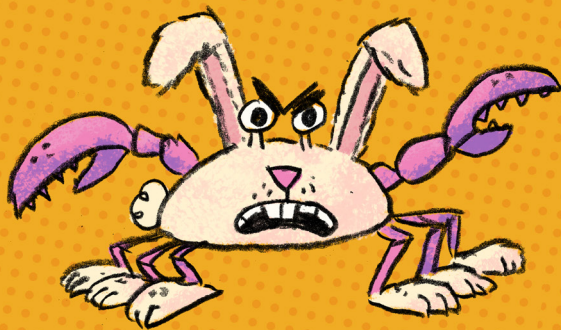


CRABBIT

LEVEL **2**

Long ears. Long claws. Short temper.



ATTACKS HIPPIITY-HOP! **5** SNIPPITY-SNAP! **20**

HABITAT



Shredded Easter baskets.

DIET



Carrots, well-chopped.

TYPE



A crabbit's long ears allow it to hear the mean things people say about it. That's why it is so snippy.

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DRILL-PICKLE

LEVEL **3**

Tunneling terror from the salty, briny deep.



ATTACKS DRILL-DIVE! **25** CLAW-SCRABBLE! **15**

HABITAT



Jars at the bottom of the sea.

DIET



Salt and vinegar.

TYPE



The drill-pickle can burrow through dirt, clay, or solid stone.

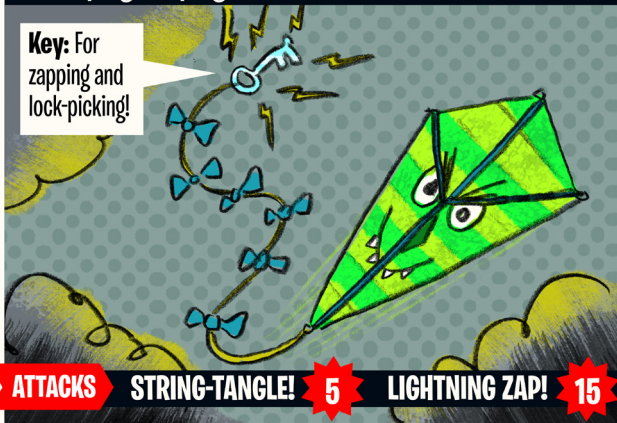
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FRIGHT KITE

LEVEL **1**

Swooping, looping, daredevil dive-bomber.

Key: For zapping and lock-picking!



ATTACKS STRING-TANGLE! **5** LIGHTNING ZAP! **15**

HABITAT



Thunderstorms.

DIET



Baby clouds.

TYPE



The fright kite can fly through flat spaces.

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BRUTE-CAKE

LEVEL **1**

The fruity, nutty gift that nobody wants.



ATTACKS GLAZE GUSH! **5** CAKE POUND! **10**

HABITAT



Tin in the attic.

DIET

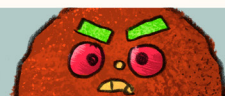


Candied fruit and nuts.

TYPE



Fruitcake: Never goes bad.
Brute-cake: Started out bad.



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MISTY FIST

LEVEL **5**

A punchy cloud of vapor.



ATTACKS DRIZZLE-CLIP! **30** FOG-WALLOP! **30**

HABITAT



Broken-down lighthouses.

DIET



Soggy cotton candy.

TYPE



Misty fists always pick fights on hazy days.

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SPEEDAH-CHEETAH

LEVEL **3**

Part race car. Part cheetah. World's fastest monster.



ATTACKS BURNING RUBBER! **20** HAIRBALL-HACK! **25**

HABITAT



Parking garage
behind the Speedy-Mart.

DIET



Rotten eggs!
(Both kinds.)

TYPE



The speedah-cheetah roars down
straightaways, but has trouble on turns.

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COW-CULATOR

LEVEL **9**

An angry bull who loves math.



ATTACKS MADDITION! **30** MOO-TIPLICATION! **75**

HABITAT



Perfectly square
pastures.

DIET



$3\frac{3}{4}$ bushels of corn
+ 90 C-batteries
x 365 days.

TYPE



This monster has a real beef with
people who don't like fractions.

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COLOSSAL FOSSIL

LEVEL **8**

It's got a bone to pick with you!



ATTACKS BONE-BONK! **50** PLASTER-SPLAT! **70**

HABITAT



Underground,
for 200 million years.

DIET



Milk (good for
growing bones!)

TYPE



Colossal fossils come in three forms:
bitter bones, furious footprints, and pesky plants.

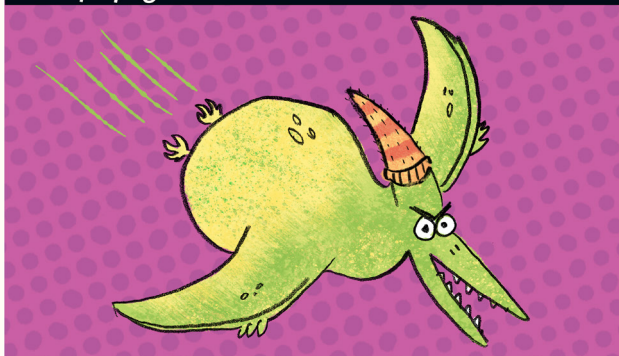


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PEAR-O-DACTYL

LEVEL **6**

Fruity flying dinosaur.



ATTACKS

NOSEDIVE!

40

BLOSSOM-BOMB!

55

HABITAT



Jurassic fruit-baskets.

DIET



Goldfish. (Both kinds.)

TYPE



FOOD



CRITTER

Pear-o-dactyls love pointy hats.

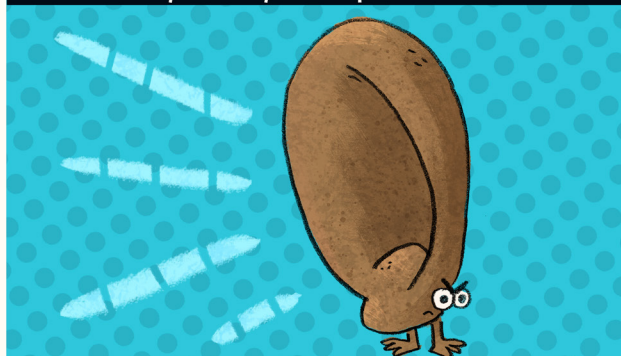


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DREARY-EAR

LEVEL **7**

It hears every secret you whisper!



ATTACKS

WAX-THWACK!

30

LOBE-PROBE!

70

HABITAT



Earmuffs.

DIET



Scary sounds.
(Creaky floorboards, howling wolves, and your uncle's snoring.)

TYPE



GROSS



UNKNOWN



Dreary-ears can hear a ladybug scratch its chin.

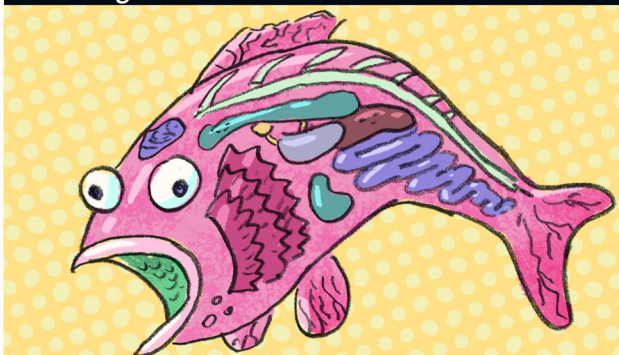


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INSIDE-OUT TROUT

LEVEL **10**

It takes guts to battle this monster!



ATTACKS

BLADDER-BATTER!

40

SPLEEN-SPLAT!

80

HABITAT



Tackle boxes.

DIET



Bait smoothies.

TYPE



CRITTER



GROSS

On cold days, inside-out trouts wear reversible jackets.



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BOA CONSTRUCTOR

LEVEL **2**

Sneaky snake who likes to build — and DESTROY!



ATTACKS

DOUBLE-SNAP!

10

SIX-TON SQUEEZE!

20

HABITAT



Work sites, junk piles.

DIET



Nuts. (Both kinds.)

TYPE



THINGY



CRITTER



The boa constructor's tail is smarter than its heads.

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Use these templates to make your own monster cards! LEVEL 1 = easy, LEVEL 12 = REALLY HARD!

LEVEL

ATTACKS

HABITAT

DIET

TYPE

© H.S. INDUSTRIES

LEVEL

ATTACKS

HABITAT

DIET

TYPE

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LEVEL

ATTACKS

HABITAT

DIET

TYPE

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LEVEL

ATTACKS

HABITAT

DIET

TYPE

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