

# Kerbal Space Program - Bug #20026

## Increase in Kraken Strikes

09/15/2018 10:10 PM - Rooknewb

<b>Status:</b>	New	<b>Start date:</b>	09/15/2018
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Bug Tracker		
<b>Target version:</b>			
<b>Version:</b>	PS4 - Enhanced Edition 2018-07-19	<b>Language:</b>	English (US)
<b>Platform:</b>	PS4	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

### Description

KSP Enhanced Edition  
PS4 Pro

I'm not sure what is causing it, and, well I don't know what else to call it, but there has been a very large increase in the number of Kraken strikes since the last patch.

It happens on the launch pad, and when time warping under 200m/s in atmo with chutes deployed.

If you could look into these it would be appreciated. It seems like the last patch broke a lot of things, and is making the game very difficult to enjoy.

### History

#### #1 - 09/17/2018 09:42 AM - Tomator

Although physics is significantly less reliable than it used to be (thanks keyboard engineers there are F5 & F9 buttons!) I've never seen the Kraken. Could you please share a screenshot and/or describe his attacks in details so the Squad of knights in shiny armors could track him down and defeat?

#### #2 - 09/19/2018 03:03 PM - Rooknewb

Perhaps there is a language barrie, and I apologize for my own lack of knowledge, I am a newbie after all. But, could you please tell me where to find the F5 and F9 keys on the PlayStation controller?

As for screen shots, sharing them with people not on PS4 is difficult.

Most of the Kraken strikes have occurred when I am exiting the VAB for launch. Two have occurred while in flight switching to a craft, or after a time warp, and at the beginning of a time warp.

I do believe I've found one of the causes. Rigid attachment seems to be broken by becoming Kraken bait again.

Before the latest patch it worked magnificently to prevent flaccid and wobbally rockets. Or to slap some SRBs on for a couple hundred delta v for those retrograde and polar launches.

#### #3 - 09/19/2018 03:13 PM - Rooknewb

Before the latest patch it worked magnificently to prevent flaccid and wobbally rockets. Or to slap some SRBs on for a couple hundred delta v for those retrograde and polar launches.

As for what the Kraken looks like, well it is actually imperceptible to Kerbal ocular, auditory, tactile, olfactory, needless to say to my knowledge there is no record of a Kerbal tasting one.

However, the results of a Kraken attack can be seen as rockets, rovers, planes, boats and submarines rip themselves apart at 0 m/s, or with all engines off, and not colliding with any tracked objects.