















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	Special
	Caadarim	If any port, 0 damage from No.
	Flaurim	If Serial Port, 0 damage from No.
	Aluga	Takes +2 from Fi., -1 from Wa.
	Asteran	If CAR, type is Wa.
	Buhar	Takes 0 from Rk.
	Ukkens	Takes 0 from Wa.
	Zenlad	Takes +3 from El.
	Bob	If Lit BOB, only takes damage from No.

Picture	Name	Special
	Vellarim	If Parallel Port, 0 damage from No.
	Gloorim	If DVI Port, takes 0 from No.
	Lugirit	Takes +2 from Wa., -1 from Fi.
	Violan	If CLR, type is Wa.
	Nibs	Takes 0 from Gr.
	Mountoise	If strike, type is No.
	Zapra	If less than 3 Batt., type is No.
	Clondar	Takes +3 from Wa.

	Docsplode	Must use Boom if present
	Pouse	If damage 6 or greater, takes 0 instead.
	Melbor	If damage is 6 or 8, takes 0 instead.

	Magmy	If less than 3 Batt., type is Rk.
	Myrchat	If <u>NO</u> lit indicator, type is Da.
	Lanaluff	If L, A, N, U, F in SN, takes +3 from Po.

Move List

Move Name	Variable "X"	No.	Po.	Rk.	Gh.	Fi.	Wa.	Gr.	El.	Da.
Appearify	—	4	4	5	0	4	4	4	4	4
Batt. Power	2 * Batt.	X	X	X	X	X	2X	.5X	.5X	X
Bedrock	# Modules	X	X	X	X	2X	X	X	X	X
Boo	3 * (0s/0s in SN)	0	X	X	2X	X	X	X	X	.5X
Boom	Never Use!	—	—	—	—	—	—	—	—	—
Bug Spray	10 vs. Mel/Zen	2	1	1	1	2	2	4	2	2
Candle	—	3	3	1.5	3	1.5	1.5	6	3	3
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
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
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 Digit	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	—	0	0	0	0	0	0	0	0	0
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