















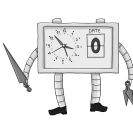

## On the Subject of Becoming a Monsplode Master









*Where'd all these new confounded creatures come from? Back when I was a boy, all we had was Gen 1!*

**Note:** For use by those familiar with the original manual. Contact Nanthelas on Discord with any corrections.

### Monsplode List

Picture	Name/Type	Special
	<b>Caadarim</b> Normal	If any port, 0 from <b>N</b>
	<b>Flaurim</b> Fire	If serial port, 0 from <b>N</b>
	<b>Vellarim</b> Water	If parallel port, 0 from <b>N</b>
	<b>Gloorim</b> Dark	If DVI port, 0 from <b>N</b>
	<b>Buhar</b> Water	Takes 0 from <b>R</b>
	<b>Lanaluff</b> Normal	If L, A, N, U, F in SN, +3 from <b>P</b>
	<b>Bob</b> Normal	If lit BOB, only takes from <b>N</b>
	<b>Mountoise</b> Rock	If strike, type is <b>N</b>

Picture	Name/Type	Special
	<b>Aluga</b> Normal	Takes +2 from <b>F</b> , -1 from <b>W</b>
	<b>Lugirit</b> Ghost	Takes +2 from <b>W</b> , -1 from <b>F</b>
	<b>Asteran</b> Grass	If CAR, type is <b>W</b>
	<b>Violan</b> Grass	If CLR, type is <b>W</b>
	<b>Nibs</b> Normal	Takes 0 from <b>G</b>
	<b>Melbor</b> Dark	If damage is 6 or 8, takes 0 instead.
	<b>Clondar</b> Electric	Takes +3 from <b>W</b>
	<b>Docsplode</b> Normal	Must use Boom if present

Picture	Name/Type	Special	Picture	Name/Type	Special
	<b>Magmy</b> Fire	If $\leq 2$ batteries, type is <b>R</b>		<b>Zenlad</b> Grass	Takes +3 from <b>E</b>
	<b>Pouse</b> Electric	If damage $\geq 6$ , takes 0 instead.		<b>Zapra</b> Electric	If $\leq 2$ batteries, type is <b>N</b>
	<b>Ukkens</b> Poison	Takes 0 from <b>W</b>		<b>Myrchat</b> Poison	If <u>NO</u> lit indicator, type is <b>D</b>
	<b>Percy</b> Water	Must use Splash		<b>Cutie Pie</b> Normal	Do <b>lowest</b> damage instead

### Move List

Move Name	Variable "X"	N	P	R	H	F	W	G	E	D
Appearify	—	4	4	2	0	4	4	4	4	10
Batt. Power	2 * Batteries	X	X	X	X	X	2X	.5X	.5X	X
Bedrock	# Modules	X	X	X	X	2X	X	X	X	X
Boo	3 * # of 0's in SN	0	X	X	2X	X	X	X	X	.5X
Boom	<b>Docsplode Only</b>	—	—	—	—	—	—	—	—	—
Bug Spray	10 vs. Melbor 20 vs. Zenlad	2	1	1	1	2	2	4	2	2
Candle	—	2	2	1	2	1	1	4	2	2
Cave In	—	3	3	3	3	6	3	3	3	3
Countdown	Time Left (min)	X	.5X	.5X	.5X	X	X	2X	X	X
Dark Portal	# Ports	X	X	X	2X	X	X	X	X	.5X
Double Zap	—	4	4	4	4	4	8	2	2	4
Earthquake	—	5	5	5	5	10	5	5	5	5
Fiery Soul	Batt. * Hold.	X	X	.5X	X	.5X	.5X	2X	X	X
Finale	Not Last Module	2	1	4	2	1	4	1	2	2
	Last Module	10	5	20	10	5	20	5	10	10
Flame Spear	—	6	6	3	6	3	3	12	6	6
Fountain	—	6	6	12	6	12	3	3	6	6
Freak Out	No FRK/FRQ	0	1	1	2	1	1	1	1	.5
	Unlit FRK/FRQ	0	5	5	10	5	5	5	5	2.5
	Lit FRK/FRQ	0	10	10	20	10	10	10	10	5

Move Name	Variable "X"	N	P	R	H	F	W	G	E	D
Glyph	Enemy's Letters	X	X	.5X	0	X	X	X	X	X
Grass Blade	—	4	2	8	4	2	8	2	4	4
Heavy Rain	—	4	4	8	4	8	2	2	4	4
High Volt.	—	6	6	6	6	6	12	3	3	6
Hollow Gaze	—	4	4	4	8	4	4	4	4	2
Ivy Spikes	—	6	3	12	6	3	12	3	6	6
Last Word	Last SN #	0	X	X	2X	X	X	X	X	.5X
Sendify	—	2	2	5	0	2	2	10	2	2
Shock	Without RJ	3	3	3	3	3	6	1.5	1.5	3
	With RJ	8	8	8	8	8	16	4	4	8
Shrink	Lowest SN #	X	X	.5X	0	X	X	X	X	X
Spectre	—	0	5	5	10	5	5	5	5	2.5
Splash	<b>Must use on Percy</b>	0	0	0	0	0	0	0	0	0
Sidestep	Letters in Move to left/right of this one	X	X	.5X	0	X	X	X	X	X
Stretch	Highest SN #	X	X	.5X	0	X	X	X	X	X
Tac	—	5	5	2.5	0	5	5	5	5	5
Tangle	—	2	1	4	2	1	4	1	2	2
Tic	—	3	3	1.5	0	3	3	3	3	3
Toe	—	1	1	.5	0	1	1	1	1	1
Torchlight	—	4	4	2	4	2	2	8	4	4
Toxic Waste	—	5	2.5	2.5	2.5	5	5	10	5	5
Venom Fang	—	3	1.5	1.5	1.5	3	3	6	3	3
Void	1st Module	10	10	10	20	10	10	10	10	5
	Not 1st	2	2	2	4	2	2	2	2	1
Zap	—	2	2	2	2	2	4	1	1	2