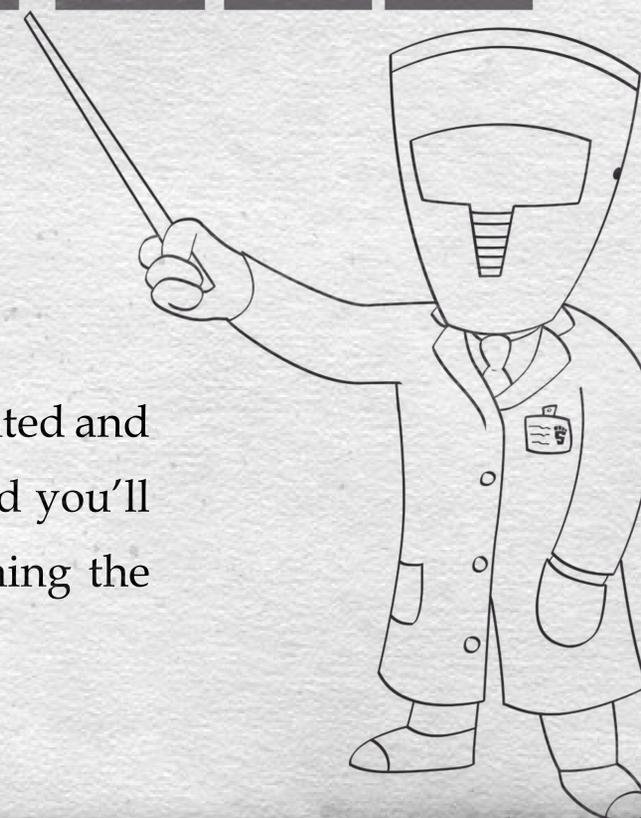
 **OUND**

 **IGHT**

 **MELL**

THE THREE S'S

Just stick to the S.O.C.K.S. patented and proven *Three S's of Successes* and you'll be well on your way to becoming the ultimate S.O.C.K.S. Trooper.





SOUND

Sound is the first line of defense against cryptos, as they are often heard before seen. When walking they are silent. But cryptos can't hide the sound of their footsteps when running. They also have a unique Yell used to draw out humans from guard posts. Rock throwing is another method to lure humans away from guarding crates.



Figure 2.2a



SIGHT

Sight can be misleading, but it's often what gives a greedy crypto away. Being on a patrol helps restrict movement and limit options for the crypto. Keep an eye out in shadowed areas, as they like to duck down and sneak around objects to avoid detection.

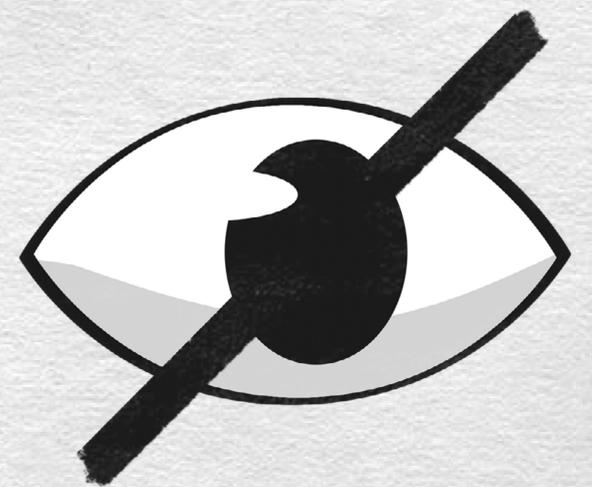


Figure 2.3a



SMELL

Due to a crypto's odoriferous nature, and lack of bubble baths, man's best friend is often a crypto's worst enemy. A hound dog will track a crypto's stinky footprints as long as he holds the scent. But if a crypto runs too far away the scent will be lost.

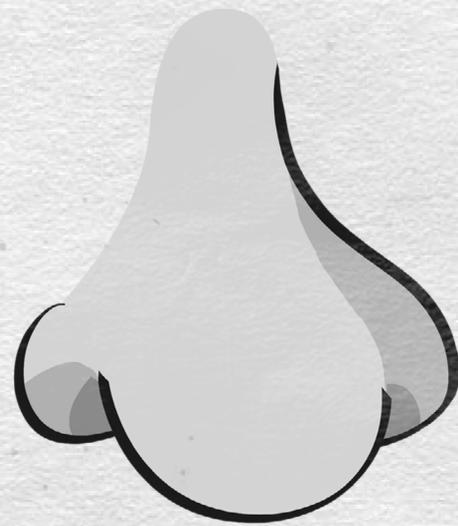


Figure 2.4a

WANTED

For Sedition and Treason



DR. ARGYLE

For Sedition and Treason

Has been spotted educating packs of Bigfoot on how to evade capture and free other Cryptos.



We cover it up so you don't have to.

SECTION 3

TRAPPING AND HAZARDS



WHAT TO KNOW

H.O.L.E.

B.A.I.T.

I.C.U.

L.A.S.E.R.

W.H.A.T.



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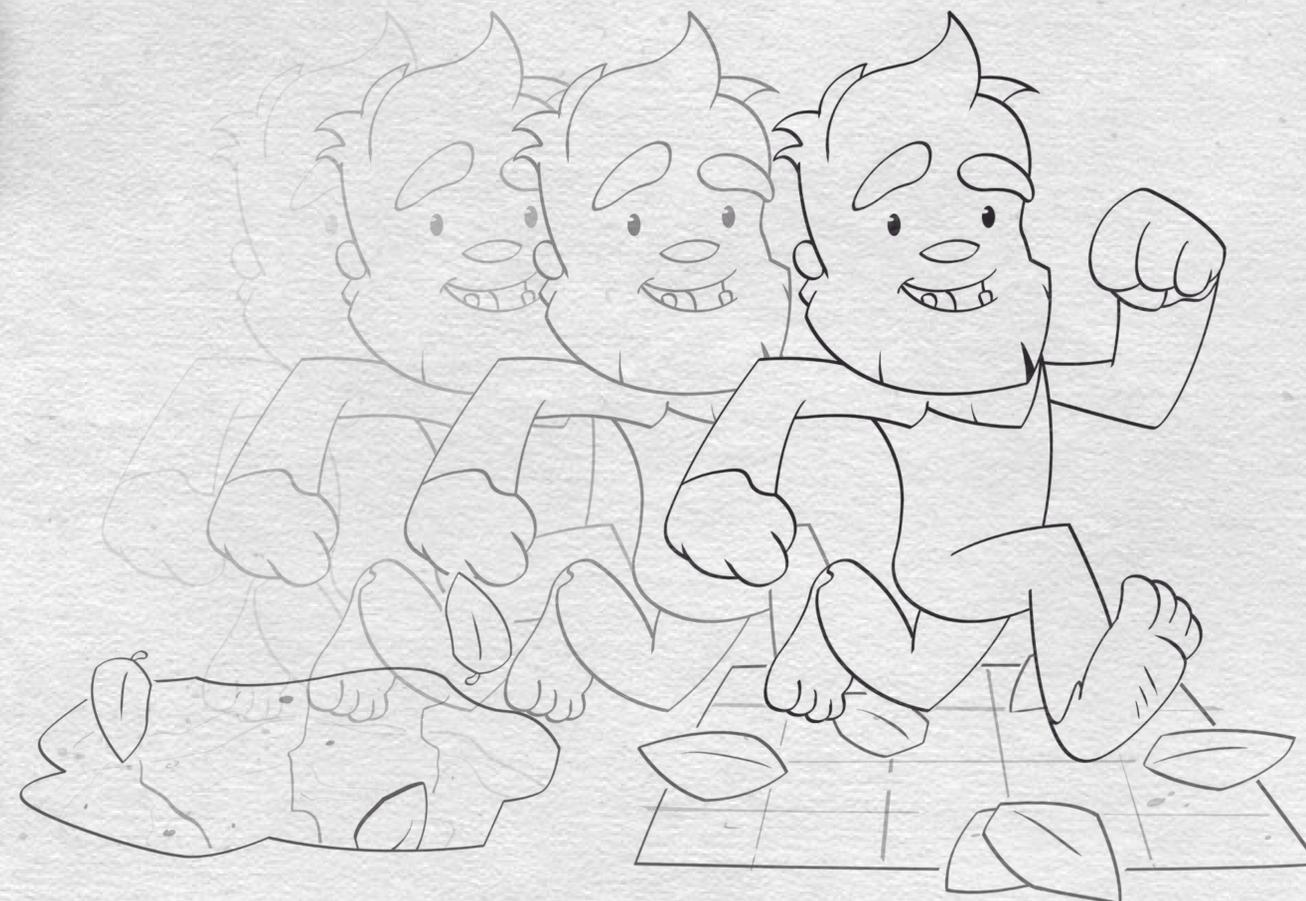


Figure 3.1a

H.O.L.E. HIDING OUT LITERALLY EVERYWHERE

The pitfall is a classic trap. Simply dig a hole and put some leaves over said hole. Genius right? Wrong! HOWEVER, with our patented camouflage covers, we increase this product's efficacy by 1000%. Anything that walks over this most clandestine of gravity inducing booby traps will suffer an ambush from Sir Isaac Newton himself. One problem though. If your prey decides to simply run over these pitfalls, they're rendered useless. Our top scientists are looking into this critical flaw.

*The S.O.C.K.S. Organization is not liable for any harm that may come to the user of this device.



Figure 3.2a

B.A.I.T. BIG A** IMPRESSIVE TRAP

We here at S.O.C.K.S. are taking a BIG step in a new direction by taking a small idea and boosting its size by 274%. However, by throwing rocks or sticks a crypto can trigger the B.A.I.T. to bypass them. Luckily, we've designed these traps to spring back after a short time.

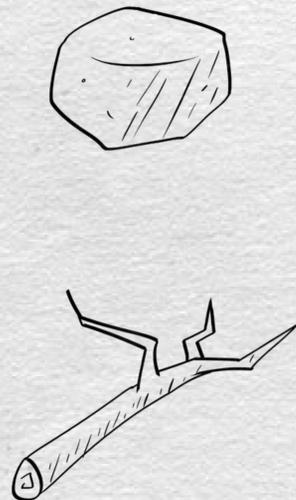
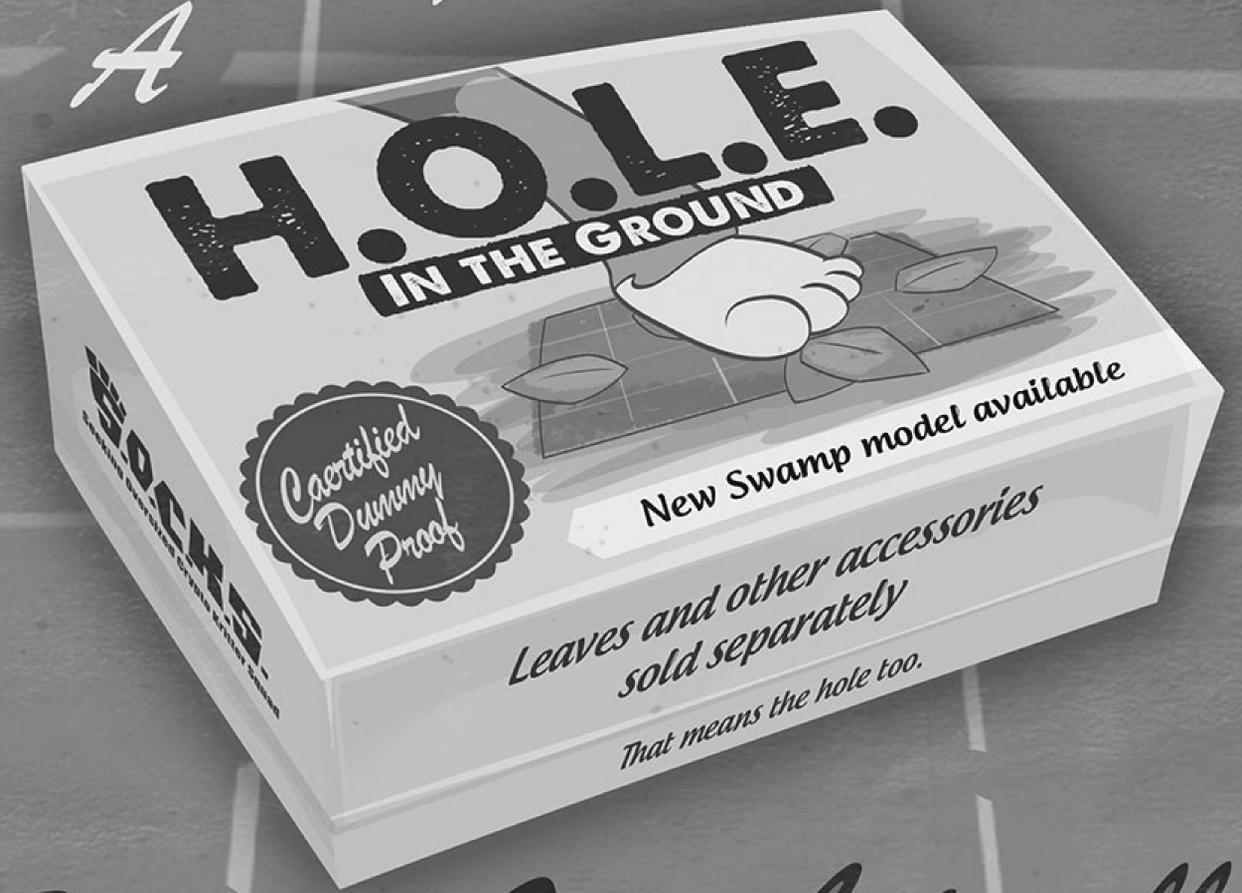


Figure 3.2b

*Tested on cryptos with good success. However there have been reports of maiming if accidentally triggered by humans. The S.O.C.K.S. assume no responsibility for injury or death.

ANOTHER NEW AND WONDERFUL DEVICE FOR HUNTING (CRYPTOS

introducing
A



Hiding Out Literally Everywhere

No seriously, watch where you walk around these things...

New!

Cover that hole TODAY!

The S.O.C.K.S. Organization is not liable for anything, ever. Unless it's a good thing.

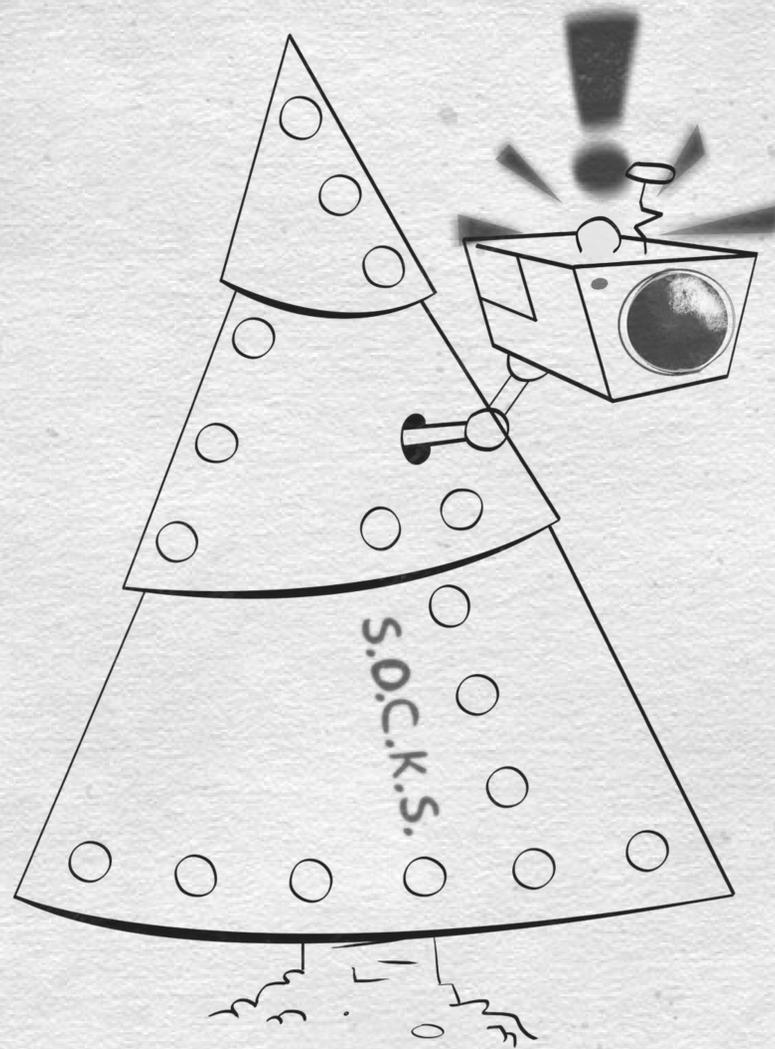


Figure 3.3a

I.C.U. INCONSPICUOUS CAMERA UNIT

Moving to the modern age, the Inconspicuous Camera Unit is the most imaginative creation to be born from the minds of our scientists. The I.C.U. autonomously scans any environment for cryptos from a position of complete obscurity. Using state of the art detection software, the I.C.U. will immediately alert anyone in a 10km radius* to the presence of a crypto threat. We've designed this unit to adapt to any surrounding. Sound too good to be true? It is!

*Actual distance may vary from unit to unit.

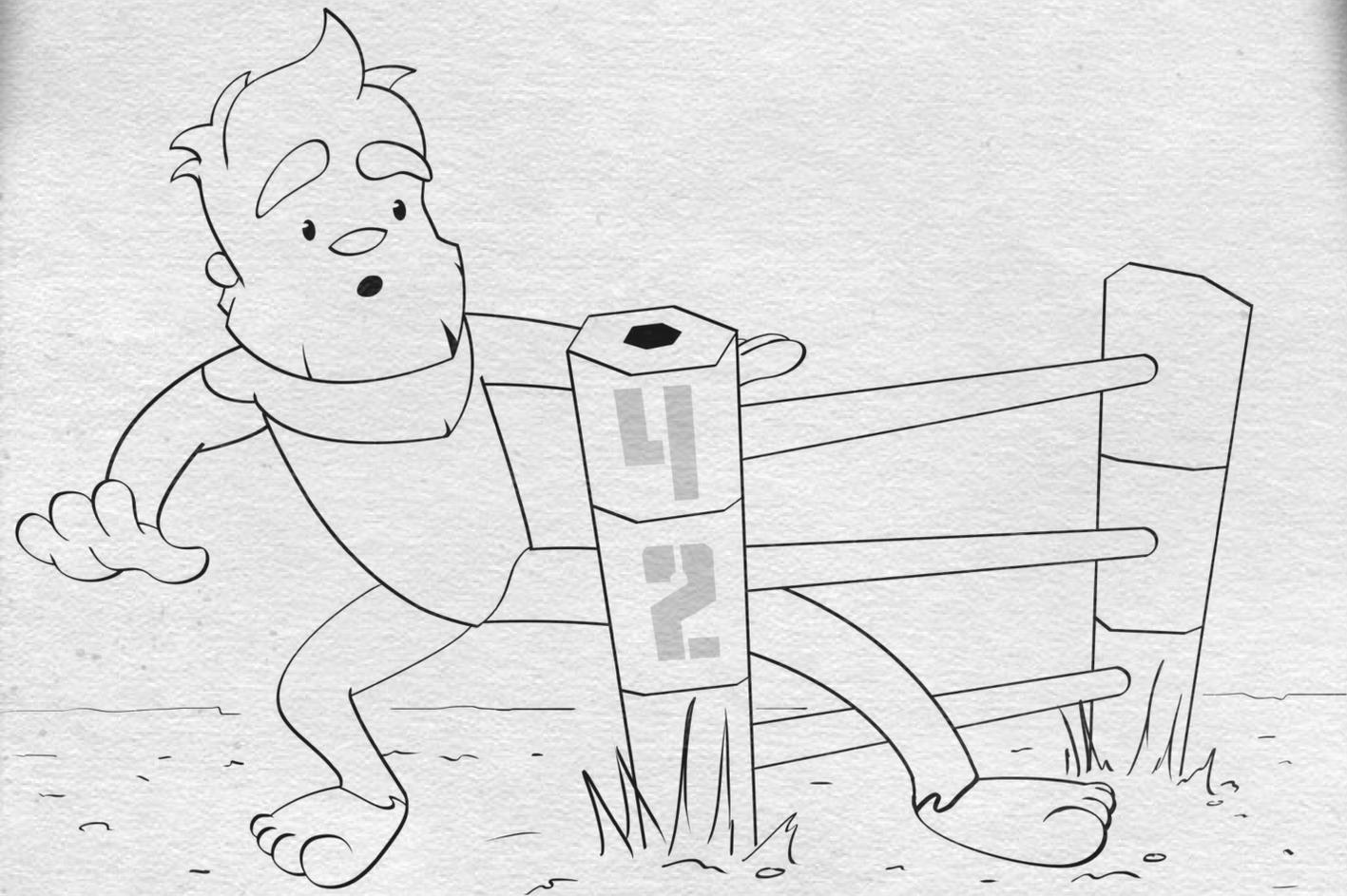


Figure 3.4a

L.A.S.E.R. LASERS ARE SCARY EVERYBODY RUN

Lasers Are Scary Everybody Run! Just kidding! These L.A.S.E.R.s are your friends! With only a 129 page installation manual, you can secure an area 10 times larger than before! These L.A.S.E.R.s come with a handy built-in alarm that sounds only when it tickles the sweet fur of a crypto. The alarm is so loud and ear splitting, even granny will hear it!

*In rare cases of malfunction the L.A.S.E.R. has been known to blind and/or deafen bystanders.



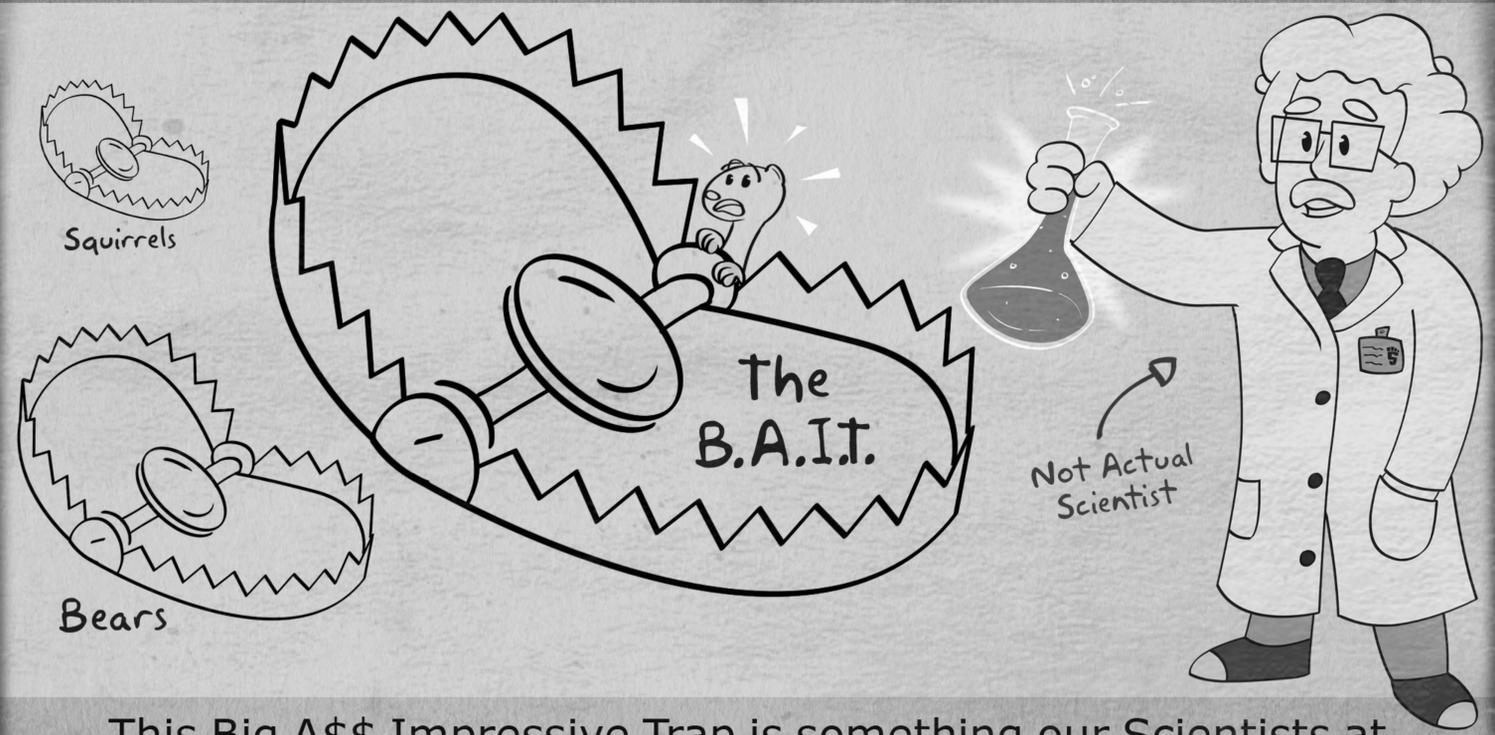
Figure 3.5a

W.H.A.T. WE HEAR ALL THINGS

██████████ device can ██████████ When hearing ██████████ causing ██████████ and possibly ██████████ Other benefits ██████████ just like ██████████ or World War 3. When ██████████ or ██████████ and your pet's ██████████ can benefit ██████████ just like in everyday life! If the unit ██████████* don't worry! ██████████ and ██████████ then get under the table and ██████████ your loved ones. Something like this will make anyone's day better!

*Will not ██████████ under most circumstances.

Can't catch a large foot?
TRY USING B.A.I.T.



This Big A\$\$ Impressive Trap is something our Scientists at Area 42 have been perfecting for years. Remarkably lightweight and portable for use in any environment. Try hiding it under a thin layer of snow for better concealment. No Crypto will be able to escape this Trap. We also recommend placing bait on your B.A.I.T. as well to tempt and entice those smelly little buggars. Use multiples for a higher success rate. Place your orders NOW!

“IT'S JUST SO BIG”

There is no actual proof that the Big A** Impressive Trap is any more effective than a regular bear trap. Tested on cryptos with good success, however there have been reports of human maiming if accidentally triggered. Accidents are proven to happen in large number. We assume no responsibility. The B.A.I.T. is susceptible to a false trigger from thrown objects, as well as ineffective in all aspects when stepped on by an enraged Crypto form.

SECTION 4

CONTAINMENT

50 SHADES OF CRATE



WHAT TO KNOW

BASIC HUNTER CRATES
S.O.C.K.S. CRATES



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WOODEN CRATE

Why mess with simplicity? Sometimes a good hammer and nail can solve a lot of problems. Still too much work? No problem! For a small fee we can send you a build your own crate kit*.

*Some assembly still required.

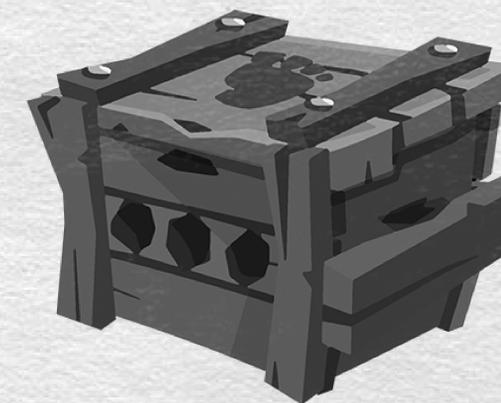


Figure 4.1a

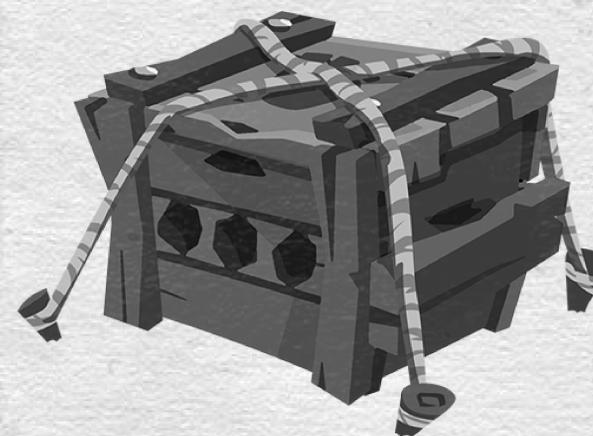


Figure 4.1b

ROPE CRATE

If simplicity doesn't work, try complexity! By tying down a wooden crate it will take longer for the crypto to break into, and free their friends.

LOCKED CRATE

Getting desperate? Lock it up and throw away the key*, just like those sad feelings. The only way a crypto can get the key is if they pickpocket it right out from under you.



Figure 4.1c

*Don't actually throw away the key.



Figure 4.2a

S.O.C.K.S. CRATES

The S.O.C.K.S. will not be outdone by some bumbling hunters. These crates are counterparts to those simplistic boxes.

S.O.C.K.S. GLASS CRATE

While this crate is fragile and easy for a crypto to break, it will make a loud crash alerting Troopers to the escape attempt.



Figure 4.2b

S.O.C.K.S. ALARM CRATE

A step up from the Glass Crate, this crate emits an alarm that can be heard from a greater distance, bringing Hunters and Troopers running to the rescue.



Figure 4.2c



Even the Dogs Are Doing Their Part, Are You?

Just don't look them in the eyes. And never ever rub their bellies.



SECTION 5

THE KNOWN WORLD

AS MAPPED BY AREA 42



WHAT TO KNOW

WORLD MAP



AREA 42 SK21-8689-7142

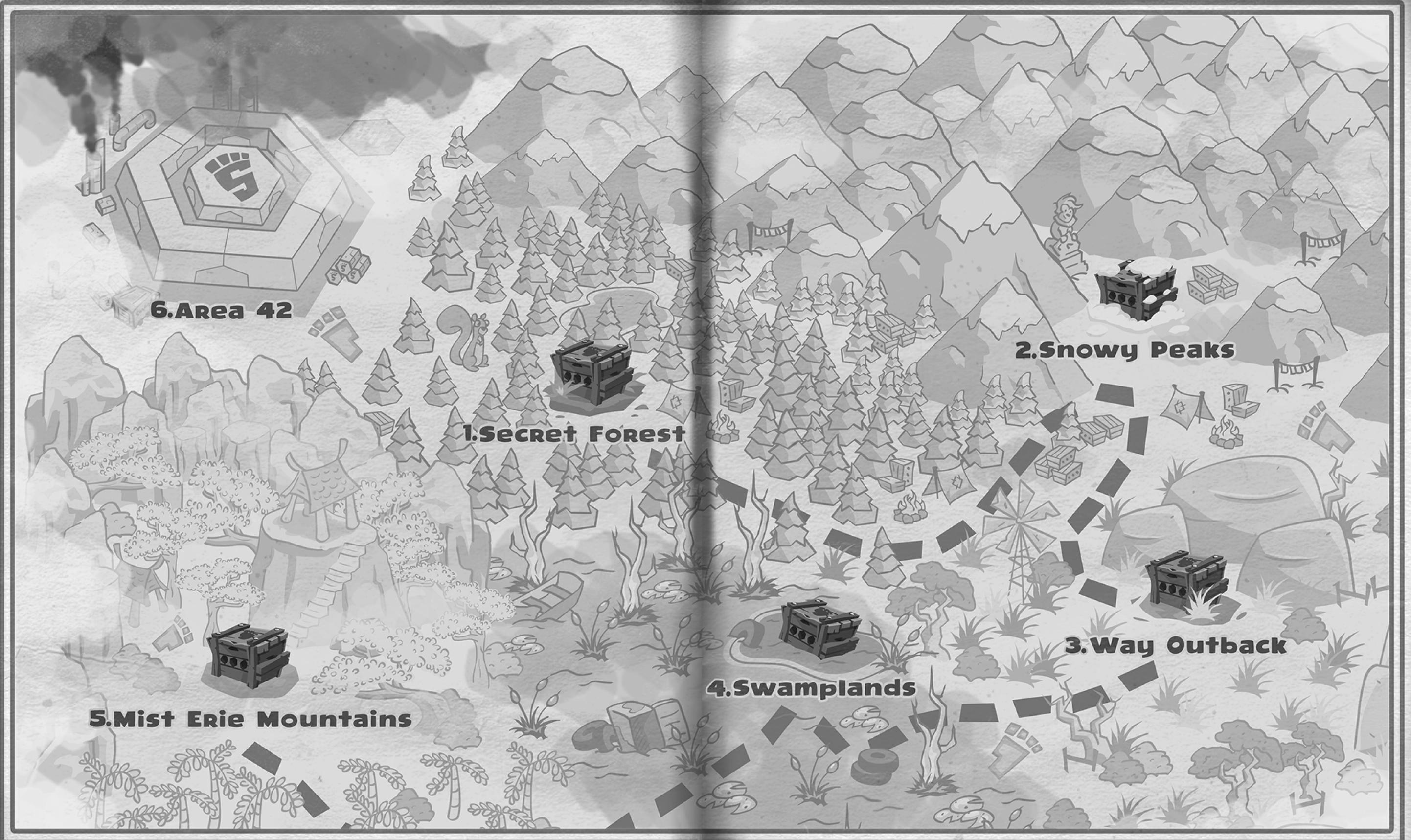
*Join and See
the World!*



*Then Kick off your
S.O.C.K.S.*



The S.O.C.K.S. Organization is not liable for anything, ever. Unless it's a good thing.



Knowing these key "hot spots" will help increase your odds of discovery. 1, Secret Forest. 2, Snowy Peaks. 3, Way Outback. 4, Swamplands. 5, Mist Erie Mountains. 6, Area 42

SECTION 6

MYTHS & LEGENDS

A WORLD OF MONSTERS



WHAT TO KNOW

COMMONS

RARES

MYTHS

LEGENDS



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SPECIES: S.K.42
LITTLE BIGFOOT

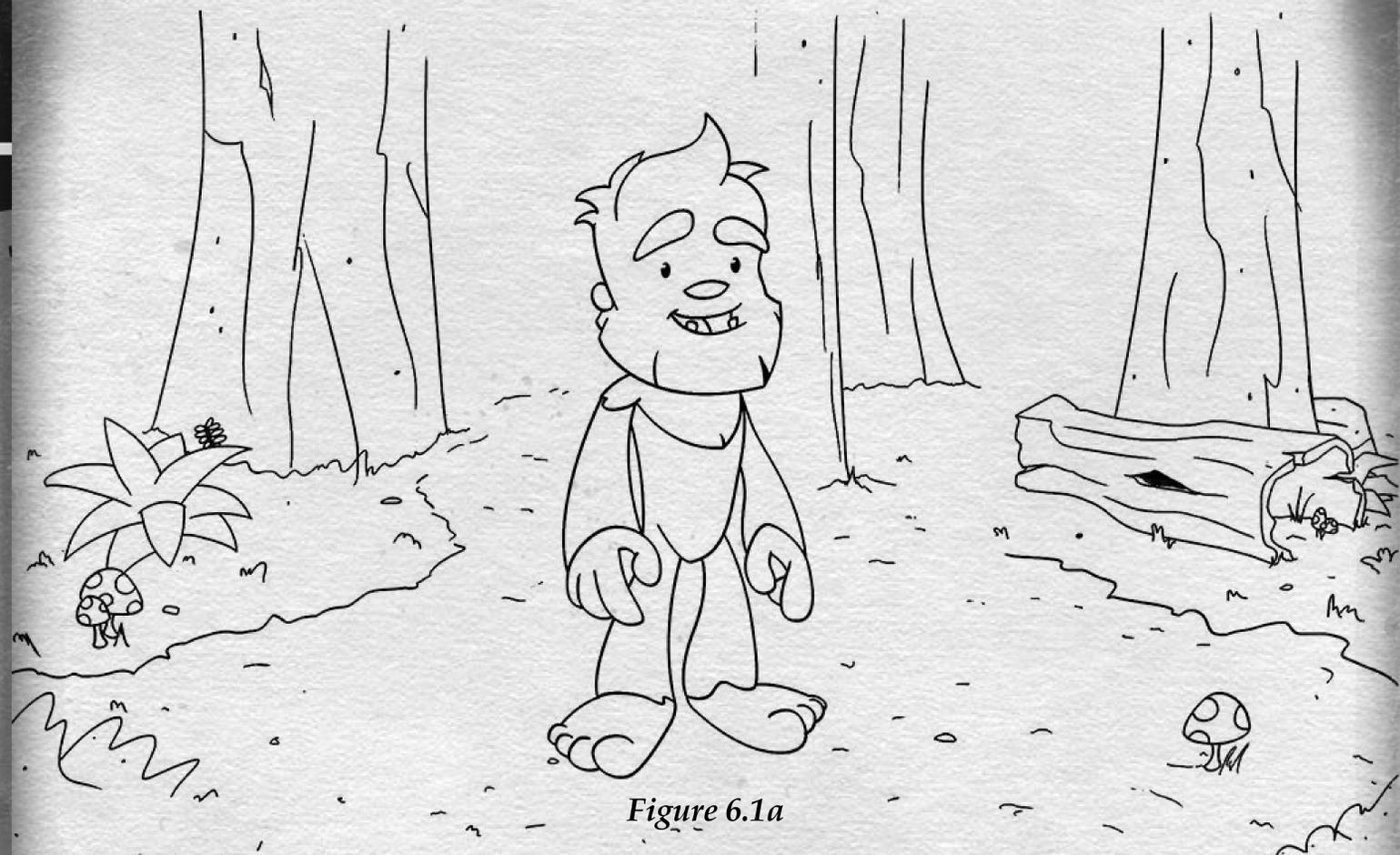


Figure 6.1a

CLASS: COMMON
HEIGHT: 1.27M WEIGHT: 42KG
SKILLSET: STEALTH/SIGHT

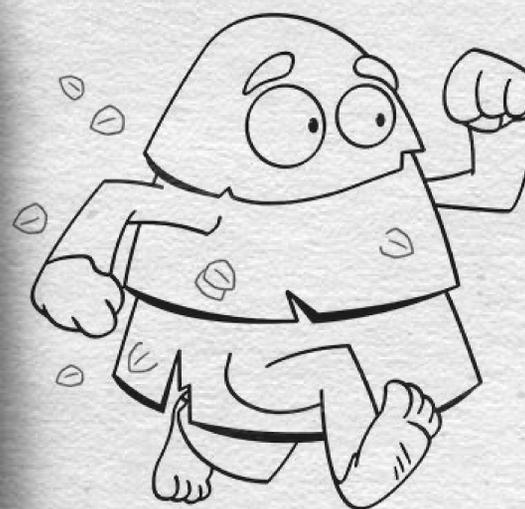


Figure 6.1b

World's reigning Hide & Seek Champion. This crypto was the S.O.C.K.S. first discovery. Raiding its home led our Troopers and Science Division around the world in search of more of their kind. What we discovered was a hidden world full of creatures to be captured and exploited for our gain. Don't be deceived by a Bigfoot's cute appearance. These ferocious beasts will be happy to snack on your fingers. Their stealth skill has been labeled "Sneaky Shrub"(Fig 6.1b), and renders them invisible to the human eye.

SPECIES: S.K.33
LITTLE YETI



Figure 6.1c

CLASS: COMMON
HEIGHT: 1.35M WEIGHT: 45KG
SKILLSET: STEALTH/SOUND

The Yeti is always stirring up trouble down the mountain. They are by far the most devious and mischievous of the crypto order. On top of that, their ability to run quieter than most cryptos makes their capture all the more difficult. While Yetis may think they're cooler than the other side of the pillow, they will soon suffer at the hands of the S.O.C.K.S. On a lighter note, Yeti's are also known for handing out lemon flavored snow cones, which I have to say are quite delicious.

SPECIES: S.K.41
LITTLE YELLOW TOP

CLASS: COMMON
HEIGHT: 1.35M WEIGHT: 45KG
SKILLSET: RESOURCES

A cousin to the Sasquatch from the northern woods territory, their species can be easily identified by their blonde shaggy heads. They seem to have a knack for finding rare species. Don't be fooled by their charm. They will steal rare species right out from under your eyes. *And then steal your heart. Figuratively anyways. Seriously, these things are charming.

*Oh and they might literally steal your heart as well. You've been warned.

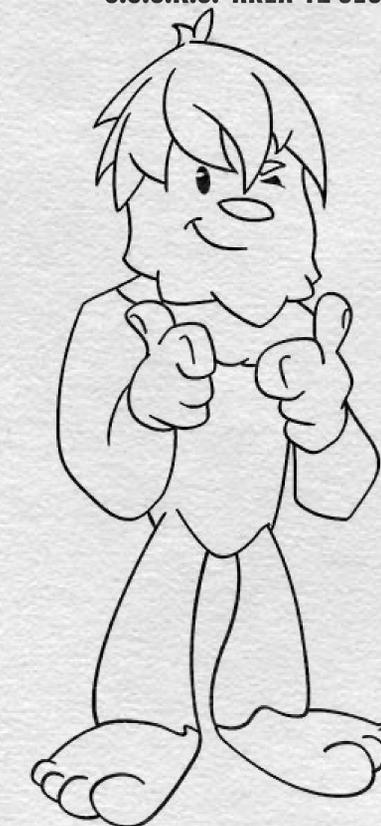


Figure 6.1e

SPECIES: S.K.45
LITTLE SASQUATCH

CLASS: COMMON
HEIGHT: 1.55M WEIGHT: 54KG
SKILLSET: RESOURCES

Taller than some, and stranger than most, these hairy beasts have an affinity for maple syrup and geese. Sasquatches appear to be shy and frightful cryptos, while still retaining a temper if provoked. They seem to keep mostly to themselves while roaming the forest collecting things. With a Hunter Gatherer skillset the Sasquatch increase their bone collection when munching on Kritters, and humans for that matter, so keep your socks on out there.

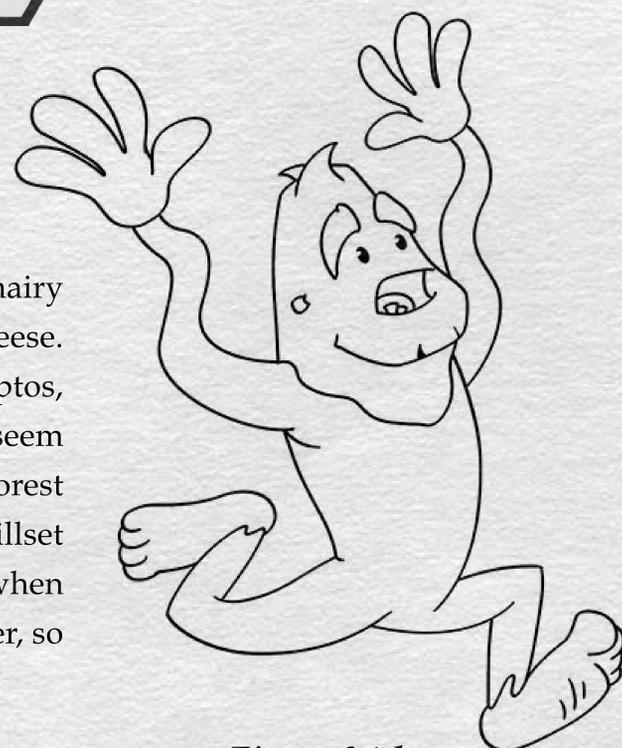


Figure 6.1d

SPECIES: S.K.62
LITTLE YOWIE

CLASS: COMMON
HEIGHT: 1.35M WEIGHT: 45KG
SKILLSET: STEALTH/SOUND

Hidden in the vast emptiness of the Outback, these creatures have terrorized aborigines for centuries. Once we were able to pin one down we were astonished at their weight to speed ratio. Don't be misled by these monsters' pudgy good looks. They're quick little balls of fur.



Figure 6.1g



Figure 6.1f



SPECIES: S.K.26

LITTLE SKUNK APE**CLASS: COMMON****HEIGHT: 1.27M WEIGHT: 42KG****SKILLSET: STEALTH/SIGHT**

Figure 6.1h

CAUTION!!! Use extreme care when interacting with a Skunk Ape. The smell on these cryptos can take down an entire herd of water buffalo. These creatures inhabit flooded swamp areas, and are as ugly as the water they're found in. Give Skunk Apes a wide berth, unless you like fancy cheese...



Figure 6.1i

SPECIES: S.K.68

LITTLE MOEHAU**CLASS: RARE****HEIGHT: 1.22M WEIGHT: 47KG****SKILLSET: DISTRACT**

We've learned this species is a type of wild man. Only glimpses had been seen until the S.O.C.K.S. came into power. They are untamed men that roam the wilds of their homeland reflecting an ancient sub-culture with an affinity for masks. They can throw these masks onto hunters and troopers causing momentary blindness and incapacitation. They also have a very unique Yell reminiscent of their ancient warlike culture.



Figure 6.2b

SPECIES: S.K.34

LITTLE MEH-TEH**CLASS: RARE****HEIGHT: 1.54M WEIGHT: 55KG****SKILLSET: STEALTH/SIGHT**

These big fellas are lovers and fighters. This species is often confused for a Yeti by the native population and mountain adventurers alike. We at the S.O.C.K.S. aren't as confused. They have unique spots that help them blend into their environment, making it harder for humans to spot them. They seem to age quickly and then plateau. We like to think of them as the grandfather of the cryptos. And that lady tickler is spectacular.

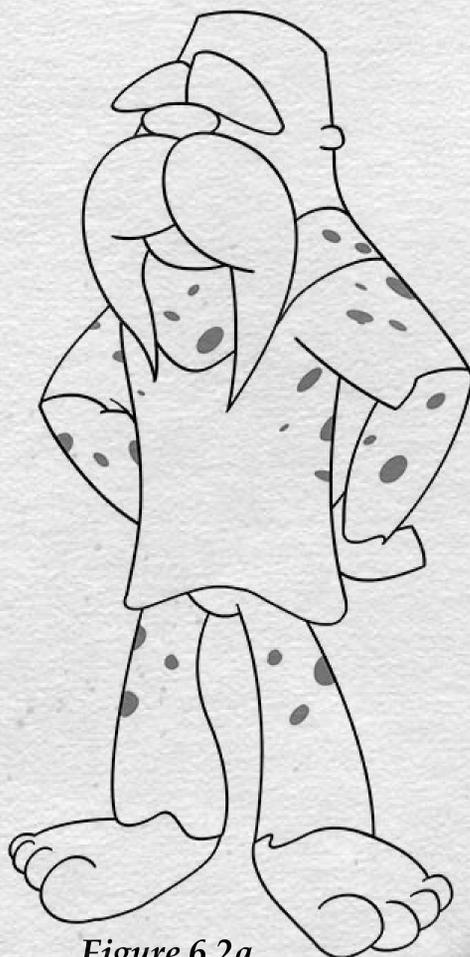


Figure 6.2a



SPECIES: S.K.21

LITTLE GRASSMAN**CLASS: RARE****HEIGHT: 1.7M WEIGHT: 41KG****SKILLSET: STEALTH/SIGHT**

Figure 6.2c

The Grassman species looks like a giant man in a banana costume. One of the taller cryptos on record, the Grassman causes a mysterious mist that can temporarily blind humans. Until capture and experimentation, their bodies were thought to be covered in a grass or wheat-like substance, hence their name. We at the S.O.C.K.S. have since discovered this is just coarse hair that the creatures use to blend in to their environment. Nature's ghillie suit.

SPECIES: S.K.42-X
ESCAPED EXPERIMENT

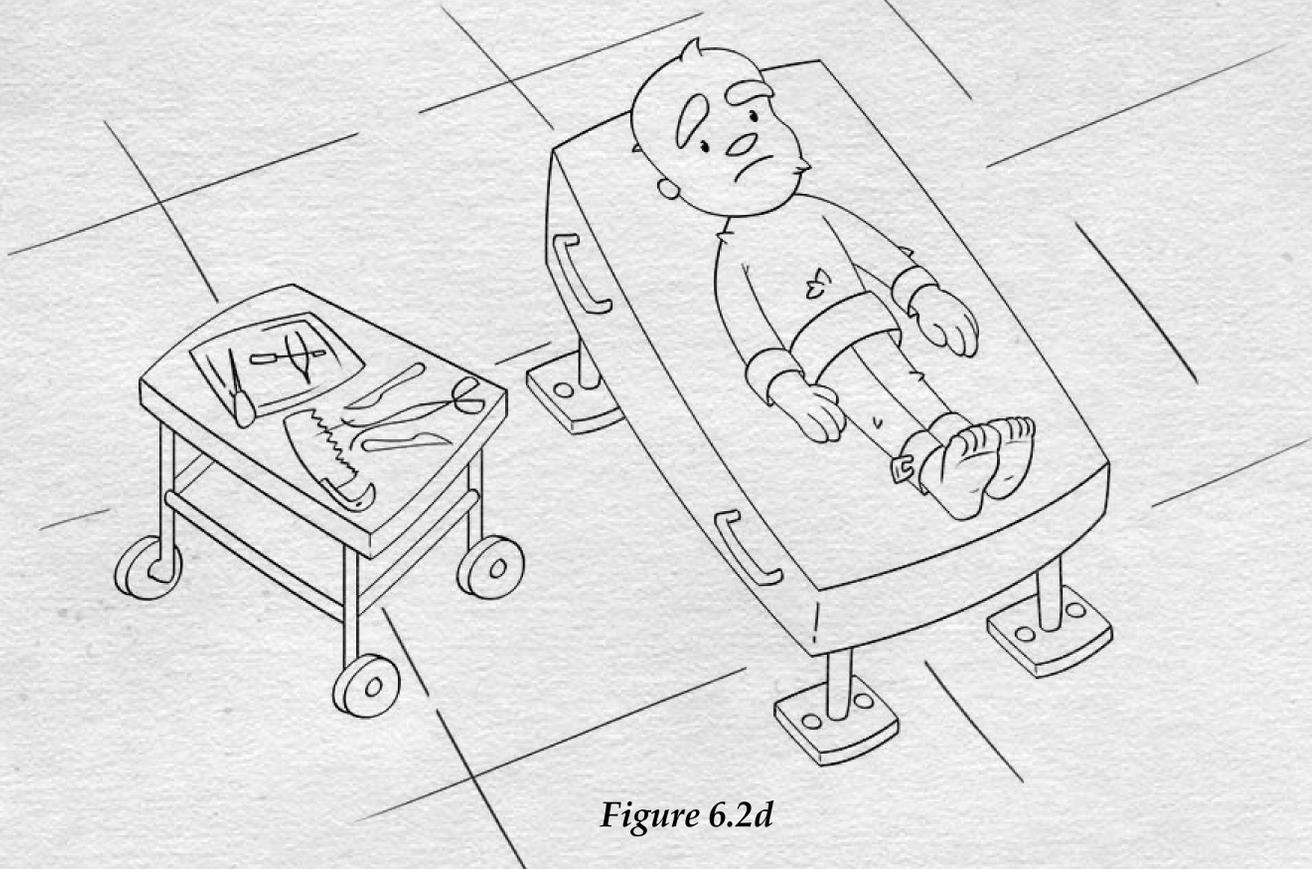


Figure 6.2d

CLASS: RARE
HEIGHT: 1.27M WEIGHT: 41KG
SKILLSET: STEALTH/SIGHT

These naked creatures were once held captive in a S.O.C.K.S. Laboratory and subjected to a wide spectrum of tests and experiments. This makes these creatures highly volatile and on a mission of revenge. They streak through the forest looking for hugs and bones. Given their time under S.O.C.K.S. imprisonment they've learned tricks for avoiding being seen. They also seem to have learned simple speech. Further testing will need to be performed.

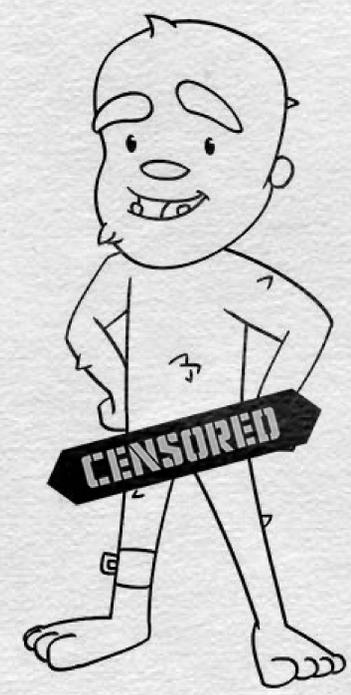


Figure 6.2e

SPECIES: S.K.48
LITTLE WENDIGO

CLASS: MYTH
HEIGHT: 1.8M WEIGHT: 57KG
SKILLSET: DISTRACT

Nobody knows what's going on under that skull. It's probably just butterflies and cannibalistic thoughts. The Wendigo are known for eating their kills. Their forest is said to be one of the most beautiful and exotic. Don't get distracted by that beauty, or else you'll find yourself a snack to the mystical beast. Wendigos also have a particularly troublesome distraction skillset. They can create duplicates of themselves that anyone might mistake for as an easy capture. But all you'll come up with is a handful of air. Magical beasts are the worst...



Figure 6.3a

SPECIES: S.K.66
LITTLE QUINKIN

CLASS: MYTH
HEIGHT: 1.6M WEIGHT: 41KG
SKILLSET: TRAP

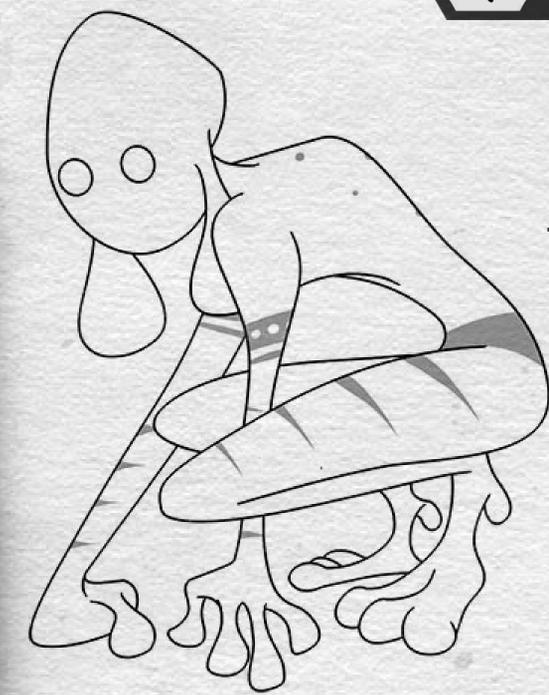


Figure 6.3b

These dark spirits hold secrets and stories from the Way Outback. They may forever remain a mystery to the public, but we here at the S.O.C.K.S. Laboratories will discover their true nature. There are rumors that these spirits may be friendly, but that is pure propaganda. We know they are evil and will not hesitate to destroy any human that gets in their way. They have the ability to summon ancient tribal rocks to trap enemies just long enough for them to slip away.

SPECIES: S.K.38
LITTLE URAYULI



Figure 6.3c

CLASS: MYTH
HEIGHT: 1.21M WEIGHT: 68KG
SKILLSET: TRAP

With frozen nipples so hard they cut diamonds, this chilly species' icy touch won't be thawed. The Urayuli are the king of the icy north. You have to have your socks strapped on tight when hunting these creatures. When spotted they have a natural defense mechanism causing the ground behind them to freeze, rendering any chase impossible. This icy mountain menace just wants an ice palace of his own. He just won't let it go...



Figure 6.3d

SPECIES: S.K.22
LITTLE SWAMP MONSTER

CLASS: MYTH
HEIGHT: 1.5M WEIGHT: 54KG
SKILLSET: SIGHT AND TRAP

Swamp Monsters can be found in any murky water world. They hide deep underwater and only surface when their world is threatened. So of course the best way to get them to appear is invade and set up shop in their backyard. Which is exactly what we did. However, they can call upon their environment causing vines to wrap around enemies while they disappear under the water.

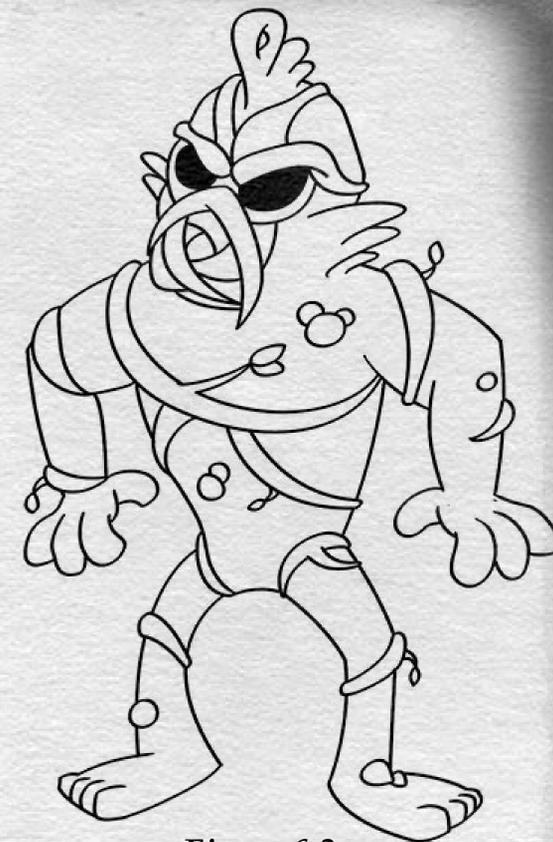


Figure 6.3e

TRAITOR
DR. ARGYLE SOCKS



Figure 6.3f

CLASS: MYTH
HEIGHT: 1.88M WEIGHT: 68KG
SKILLSET: TRAP

This traitor is Number 1 on the S.O.C.K.S. most wanted list. Dr. Argyle may have been our founder, but his values shifted and conflicted with what our core ideals at S.O.C.K.S. became. We are in the business of hunting, trapping, and experimenting on these cryptos for our gain. Dr. Argyle's only interest was in studying, and he became concerned with our practices. Then he sabotaged our first mission to capture the pack of Little Bigfoots. We even hear that he's helping this pack fight against us and other humans. He must be stopped and stuffed in the lost S.O.C.K.S. drawer.

SPECIES: S.K.30-X
LITTLE POLYGON

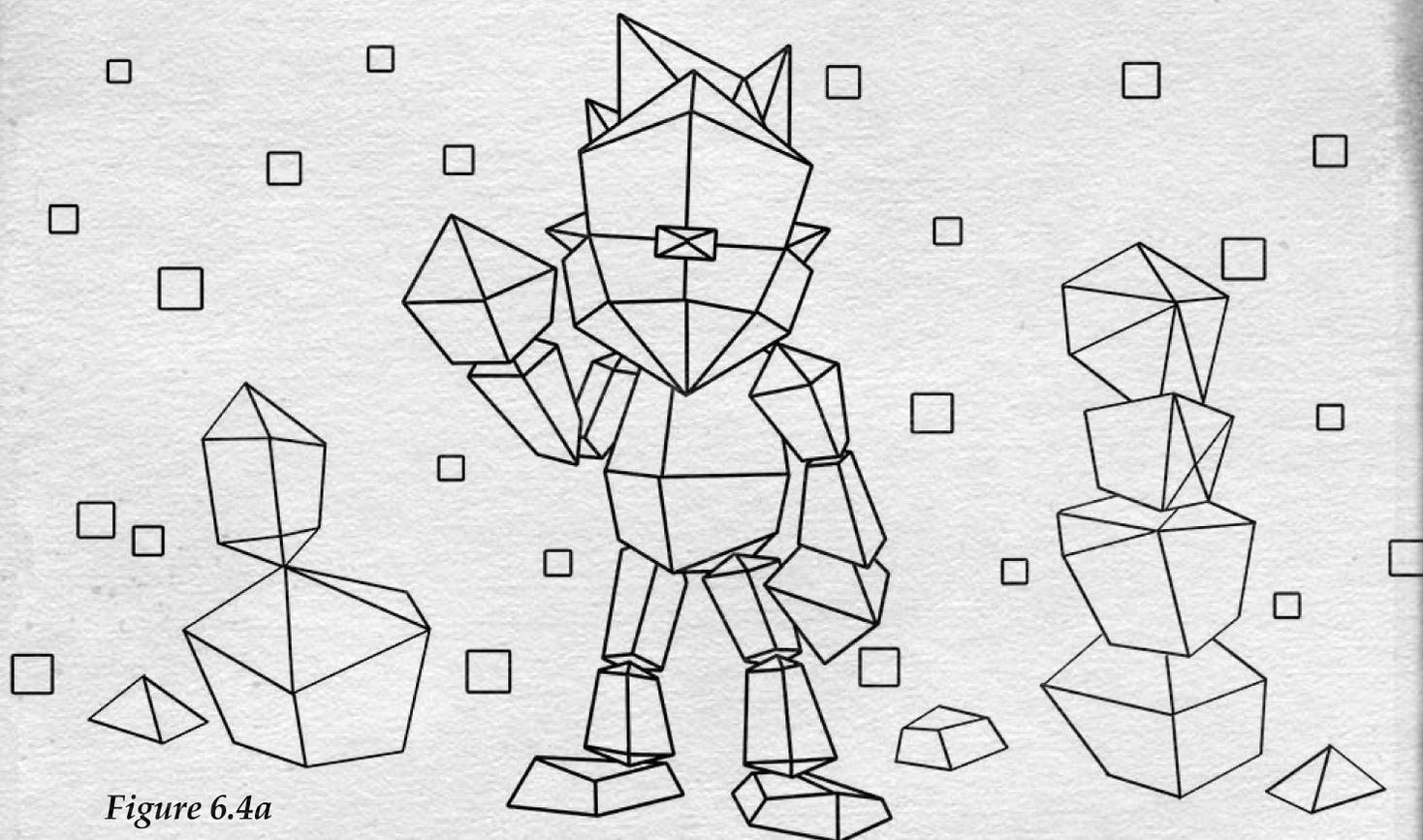


Figure 6.4a

CLASS: LEGEND
HEIGHT: 1.27M WEIGHT: UNKNOWN
SKILLSET: RESURRECT

This glitch is an anomaly that was found in the S.O.C.K.S. source code. In an effort to fix this bug, the glitch became sentient and exploded out of our labs and into the real world. We've been unable to maintain the glitch and now the original has spawned multiple copies thinking they are all some sub-species of the original Bigfoot. They are difficult to capture because of their ability to spawn copies of themselves. We will eradicate this glitch from the world, and save the INTERNET!



Figure 6.4b

SPECIES: S.K.40-X
LITTLE SLENDERMAN

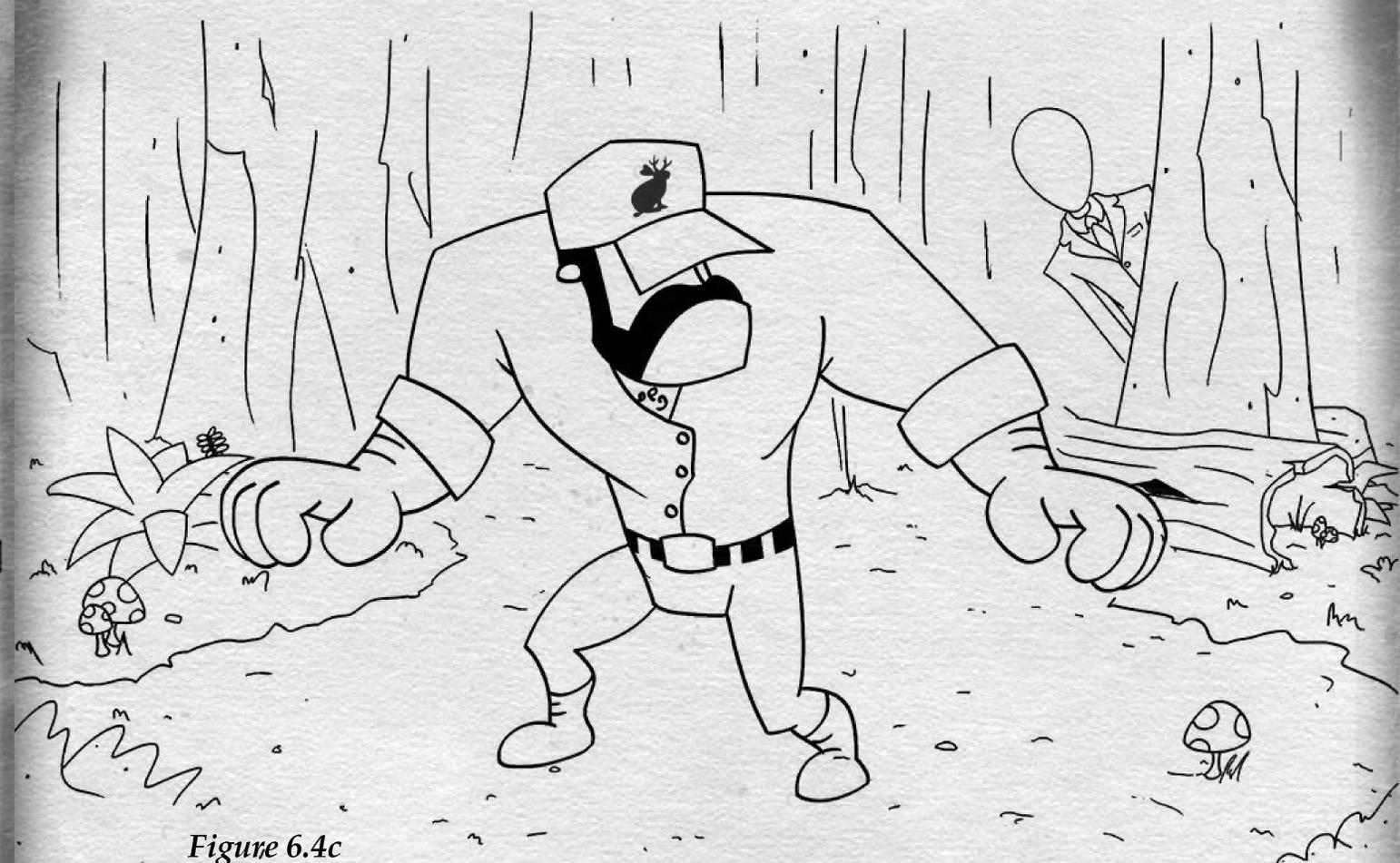


Figure 6.4c

CLASS: LEGEND
HEIGHT: 1.27M WEIGHT: 42KG
SKILLSET: DEATH

One of the most deadly cryptos we know of is the Slenderman. From the intelligence that we've gathered the Slenderman seemed to be the result of a mass belief. It's almost as if the people of this world willed them into existence. They are incredibly rare, but can be found in the creepier parts of the forest. This evil creature can kill you with one stare. We highly recommend never staring directly at their faces. Another side note; they seem to enjoy pasta, creepy right?



Figure 6.4d

SPECIES: S.K.20-X
LITTLE NESSIE

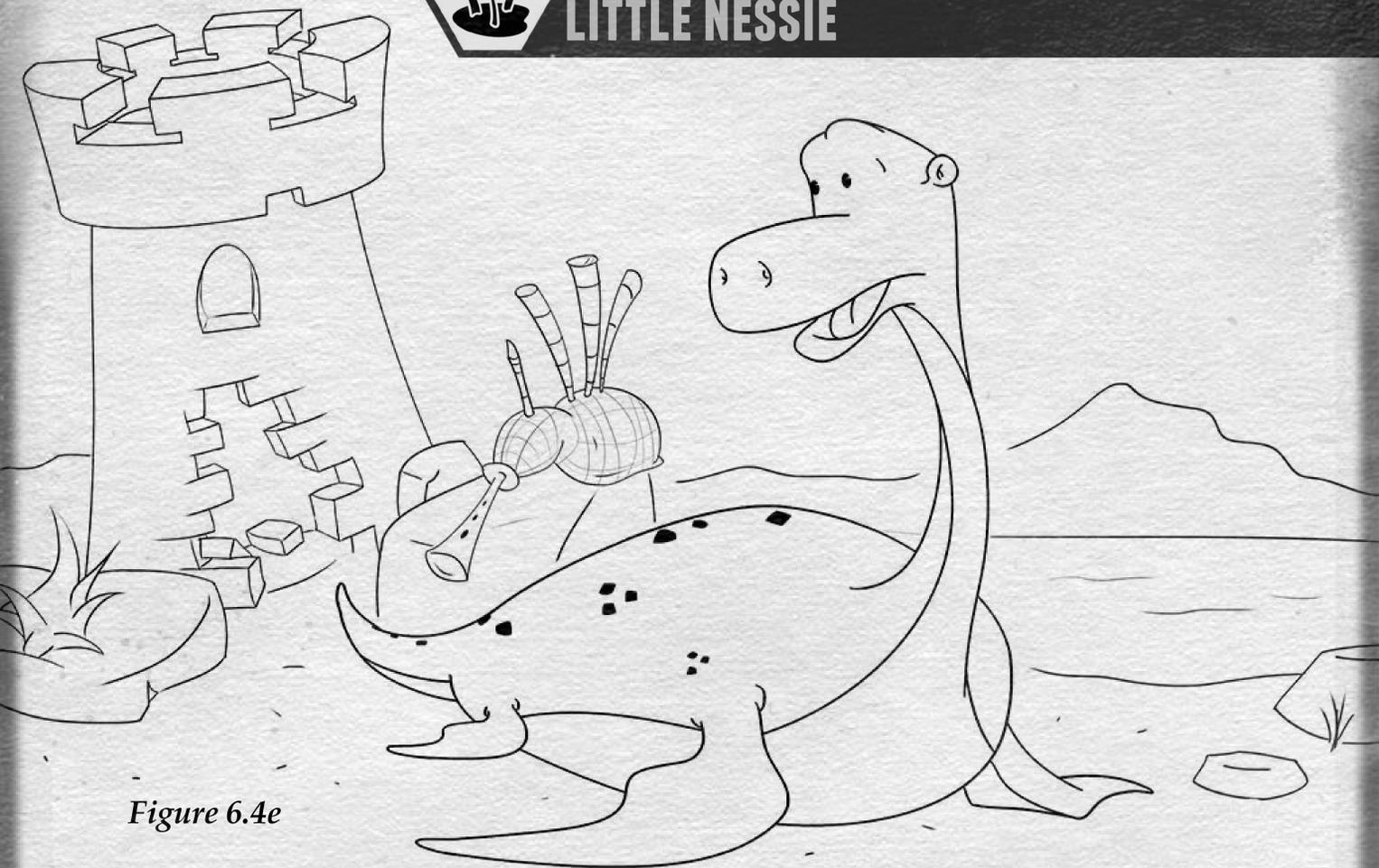


Figure 6.4e

CLASS: LEGEND
HEIGHT: 1.4M WEIGHT: 90.7KG
SKILLSET: TRAP

One of the more popular Legends, the Nessie are a water dwelling species. They are extremely showy for being such elusive creatures. They've taken up residence in a swampy environment, and are trying desperately to replace country music with bagpipes. As happy and innocent as they may appear, they can create whirlpools behind them that will suck any would-be pursuer down to the mysterious fathoms below.

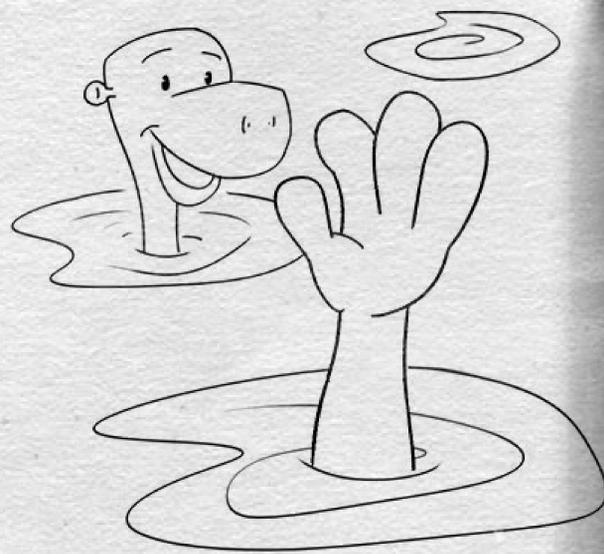


Figure 6.4f

SPECIES: S.K.60-X
LITTLE ALIEN

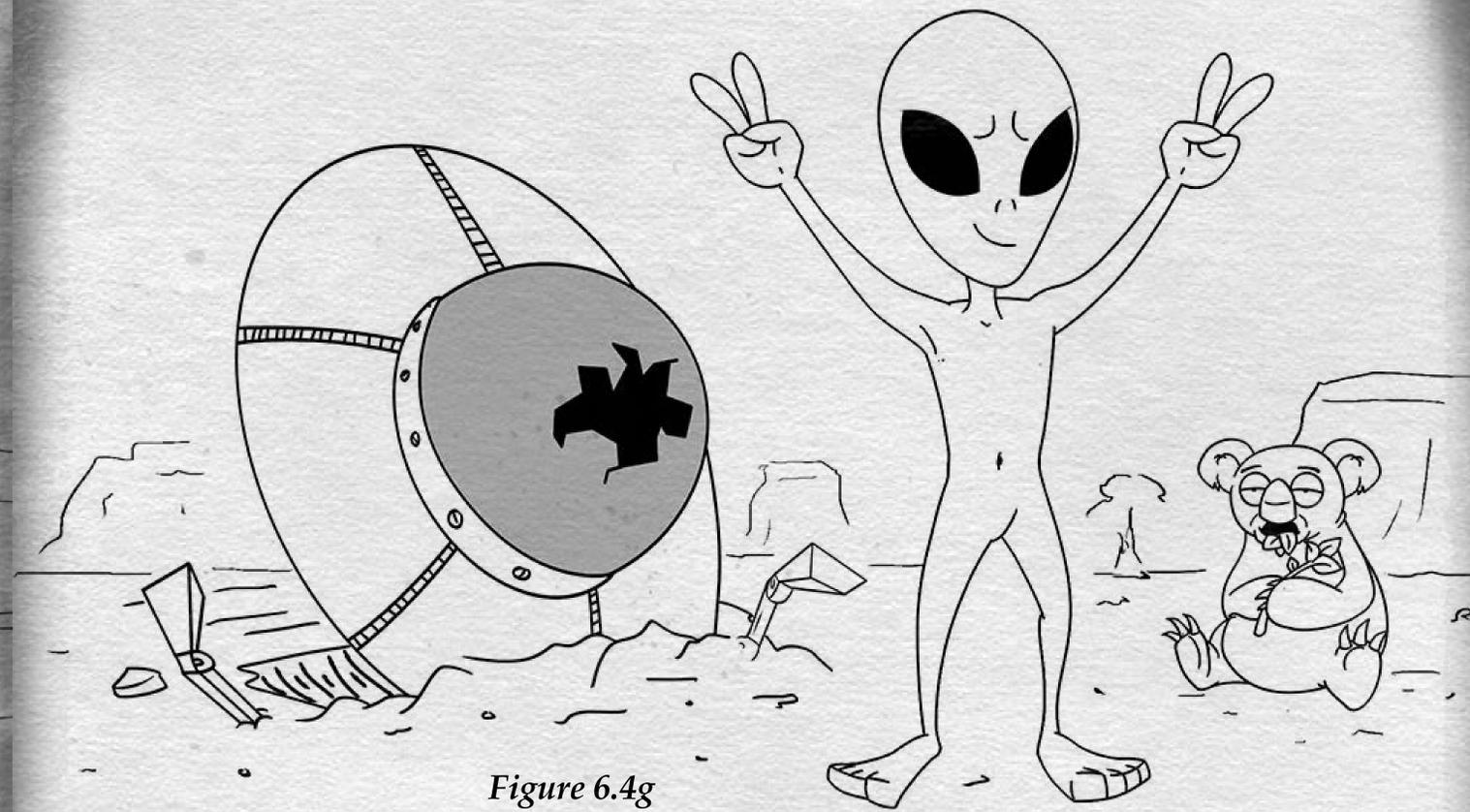


Figure 6.4g

CLASS: LEGEND
HEIGHT: 1.4M WEIGHT: 38KG
SKILLSET: ABDUCTION

The Little Aliens are unwelcome visitors to our planet. Crash landed in the desert, they immediately befriended our planet's cryptos. They began abducting random citizens completely unprovoked. We here at the S.O.C.K.S. have added the Aliens to our capture list. We've also noticed they have a strange, somewhat unhealthy, obsession with bovines. For every person they abduct they leave behind a cow. They may be lactose intolerant. More research needed.

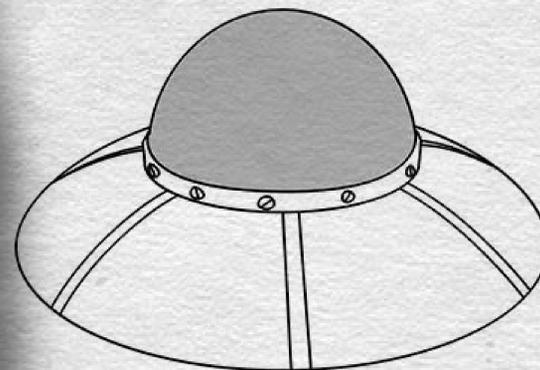


Figure 6.4h



SPECIES: S.K.41-X

LITTLE WEREWOLF A.K.A. LARRY



Figure 6.4i

CLASS: LEGEND

HEIGHT: 1.27M WEIGHT: 44KG

SKILLSET: SPEED

The Werewolf belongs to the crypto order as well. They are no longer just a legend from the pages of lore. The S.O.C.K.S. have increasing reports of sightings of these beasts in the forest region. These lunar lovers are incredibly fast, and can hold their beast form for longer periods of time, making them major risks to property and lives. Pray you can capture them in their daytime form... Larry. Larry is still fast, but far less imposing wouldn't you say?

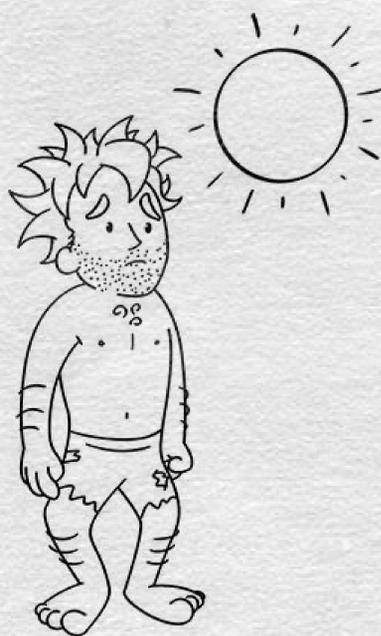


Figure 6.4j

Safety First Then Teamwork



Seriously, stop dying out there. We've gotta boost our safety numbers this quarter.



SECTION 7

WHO'S WHO

SIZE DOES MATTER



WHAT TO KNOW

KNOW YOUR COMMUNITY SCALE CHART



AREA 42 SK21-8689-7142

KNOW YOUR COMMUNITY

We know that the S.O.C.K.S. are always patrolling the community. But who else is roaming the woods at night looking for stinky furry things? From dogs to hunters to large beasts, check out what we're up against out there.

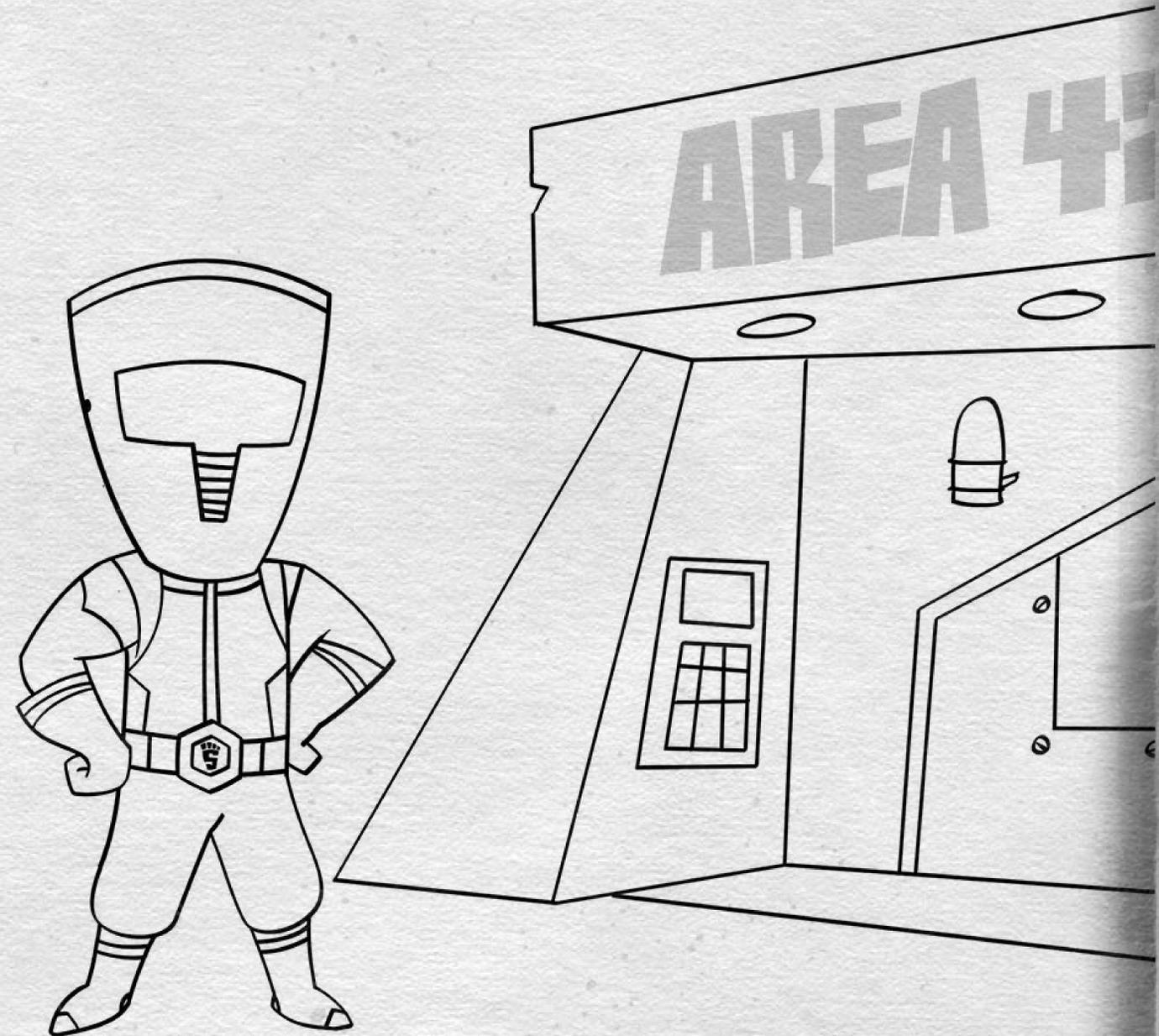
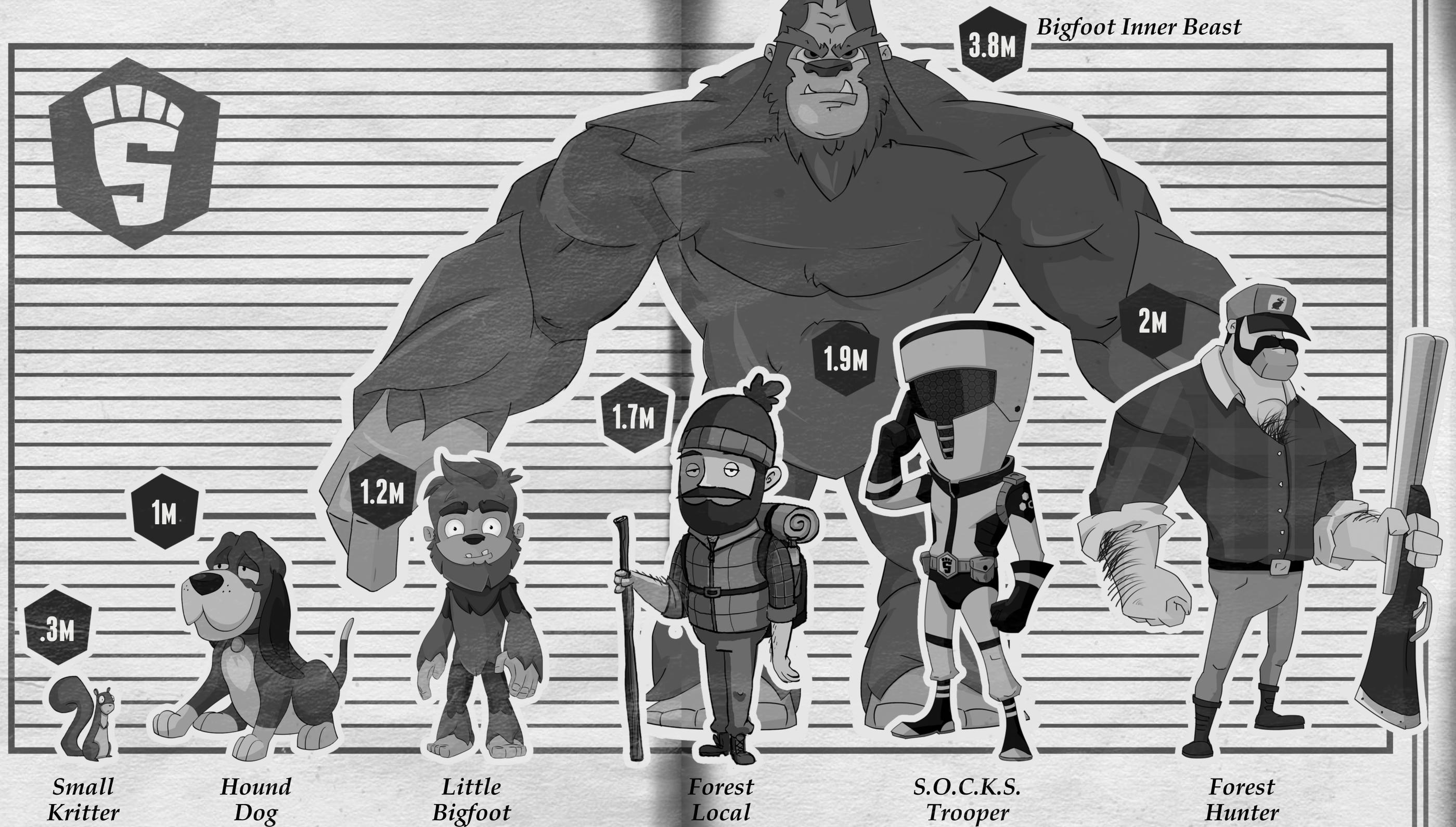


Figure 7.1a



*Scale may not be 100% accurate. To tell you the truth we have no idea what we're talking about. They just gave me my two weeks notice. Jerry's gonna regret this.

SECTION 8

FORAGING & SCOUTING

A HOARDER'S DREAM



WHAT TO KNOW

INS AND OUTS OF FORAGING
RESOURCE CHART

AREA 42 SK21-8689-7142

INS AND OUTS OF FORAGING

The S.O.C.K.S. Science Division have analyzed and categorized the incessant need of the crypto to collect and craft things. They'll collect anything they find out in the world, and hoard these resources in their caves. The goal seems to be to Forage together these items to build something, but we're unsure what specifically. We suspect the traitor Dr. Argyle to be assisting them in recreating our crates, but that is unconfirmed.

RESOURCE CHART

RESOURCES	RARITY	DESCRIPTION	
 Hunter's Hat	Uncommon	The only thing a Hunter leaves behind after an encounter with the Inner Beast.	
 Stone	Common	Basic resource found in all lands.	
 Wood	Common	Basic resource found in all lands.	
 Rope	Uncommon	Rope can be located in all lands. Usually found in Hunter campsites.	
 Pots & Pans	Uncommon	Usually found in Hunter campsites. The squirrel stew is quite spectacular.	
 Dirt	Common	It's just dirt...	

RESOURCES	RARITY	DESCRIPTION	LOCATION
 Foot Cast	Rare	Rare evidence of the cryptos' visits to the podiatrist.	
 Ammo	Uncommon	Ammo can be located in all lands. Usually found in Hunter campsites.	
 Mechanical Parts	Uncommon	Found in generators and vehicles.	
 S.O.C.K.S. Parts	Uncommon	Found in S.O.C.K.S. equipment. *Must have notoriety of at least 1.	
 Snow	Common	Fresh powder from the Snowy Peaks.	
 Flags	Uncommon	Blowing in the brisk air of the north.	
 Yeti Statue	Rare	Scattered throughout the snow covered peaks and passages.	
 Sand	Common	It's course and is everywhere in the Way Outback.	
 Boomerang	Uncommon	Find these bent frisbees in Hunter camps.	
 Cans	Common	Clean up after those litterbugs.	
 Tires	Uncommon	They're bouncy and roll far. Find tires scattered in the swamp.	
 Trooper Helmet	Rare	Troopers lose these and their dignity after an encounter with the Inner Beast. *Must have notoriety of at least 1.	

IF THE HELMET FITS



WEAR IT!

JOIN THE S.O.C.K.S. NOW

High risk of dismemberment or death, but we do have Casual Fridays and ice cream cake.

HEY YOU!



YEAH YOU... KEEP UP THE GOOD WORK!

Remember, the friendly neighborhood S.O.C.K.S. will buy any crypto anytime.



The S.O.C.K.S. Organization is not liable for anything, ever. Unless it's a good thing.

LITTLE BIG FOOT™

Size Does Matter!



Set foot on an epic adventure that will turn the stealth genre on its head with Little Bigfoot! Put your best foot forward using stealth, instinct and the help of some unique characters to rescue your mythical species, and escape without getting caught by the dastardly S.O.C.K.S. Organization!

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