

MAIL ORDER MONSTERS (C) 1985 ELECTRONIC ARTS - DATASHEET



THE TYRO IS A STRONG AND WELL-ARMORED BEAST WITH A FEARSOME BITE



THE BRONTO IS A GIANT WATER-DWELLING LIZARD WHICH IS NONE TOO BRIGHT



THE HOMINID IS QUITE WEAK BUT IT IS VERY SMART



THE LYONBEAR IS SPEEDY AND WELL EQUIPPED WITH CLAWS AND FANGS



THE ARACHNID IS WEAK BUT CAN WEB AND STING ITS OPPONENTS



THE CARNIFERN IS AN ANIMATED PLANT WITH A CONTINUOUS SUPPLY OF ENERGY



THE WORM IS A BIT SLOW AND DUMB BUT IS A BARGAIN AT THE PRICE



THE SQUID IS A SPEEDY TENTACLED CREATURE THAT LIKES TO LURK IN WATER



THE AMOEBOID IS STRONG AND HEALTHY BUT POORLY ARMORED



THE CRAB IS ARMOR PLATED AND COMES COMPLETE WITH CLAWS AND GILLS



THE WASP IS A SWIFT FLIER WITH A POWERFUL STING



THE PTERASAUR IS A FLIER THAT ATTACKS FROM ABOVE WITH TOOTH AND CLAW

MORPHS IN INTERMEDIATE&TOURNAMENT MODE

	XTRA#1	XTRA#2	XTRA#3	ARMOR	MUSCLE	SPEED	MIND	LIFE	COST
TYRO	CLAWS	FANGS	ANTITHUMP	5	6	4	4	140	255
BRONTO	FANGS	GILLS	ANTI-PROJ	4	5	3	2	130	190
HOMINID	HANDS			1	1	5	6	47	100
LYONBEAR	CLAWS	FANGS	HANDS	2	4	6	4	110	200
ARACHNID	STING	WEB		4	1	4	1	75	120
CARNIFERN	ANTI-E	PHOTOSYN	TENTACLES	1	1	3	1	80	150
WORM	SPIT	BURROW	TENTACLES	3	3	2	2	90	145
SQUID	GILLS	TENTACLES		2	5	6	3	100	170
AMOEBOID	GILLS	TENTACLES		1	5	4	1	160	180
CRAB	CLAWS	GILLS	ANTITHUMP	6	3	3	3	85	185
WASP	STING			3	2	5	3	50	175
PTERASAUR	CLAWS	FANGS		3	1	4	2	60	160

MORPHS IN BEGINNER MODE

	XTRA#1	XTRA#2	XTRA#3	WEAPON	SUND#1	SUND#2	ARMOR	MUSCLE	SPEED	MIND	LIFE
TYRO	CLAWS	FANGS	ANTITHUMP	E-MACE	E-PAK		5	5	7	6	160
BRONTO	FANGS	GILLS	ANTI-PROJ	GRENADE	E-PAK		4	5	5	4	150
HOMINID	HANDS			AUTORIFLE	E-PAK	MEDI-KIT	1	2	6	8	80
LYONBEAR	CLAWS	FANGS	HANDS	BOORANG	E-PAK		2	4	8	6	130
ARACHNID	STING	WEB		AUTORIFLE	E-PAK		4	2	6	3	95
CARNIFERN	ANTI-E	PHOTOSYN	TENTACLES	GAS-GUN	E-PAK		1	2	5	3	100
WORM	SPIT	BURROW	TENTACLES	GRENADE	E-PAK		3	3	4	4	110
SQUID	GILLS	TENTACLES		NEEDLER	E-PAK		2	5	7	5	120
AMOEBOID	GILLS	TENTACLES		BOORANG	E-PAK		1	5	6	3	180
CRAB	CLAWS	GILLS	ANTITHUMP	FLAMER	E-PAK		6	3	5	5	105
WASP	STING			BOORANG	E-PAK		3	2	7	5	75
PTERASAUR	CLAWS	FANGS		NEEDLER	E-PAK		3	1	6	4	85

TRAITS IN INTERMEDIATE&TOURNAMENT MODE

	MAX LEVEL	COST	VICTORY PTS
ARMOR	12	20	4
MUSCLE	12	15	3
SPEED	12	40	8
MIND	12	25	5
LIFE	250	3	1

XTRAS FOR MORPHS (D:DEFAULT – A:AVAILABLE)

	TYRO	BRONTO	HOMINID	LYONBEAR	ARACHNID	CARNIFERN	WORM	SQUID	AMOEBOID	CRAB	WASP	PTERASAUR
ANTICHEM	A	A	A				A	A	A	A		
ANTI-E					A	D			A	A	A	
ANTI-PROJ		D		A	A				A		A	A
ANTI-PSI			A			A		A		A		A
ANTITHUMP	D	A		A					A	D		
BREATH	A	A					A					A
BURROW	A			A	A	A	D		A	A		
CLAWS	D		A	D			A			D	A	D
ELECTOUCH			A						A	A	A	A
FANGS	D	D		D		A		A	A			D
GILLS	A	D	A		A	A	A	D	D	D		
HANDS	A		D	D	A	A		A			A	A
HEALING	A	A	A	A	A	A	A	A	A	A	A	A
PHOTOSYN		A	A	A	A	D	A	A	A		A	A
PSI-BLAST			A		A			A				
SPIT				A	A		D	A		A	A	
STING	A	A		A	D	A	A			A	D	A
TELEPORT		A	A	A				A				
TENTACLES	A	A	A			D	D	D	D		A	
WEB					D	A	A				A	A

	COST	VICTORY PTS	REQ#1	TYPE	DESCRIPTION
ANTICHEM	125	13	ENERGY	PROTECTION	PROTECTS AGAINST CHEMICAL ATTACKS
ANTI-E	175	18	ENERGY	PROTECTION	PROTECTS AGAINST ENERGY ATTACKS
ANTI-PROJ	100	10	ENERGY	PROTECTION	PROTECTS AGAINST PROJECTILE ATTACKS
ANTI-PSI	250	25	ENERGY	PROTECTION	PROTECTS AGAINST PSI ATTACKS
ANTITHUMP	80	8	ENERGY	PROTECTION	PROTECTS AGAINST PHYSICAL ATTACKS
BREATH	100	10	FOOD	ATTACK	CHEMICAL ATTACK
BURROW	65	7		MOVEMENT	MOUNTAINS DO NOT AFFECT MOVEMENT
CLAWS	25	3		ATTACK AID	INCREASE BEASTFU DAMAGE
ELECTOUCH	120	12	FOOD	ATTACK	ENERGY ATTACK
FANGS	40	4		ATTACK AID	INCREASE BEASTFU DAMAGE
GILLS	75	8		MOVEMENT	WATER DOES NOT AFFECT MOVEMENT
HANDS	25	3		NATURAL AID	FOR WEAPONS WHICH REQUIRE HANDS
HEALING	170	17		NATURAL AID	SLOW REGENERATION
PHOTOSYN	130	13		NATURAL AID	GENERATION OF ENERGY BY PHOTOSYNTHESIS
PSI-BLAST	150	15	FOOD	ATTACK	PSI ATTACK
SPIT	75	8	FOOD	ATTACK	PROJECTILE ATTACK
STING	80	8	FOOD	ATTACK	PHYSICAL ATTACK
TELEPORT	200	20		MOVEMENT	NO TERRAIN AFFECTS MOVEMENT
TENTACLES	40	4		NATURAL AID	FOR WEAPONS WHICH REQUIRE TENTACLES
WEB	65	7	FOOD	ATTACK	CHEMICAL ATTACK

WEAPONS FOR MORPHS

	TYPE	DAMAGE	REQ#1	REQ#2	COST
AUTORIFLE	PROJECTILE	MEDIUM	ROUNDS		90
BOORANG	PROJECTILE	SLIGHT			80
E-MACE	ENERGY	HEAVY	ENERGY	HANDS	110
E-STEALER	ENERGY		ENERGY		180
FLAMER	CHEMICAL	HEAVY	ROUNDS		200
GAS GUN	CHEMICAL	MEDIUM	ROUNDS		150
GRAV-GUN	PSIONIC	SEVERE	ENERGY		400
GRENADE	CHEMICAL	HEAVY	ROUNDS		100
LASPISTOL	ENERGY	HEAVY	ENERGY		250
MINDSINK	PSIONIC	SEVERE	ENERGY	TENTACLES	450
MISSILE	PHYSICAL	SEVERE	ROUNDS		380
MULTILAS	ENERGY	SEVERE	ENERGY	TENTACLES	350
NEEDLER	PROJECTILE	SLIGHT	ROUNDS		50
SWORD	PHYSICAL	SLIGHT	HANDS		30
BOMB	PHYSICAL	COLOSSAL	ROUNDS		510

(*) BOMB AND MISSILE CAN ONLY BE USED ON THE MAP !

DEFENSE SUNDRIES

	AGAINST	REQ#1	COST
MAGNIMAIL	PHYSICAL	ENERGY	100
PSIHELM	PSI	ENERGY	320
NEUTRLIZR	CHEMICAL	ENERGY	200
FORCFIELD	PROJECTILE	ENERGY	150
REFLECTO	ENERGY	ENERGY	250
ULTRON	MOST TYPES	ENERGY	400

AID&AMMO SUNDRIES

	EFFECT	REQ#1	COST
STAR JAVA	NATURAL PEPPERUPPER		70
JET PACK	FLYING AID	ENERGY	150
MEDI-KIT	BANDAGE	ENERGY	130
AQUALUNG	SWIMMING AID	ENERGY	100
MEMORYRNA	MIND-ENHANCER		80
E-PAK	STORES 200 ENERGY		50
ENERGY	MAX 200	E-PAK	80
ROUNDS	MAX 200		120
FOOD	MAX 200		40