



THE LAMPLIGHT SERIES



# THE HUNT FOR THE KRAKEN

A  
DECIDE-AS-YOU-GO  
ADVENTURE

12  
ENDINGS

KATHRYN  
BUTLER

*"The Hunt for the Kraken* is a thrilling pick-your-path adventure that puts readers in the driver's seat. With each decision, they'll face danger, dodge premature endings, and uncover new twists—whether it's time travel, a legendary sea monster, or a ruthless captain who will stop at nothing to achieve his dark plans. Woven throughout are Scripture passages that help guide the journey. Kathryn Butler has crafted an unforgettable experience that children are sure to love."

Marty Machowski, Executive Pastor, Covenant Fellowship Church, Glen Mills, Pennsylvania;  
author, *The Ology* and the Redemption Tales series

"This book has everything the fifth-grade version of me wanted in a story: danger on the high seas, a heroic dad, monsters, maelstroms, maps, and magic. As a parent reading it aloud with my own kids, I love that it is also a book that makes its readers long for redemption, love goodness and courage, and be amazed by the power of our God, with whom all things are possible. *The Hunt for the Kraken* is a fresh reminder that a good tale, well-told, makes us want to decide as we go with both wisdom and grace."

Ginger M. Blomberg, author, *Charlie and the Preschool Prodigal*; mother of five

"Kathryn Butler invites readers to enter a story where their choices matter and could lead to wild adventure, unexpected friendship, or deep regret. Yet in this story, as in life, even the worst decisions carry the hope of forgiveness and redemption. Open this book and embark on the adventure!"

Carolyn Leiloglou, author, *The Restorationists* series

“How fun to reimagine the classic concept of readers choosing their own adventures! Kathryn Butler pays homage to this fine tradition, even casting the narration in the second person as the originals did. But there’s a twist: These stories aim to do more than put young readers in the driver’s seat. With Scripture verses at every turn to provide guiding light, *The Hunt for the Kraken* not only shows the consequences of our choices; it reminds us that the grace of Christ outsizes all our decisions and that even our best needs mercy.”

J. D. Peabody, author, *The Inkwell Chronicles* series

“Life is full of choices, and a decide-as-you-go adventure experientially teaches kids that choices have real consequences. Parents understandably want to protect their children from making bad choices, so fiction is an excellent way for children to imaginatively experience the school of hard knocks. *The Hunt for the Kraken* has no shortage of hard knocks, peril, and godly wisdom. You may regret some choices along the way, but you won’t regret picking up this book!”

Betsy Childs Howard, Editor, The Gospel Coalition;  
author, *Arlo and the Keep-Out Club*

“Not only will young readers be swept away by this book’s exciting story choose-your-own-adventure possibilities, they’ll also learn how much their choices matter, in real life as in fiction. Through the vibrant engagement of her readers’ imaginations, Butler enables children to better understand that, whether a decision tosses them onto the safety of dry land or into the claws of a villain, God’s will, grace, and love form the plotline and always triumph in the end.”

Amanda Cleary Eastep, author, *Tree Street Kids* series

# **THE HUNT FOR THE KRAKEN**

## The Lamplight Series

*The Hunt for the Kraken*



THE LAMPLIGHT SERIES



# THE HUNT FOR THE KRAKEN

A  
DECIDE-AS-YOU-GO  
ADVENTURE

KATHRYN  
BUTLER

 CROSSWAY®  
WHEATON, ILLINOIS

*The Hunt for the Kraken: A Decide-as-You-Go Adventure*

© 2026 by Kathryn Butler

Illustrations © 2026 Crossway

Published by Crossway

1300 Crescent Street  
Wheaton, Illinois 60187

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopy, recording, or otherwise, without the prior permission of the publisher, except as provided for by USA copyright law. Crossway® is a registered trademark in the United States of America.

Published in association with the literary agency of Wolgemuth & Wilson.

Cover and interior illustrations: T. Lively Fluharty

Cover design: Faceout Studio, Jeff Miller

First printing 2026

Printed in the United States of America

Scripture quotations are from the ESV® Bible (The Holy Bible, English Standard Version®), © 2001 by Crossway, a publishing ministry of Good News Publishers. Used by permission. All rights reserved. The ESV text may not be quoted in any publication made available to the public by a Creative Commons license. The ESV may not be translated in whole or in part into any other language.

Trade paperback ISBN: 978-1-4335-9959-0

ePub ISBN: 978-1-4335-9961-3

PDF ISBN: 978-1-4335-9960-6

---

## Library of Congress Cataloging-in-Publication Data

Names: Butler, Kathryn, 1980– author

Title: Hunt for the kraken : a decide-as-you-go adventure / Kathryn Butler.

Description: Wheaton, Illinois : Crossway, 2026. | Series: The lamplight series book ; 1  
| Audience: Ages 8–12

Identifiers: LCCN 2025009422 (print) | LCCN 2025009423 (ebook) | ISBN 9781433599590  
(trade paperback) | ISBN 9781433599606 (pdf) | ISBN 9781433599613 (epub)

Subjects: CYAC: Adventure and adventurers—Fiction | Sea stories | Kraken—Fiction  
| Christian life—Fiction | Plot-your-own stories | LCGFT: Action and adventure  
fiction | Choose-your-own stories | Novels

Classification: LCC PZ7.1.B8935 Hu 2026 (print) | LCC PZ7.1.B8935 (ebook)

LC record available at <https://lcn.loc.gov/2025009422>

LC ebook record available at <https://lcn.loc.gov/2025009423>

---

Crossway is a publishing ministry of Good News Publishers.

LB            35   34   33   32   31   30   29   28   27   26  
15   14   13   12   11   10   9   8   7   6   5   4   3   2   1

*To Jack and Christie: May his light  
always guide your way.*

*And to the young writers of Friends of  
Grace homeschool co-op: Let his word  
spark fires in your imagination.*



## NOTE TO KIDS

*Your word is a lamp to my feet  
and a light to my path.*

PSALM 119:105

Life is full of choices. Some are easy, like what to have for lunch or what you'd like for Christmas. Others are more difficult, like what to do when a friend does something wrong or whether to tell the truth if it might get you into trouble. Some problems have more than one right choice! Most frustrating of all, the wisest decisions don't always make things easy.

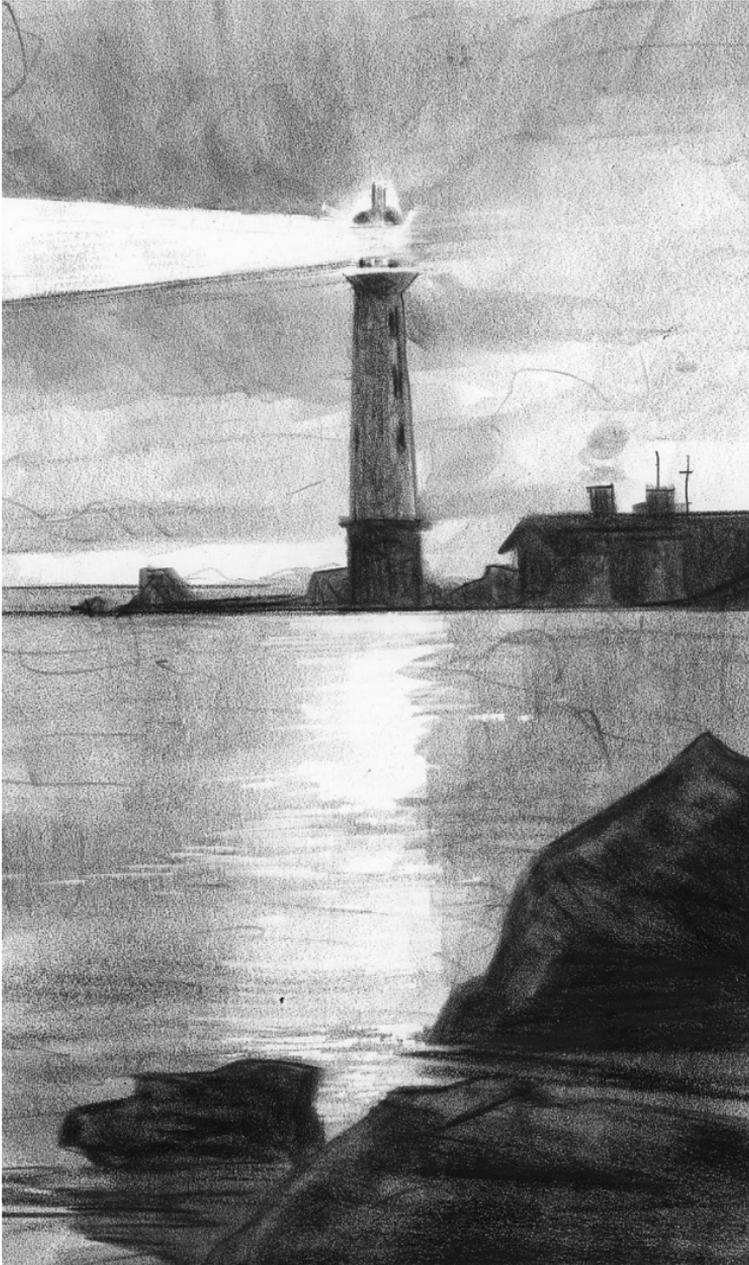
Thankfully, the Bible can help guide us when choices seem difficult. God gives us Scripture out of love for us, so we might walk in his ways (Hebrews 4:12; 2 Timothy 3:16). When we abide by God's word, we're always making the choice—however hard—that pleases *him*.

In the adventure that follows, you get to choose the direction of the story. Some choices will lead to

success and others to failure. Some will draw you toward mystery and others into disaster. In all cases, God's word can speak wisdom and truth into the path ahead. At the beginning of each chapter, a "Guiding Light" Bible verse can help teach you about your decisions. Think about these verses. Try to memorize them, if you can.

When you make wrong choices, whether in a book or in real life, take heart. This happens to all of us, because we're born in sin. The good news is that when you trust in Christ, you're forgiven. Seek to know Jesus. Let his word guide you, and embark upon the greatest adventure of all—a personal relationship with the living God, who made heaven and earth and who so loved the world that he gave his one and only Son. Whoever believes in him will not perish but have eternal life (John 3:16)!





## THE ADVENTURE BEGINS

At long last, something beyond the rocks tugs at your line. After hours standing on the jetty, with the sun baking the back of your neck and your mouth as dry as parchment, you finally have a bite. “Dad! I’ve got something!” you call, and your mind spins with the possibilities. Could it be a silvery mackerel? Or a pollock staring in surprise, its eyes as wide as silver dollars?

A wave crashes against the boulders and sprays you with saltwater as you reel in the line. You lean back against the weight pulling on your shoulders. *This must be huge!* you think, your fingers trembling, and now you’re dreaming not of mackerel but of striped bass, thick and slack-jawed with blue racing stripes down its flanks. “It’s a big one, Dad!” you shout. “I caught a big one!” You tug and tug but can’t reel it in, and sweat dots your brow. “Dad, help! It’s too big for me!”

Dad cheers, runs to your side, and takes the pole from you. The moment he yanks the line, however,

his smile fades. He tugs the pole several times and shakes his head. "Sorry, kiddo," he says. "That's no fish. You've snagged a lobster trap."

While he fights to unhook the line, you kick an empty mussel shell, jam your hands into your pockets, and trudge off by yourself, your excitement deflating like a balloon. This summer, Dad has caught a dozen mackerel, and even a black sea bass that your mom browned in a skillet and served with crispy potatoes. The other people who regularly fish on the jetty have all brought home dinner, too. Two weeks ago, Mrs. Pham, who crouches on the rocks in her sun hat every Saturday, caught six squid. Last month, Mr. Guitierrez and his five-year-old son even caught a sand shark. Everyone on the jetty shouted as the shark writhed on the rocks, the sunlight catching its belly in flashes of white.

You, on the other hand, have caught nothing. All summer you've stood by your father's side on that jetty, and not once have you reeled in a catch. As you grumble about your failure, the Boston skyline seems to tease you from across the water. Normally, you love spotting its silver spires stretching toward the sky on

## THE HUNT FOR THE KRAKEN

a clear day, but today they seem distant, like a pile of glimmering scales from the fish you just can't hook.

You're resolving to never pick up a fishing pole again when something bright catches the corner of your eye. You turn inland, to where the old lighthouse, built two centuries before to guide fishermen home, stands guard on the rocks with the sea crashing below. It's broad daylight in summer; surely, the lighthouse keepers wouldn't have turned on the beacon now?

As you watch, the light swivels within the glass walls of the lantern room and casts a white beam over the ocean. As it passes over you, however, the beam glows not white but brilliant blue.

You back away and gasp as the beam grazes the rocks at your feet, then turns white again and spins toward the shore. *What just happened?* you wonder. You take a few steps forward, squinting to see anyone inside the lighthouse and wishing you'd brought your binoculars. As you peer into the lantern room, you see no movement or shadow to suggest anyone at work on the light.

The light sweeps by again, and again you back away as the beam turns bright blue when it hits the rocks in

front of you. What could be causing this? You glance around to see if anyone else has noticed. Mrs. Pham still hunches over her squid pole. Mr. Guitierrez stoops as he helps his son bait his hook. A seagull wheels above, scouring the jetty for a forgotten morsel of crabmeat. No one seems to have noticed the blue glow upon the rocks with each glide of the light.

You peer over your shoulder. Dad now kneels on the ground, gritting his teeth and reaching to cut your line after he tried and failed to free it from the lobster trap. Now he'll have to restring the whole line.

Dad's always warned you not to wander away from him on the jetty, but this mystery with the lighthouse is too fascinating to ignore. You feel badly that you've already caused him so much trouble and don't want to bother him again. As you raise your eyes to the light, you consider what to do.

*If you ask your dad to investigate the lighthouse with you, turn to page 5.*

*If you investigate the lighthouse by yourself, turn to page 13.*