# 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™.
• Repeat until the module is disarmed.
• If you pick a wrong move bomb will register a strike and buttons 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.
• Net damage of a move is it's base damage multiplied by the type advantage/disadvantage multipler.
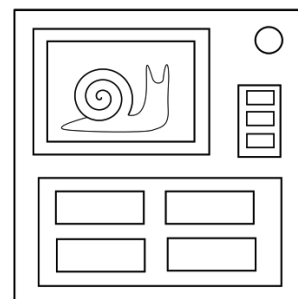
Monsplode™	Name	Type		Monsplode™	Name	Type
	Buhar	WATER			Lanaluff	NORMAL
	Bob	NORMAL			Melbor	DARK
	Mountoise	ROCK			Nibs	NORMAL
	Aluga	NORMAL			Lugirit	GHOST
	Caadarim	NORMAL			Vellarim	WATER
	Flaurim	FIRE			Ukkens	POISON
	Zenlad	GRASS			Zapra	ELECTR

Move Name	Move Type	Base Damage	Special Rules
Tic	NORMAL	3	-
Tac	NORMAL	5	-
Toe	NORMAL	1	-
Glyph	NORMAL	0	Damage is letter count of the opponents name.
Stretch	NORMAL	0	Damage is the biggest digit of the serial number.
Shrink	NORMAL	0	Damage is the smallest digit of the serial number.
Appearify	NORMAL	4	Damage is 10 if the opponent is a DARK or GHOST type.
Sendify	NORMAL	2	Damage is 10 if the opponent is a ROCK or GRASS type.
Splash	WATER	0	-
Heavy Rain	WATER	4	-
Fountain	WATER	6	-
Candle	FIRE	3	-
Torchlight	FIRE	4	-
Flame Spear	FIRE	6	-
Boom	FIRE	0	Pressing this will detonate the bomb, succesfully killing the opponent.
Fiery Soul	FIRE	0	Damage is number of batteries multiplied by the number of battery holders.
Tangle	GRASS	2	-
Grass Blade	GRASS	4	-
Ivy Spikes	GRASS	6	-
Battery Power	ELECTR	0	Add 2 damage for each battery on the bomb.
Zap	ELECTR	2	-
Double Zap	ELECTR	4	-
Shock	ELECTR	3	Damage is 8 if there is a RJ-45 port on the bomb.
High Voltage	ELECTR	6	-
Hollow Gaze	DARK	4	-
Dark Portal	DARK	0	Damage is the number of present ports.
Void	DARK	2	Damage is 10 if no other module is disarmed before this one.

Move Name	Move Type	Base Damage	Special Rules
Spectre	GHOST	5	–
Boo	GHOST	0	Add 3 damage for each '0' or 'O' in the serial number.
Last Word	GHOST	0	Damage is last digit of the serial number.
Freak Out	GHOST	1	Damage is 5 if there is a "FRK" or "FRQ" indicator. 10 if any of them are lit.
Cave In	ROCK	3	–
Earthquake	ROCK	5	–
Bedrock	ROCK	0	Damage is number of all modules on the bomb.
Venom Fang	POISON	3	–
Toxic Waste	POISON	5	–
Countdown	POISON	0	Damage is time left on the bomb in minutes, rounded down.
Bug Spray	POISON	2	Damage is 10 against Melbor and Zenlad.

Move Type\Opposing 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