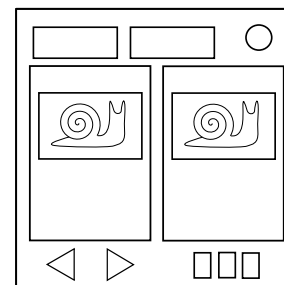


## On the Subject of Monsplode Trading Cards

*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

**Heroes expansion**

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