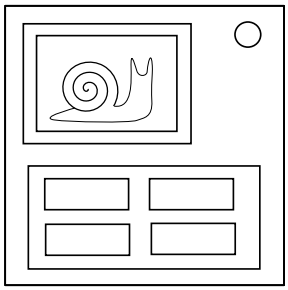
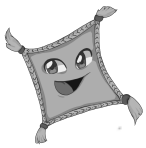
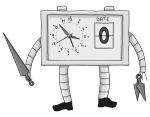
On the Subject of Monsplode, Fight!



Are you still a fan of some animated series from your childhood? It looks like you stumbled upon another fan.

- You encountered a wild Monsplode™.
- You can perform 4 different moves against it.
- Pick a move to deal the highest possible net damage to the opposing Monsplode™.
- A wrong move will incur a strike and the module will reset.
- Each move has a type, damage, and sometimes a special rule. (Special rules can override earlier information.)
- Each Monsplode™ also has a type, and a special rule.
- Net damage of a move is its base damage multiplied by the type advantage/disadvantage multiplier.

Monsplode™	Name	Type	Special Rules
	Buhar	WATER	Takes no damage from ROCK type moves.
	Lanaluff	NORMAL	If its name has a common letter with the serial, takes +3 net damage from POISON type moves.
	Bob	NORMAL	If there is a lit BOB indicator, only takes damage from NORMAL type moves.
	Mountoise	ROCK	Its type is NORMAL if the bomb has a strike.
	Nibs	NORMAL	Takes no damage from GRASS type moves.

Monsplode™	Name	Type	Special Rules
	Aluga	NORMAL	Takes +2 net damage from FIRE type moves. Takes −1 net damage from WATER type moves.
	Lugirit	GHOST	Takes +2 net damage from WATER type moves. Takes −1 net damage from FIRE type moves.
	Caadarim	NORMAL	If there is at least one port, takes no damage from NORMAL type moves.
	Vellarim	WATER	If there is a Parallel port, takes no damage from NORMAL type moves.
	Flaurim	FIRE	If there is a Serial port, takes no damage from NORMAL type moves.
	Gloorim	DARK	If there is a DVI-D port, takes no damage from NORMAL type moves.
	Melbor	DARK	If net damage of a move is exactly 6 or 8, it takes 0 damage instead.
	Clondar	ELECTR	Takes +3 net damage from WATER type moves.
	Docsplode	NORMAL	"Boom" will explode Docsplode instead of the bomb. It must be used if it's present.

Monsplode™	Name	Type	Special Rules
	Magmy	FIRE	If there are less than 3 batteries on the bomb, its type is ROCK.
	Pouse	ELECTR	If net damage of a move is 6 or more, it takes 0 damage instead.
	Ukkens	POISON	Takes no damage from WATER type moves.
	Asteran	GRASS	If there is a CAR indicator present, its type is WATER.
	Violan	GRASS	If there is a CLR indicator present, its type is WATER.
	Zenlad	GRASS	Takes +3 damage from ELECTR type moves.
	Zapra	ELECTR	If there is less than 3 batteries on the bomb, its type is NORMAL.
	Myrchat	POISON	If there is no lit indicator on the bomb, its type is DARK.
	Percy	WATER	Percy can't stand silliness. You must use "Splash" if it's present.
	Cutie Pie	NORMAL	Cutie Pie is a friend! Deal the lowest possible damage instead.

Move Name	Move Type	Base Damage	Special Rules
Appearify	NORMAL	4	Damage is 10 if the opponent is a DARK type.
Battery Power	ELECTR	0	Add 2 damage for each battery on the bomb.
Bedrock	ROCK	0	Damage is number of modules on the bomb.
Boo	GHOST	0	Add 3 damage for each '0' or 'O' in the serial number.
Boom	FIRE	0	Pressing this will detonate the bomb.
Bug Spray	POISON	2	Damage is 10 against Melbor and Zenlad.
Countdown	POISON	0	Damage is time left on the bomb in minutes, rounded down.
Dark Portal	DARK	0	Damage is the number of ports present.
Fiery Soul	FIRE	0	Damage is number of batteries multiplied by the number of battery holders.
Finale	GRASS	2	Damage is 10 if all other modules are disarmed before this one.
Freak Out	GHOST	1	Damage is 5 if there is a "FRK" or "FRQ" indicator. 10 if any of them are lit.
Glyph	NORMAL	0	Damage is letter count of the opponent's name.
Last Word	GHOST	0	Damage is last digit of the serial number.
Sendify	NORMAL	2	Damage is 10 if the opponent is a ROCK or GRASS type.
Shock	ELECTR	3	Damage is 8 if there is an RJ-45 port on the bomb.
Shrink	NORMAL	0	Damage is the smallest digit of the serial number.
Sidestep	NORMAL	0	Damage is the letter count of the move displayed to the left or right of this move on the module.
Stretch	NORMAL	0	Damage is the largest digit of the serial number.
Void	DARK	2	Damage is 10 if no other module is disarmed before this one.
Defuse	???	???	Defuses the module.

Move Name	Move Type	Base Damage		Move Name	Move Type	Base Damage
Candle	FIRE	2		Spectre	GHOST	5
Cave In	ROCK	3		Splash	WATER	0
Double Zap	ELECTR	4		Tac	NORMAL	5
Earthquake	ROCK	5		Tangle	GRASS	2
Flame Spear	FIRE	6		Tic	NORMAL	3
Fountain	WATER	6		Toe	NORMAL	1
Grass Blade	GRASS	4		Torchlight	FIRE	4
Heavy Rain	WATER	4		Toxic Waste	POISON	5
High Voltage	ELECTR	6		Venom Fang	POISON	3
Hollow Gaze	DARK	4		Zap	ELECTR	2
Ivy Spikes	GRASS	6		-	-	-

Opposing Type → / Move Type ↓	NORMAL	POISON	ROCK	GHOST	FIRE	WATER	GRASS	ELECTR	DARK
NORMAL	x1	x1	**x1/2**	**x0**	x1	x1	x1	x1	x1
POISON	x1	**x1/2**	**x1/2**	**x1/2**	x1	x1	**x2**	x1	x1
ROCK	x1	x1	x1	x1	**x2**	x1	x1	x1	x1
GHOST	**x0**	x1	x1	**x2**	x1	x1	x1	x1	**x1/2**
FIRE	x1	x1	**x1/2**	x1	**x1/2**	**x1/2**	**x2**	x1	x1
WATER	x1	x1	**x2**	x1	**x2**	**x1/2**	**x1/2**	x1	x1
GRASS	x1	**x1/2**	**x2**	x1	**x1/2**	**x2**	**x1/2**	x1	x1
ELECTR	x1	x1	x1	x1	x1	**x2**	**x1/2**	**x1/2**	x1
DARK	x1	x1	x1	**x2**	x1	x1	x1	x1	**x1/2**