

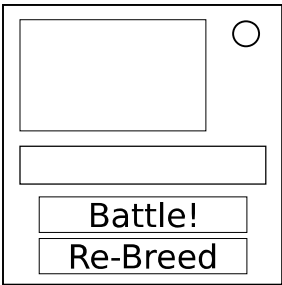
On the Subject of Natures

*Sounds can be heard coming from inside! This egg will hatch soon!*

To disarm this module, press the “Re-Breed” button until the target nature is shown, and then press “Battle!”.

The large display on the module shows, in order:

- the first parent’s type;
- the first parent’s nature;
- the second parent’s type;
- the second parent’s nature;
- the child creature’s type.



Finding the Target Nature

In the table below, match the child creature’s type with the last digit of the serial number to find its competitive nature.

	Traplot	Runtin	Alot	Peren	Morkie
0-1	Adamant	Afraid	Stubborn	Shy	Neutral
2-3	Shy	Stubborn	Neutral	Afraid	Adamant
4-5	Neutral	Afraid	Adamant	Shy	Stubborn
6-7	Stubborn	Neutral	Afraid	Adamant	Shy
8-9	Afraid	Adamant	Shy	Stubborn	Neutral

- If the last digit of the serial number is zero or one, then this is your target nature.
- Otherwise, adjust the last digit based on the list below, and then find the target nature in the table.

## Adjusting the Nature

Adjust the last digit of the serial number by adding or subtracting a value based on the list of rules below. Only use the first rule that applies.

If the nature value becomes negative after calculating, make it zero. If the nature value goes over 10 after calculating, use the least significant digit.

Follow the first rule that applies:

1. If there is another Natures module on this bomb, do not adjust the target nature.
2. Otherwise, if there is a "Monsplode Trading Cards" or "Monsplode, Fight!" module on the bomb, subtract 3.
3. Otherwise, if there is a module with "Forget" or "Souvenir" in its name (case-insensitive), add 2.
4. Otherwise, if there are more than 2 batteries on the bomb, add 1.
5. Otherwise, if the child creature is an Alot, subtract 2.
6. Otherwise, if the bomb's serial number contains a vowel, subtract 1.
7. Otherwise, if one or both of the parent creatures is a Trapalot, add +5.
8. Otherwise, if one or both of the parent creatures has an Adamant nature, the target nature is Adamant.
9. Otherwise, if one or both of the parent creatures has a Shy nature, use the value 0.
10. Otherwise, if one or both of the parent creatures has an Afraid nature, subtract the number of port plates.
11. Otherwise, if there is a PS/2 port on the bomb, this creature is hacked. There is no need to adjust the target nature.
12. Otherwise, if none apply, subtract 4.

## Strikes

The following situations will warrant a strike from the module:

- Re-breeding on the correct nature.
- Battling with an incorrect nature.