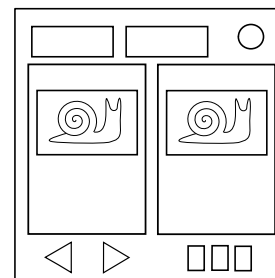


## On the Subject of Monsplode Trading Cards

*A Bob in the hand is worth two in... the Buhar?*

- Based on the 3 Monsplode™ Trading Cards in your hand, correctly accept or decline 3 trade offers using the “Keep” and “Trade” buttons above the cards.
- Each card will display a Monsplode, a rarity symbol, and a Print Version.
- Your hand is shown on the left. Cycle through the cards using the left/right buttons in order to select the one you wish to trade. The offer is shown on the right.
- An incorrect action will result in a strike, but if you attempted a trade you will still keep the card you received during that action.



### Calculating a Card's Rarity Value

**1. Identify the card's initial value:** Using the “Initial Value Reference Table”, find the row that contains your Monsplode's™ name. Determine which of the following formats the first two characters of bomb's serial number are in:

**XX** (e.g. KT, NE),    **X#** (e.g. C4, H8),    **#X** (e.g. 2A, 5D),    **##** (e.g. 20, 17)

This will give you your card's initial value.

**2. Adjust the card's value:** Look at the “Print Version” at the left side of the card. For each indicator on the bomb that contains the letter of the Print Version, **add 1** to the card's value if it's lit and **subtract 1** if it's unlit. Continue adjusting the card's value using the rules below:

If the bomb has **no batteries**, keep the card's current value.

Otherwise, if the numeral of the Print Version is **greater** than the amount of batteries on the bomb, **add 1** to the card's current value.

Otherwise, if the numeral of the Print Version is **less than** the amount of batteries on the bomb, **subtract 1** from the card's current value.

Otherwise, **add 2** to the card's current value.

If the Print Version's numeral is equal to the alphanumeric value of its letter, the card is fake and has 0 value. This overrides **everything**.

**3. Calculate the multiplier:** Use the rules below based on the symbol in the card's bottom-left corner and "Rarity Symbol Reference Table":

If the card is **Common**, the multiplier is **1**.

Otherwise, if the card is **Uncommon**, the multiplier is **1.25**.

Otherwise, if the card is **Rare**, the multiplier is **1.5**.

Otherwise, if the card is **Ultra Rare**, the multiplier is **1.75**.

If the card is a **foil** (has shiny spots on it), **add 0.5** to the multiplier.

For **each bent corner** of the card **subtract 0.25** from the multiplier.

Multiply the card's adjusted value by the calculated multiplier.

If the card's value is a negative number, it has **0 value**.

If all of your cards have higher value than the offered card, press **"Keep"**.

Otherwise, trade your **least valued card** by pressing **"Trade"**.

If there are multiple cards with the least value, you can trade **any of them**.

### Rarity Symbol Reference Table

| Common | Uncommon | Rare | Ultra Rare |
|--------|----------|------|------------|
| •      | ♦        | ★    | ☆          |

**Initial Value Reference Table****Base set**

| Monsplode™ | XX | X# | #X | ## |  | Monsplode™ | XX | X# | #X | ## |
|------------|----|----|----|----|--|------------|----|----|----|----|
| Aluga      | 2  | 3  | 4  | 2  |  | Magmy      | 4  | 3  | 2  | 3  |
| Asteran    | 2  | 5  | 2  | 2  |  | Melbor     | 2  | 4  | 4  | 3  |
| Bob        | 2  | 4  | 2  | 5  |  | Mountoise  | 2  | 4  | 3  | 3  |
| Buhar      | 5  | 2  | 2  | 3  |  | Myrchat    | 2  | 2  | 4  | 3  |
| Caadarim   | 2  | 4  | 3  | 2  |  | Nibs       | 3  | 3  | 2  | 4  |
| Clondar    | 3  | 2  | 4  | 5  |  | Percy      | 3  | 3  | 2  | 4  |
| Cutie Pie  | 2  | 4  | 2  | 4  |  | Pouse      | 2  | 3  | 3  | 3  |
| Docsplode  | 2  | 4  | 2  | 5  |  | Ukkens     | 4  | 2  | 3  | 3  |
| Flaurim    | 2  | 3  | 4  | 2  |  | Vellarim   | 4  | 2  | 3  | 2  |
| Gloorim    | 5  | 2  | 2  | 2  |  | Violan     | 3  | 4  | 2  | 2  |
| Lanaluff   | 2  | 3  | 4  | 3  |  | Zapra      | 3  | 4  | 2  | 3  |
| Lugirit    | 3  | 3  | 3  | 2  |  | Zenlad     | 4  | 2  | 2  | 4  |

**Hero expansion**

| Monsplode™            | XX | X# | #X | ## |  | Monsplode™              | XX | X# | #X | ## |
|-----------------------|----|----|----|----|--|-------------------------|----|----|----|----|
| Aluga,<br>The Fighter | 6  | 5  | 4  | 3  |  | Buhar,<br>The Protector | 6  | 3  | 5  | 4  |
| Bob,<br>The Ancestor  | 5  | 4  | 6  | 4  |  | Melbor,<br>The Web Bug  | 4  | 4  | 4  | 6  |