















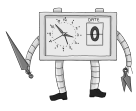

On the Subject of Becoming a Monsplode Master




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/Type	Special
	Caadarim Normal	If any port, 0 damage from N
	Flaurim Fire	If Serial Port, 0 damage from N
	Vellarim Water	If Parallel Port, 0 damage from N
	Gloorim Dark	If DVI Port, takes 0 from N
	Buhar Water	Takes 0 from R
	Lanaluff Normal	If L, A, N, U, F in SN, takes +3 from P
	Bob Normal	If Lit BOB, only takes damage from N
	Moutoise Rock	If strike, type is N

Picture	Name/Type	Special
	Aluga Normal	Takes +2 from F , -1 from W
	Lugirit Ghost	Takes +2 from W , -1 from F
	Asteran Grass	If CAR, type is W
	Violan Grass	If CLR, type is W
	Nibs Normal	Takes 0 from G
	Melbor Dark	If damage is 6 or 8, takes 0 instead.
	Clondar Electric	Takes +3 from W
	Docsplode Normal	Must use Boom if present

Picture	Name/Type	Special
	Magmy Fire	If less than 3 Batt., type is R
	Pouse Electric	If damage 6 or greater, takes 0 instead.
	Ukkens Poison	Takes 0 from W

Picture	Name/Type	Special
	Zenlad Grass	Takes +3 from E
	Zapra Electric	If less than 3 Batt., type is N
	Myrchat Poison	If <u>NO</u> lit indicator, type is D

Move List

Move Name	Variable "X"	N	P	R	H	F	W	G	E	D
Appearify	—	4	4	2	0	4	4	4	4	10
Batt. Power	2 * Batteries	X	X	X	X	X	2X	.5X	.5X	X
Bedrock	# Modules	X	X	X	X	2X	X	X	X	X
Boo	3 * # of 0's in SN	0	X	X	2X	X	X	X	X	.5X
Boom	Docsplode Only	—	—	—	—	—	—	—	—	—
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

Move Name	Variable "X"	N	P	R	H	F	W	G	E	D
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 #	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