

Roboapon 2: Ring Version Link Spark List

by V Jasper

Updated to v1.1 on Jul 6, 2010

This walkthrough was originally written for Roboapon 2: Ring Version on the GBA, but the walkthrough is still applicable to the GBA version of the game.

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| Roboapon 2 |
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| Link Spark List |
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| Version 1.1 |
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| Created by GameFAQ's V Jasper |
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If you are viewing this document in a fixed width font then the above three lines should be the same length. If they are not, then the list will not display correctly. Please adjust your browser to automatically use a font such as Fixedsys, Courier, or Courier New.

What You Can Use This Guide To Do!_

- + Find out how to spark the starter Roboapon you want!
Search for the text [SRP1]

- + Find all of the ways to normal spark level 15 Roboapon!
Search for the text [LV15]

- + Find all of the ways to normal spark level 20 Roboapon!
Search for the text [LV20]

- + Find all of the ways to normal spark level 25 Roboapon!
Search for the text [LV25]

- + Find all of the ways to normal spark level 30 Roboapon!
Search for the text [LV30]

- + See a complete list of all of the normal sparks!
Search for the text [NMSP]

- + See a complete list of all of the link sparks!
Search for the text [LKSP]

- + Find all the ways to spark a certain RoboPON!
Search for the RoboPON's name

- + See a complete list of all of the batteries!
. (except Sun, Moon, and Ion)
Search for the text [BTLT]

- + See a list of the RoboPON that can't be sparked!
Search for the text [EPTN]

Version History_

- + Version 1.1 (Current)
Minor tweaks

- + Version 1.0
Release version

Introduction_

This guide came from a desire I had a couple of years ago to conclusively test each and every battery combination in the RoboPON 2 games, primarily for my own edification. The pure size of the task made it appear impossible, however countless episodes of Gilmore Girls later, here we are.

First, what is Link Sparking? In both RoboPON 2 versions, RoboPON are created by combining batteries. This really doesn't make a ton of sense, and I really wish I have some kind of insight into the whole thing, but I am but a man. It is possible, on a single game, to combine two batteries like this, however when two games are linked up together, four batteries can be combined. These two battery combinations are referred to as "Sparking", and similarly the four battery combinations are called "Link Sparking".

When starting this guide, the question arose as to just how many different combinations I was going to need to do in order to actually make it comprehensive. Throughout each game there are a total of twenty different kinds of batteries to find, and there are many copies of each kind. Therefore, I needed to know how many combinations of two and four batteries there were, when there were twenty things to choose from, where each kind could be chosen multiple times, and finally where the order did not matter.

For those of you less mathematically inclined, this is the number of "combinations" (meaning the order does not matter) of twenty objects "choose" two or four, with repetition.

http://en.wikipedia.org/wiki/Combinations#Number_of_combinations_with_repetition

For normal sparks, this is $(20 * 21) / (1 * 2)$
= 210

Similarly, for link sparks this is $(20 * 21 * 22 * 23) / (1 * 2 * 3 * 4)$
= 8855

The normal sparks were easy enough to do, as 210 is not that many, however link sparks seemed ridiculous.

What really saved me, however, was the fact that both games have three "starter" batteries, Moon, Sun, and Ion, which can be combined to create the three starting Robopon in each games. These three batteries, however, cannot be normal sparked to create anything else; they are there solely to be combined with each other in order to create your starting robot.

Using that idea, it seemed pointless to try to link spark these three batteries, because there is really no chance that they could make anything else. Under this assumption, that three of these batteries are useless, we reduced the problem to testing 17 batteries instead of 20.

Now, for link sparking we have...
 $(17 * 18 * 19 * 20) / (1 * 2 * 3 * 4)$
= 4845

After coming up with this number, and deciding that I would at least try it, I created a small program that took in a list of the 17 batteries I was going to use and popped out a text file containing all of the different combinations. After that, I slowly filled in each of the 4845 entries.

I did the same thing with the normal sparks and they are included here for your convenience, however the meat of this package is the Link Sparks. I cannot guarantee that everything is 110%, however if you notice any problems please email me at valt_jasper@earthlink.net and I will try to fix it immediately.

Information on Sparking_

First of all, almost all Robopon can be link sparked at levels 1, 5, 10, 15, and 20. There are only three exceptions to this standard... [EPTN]

- + Nebulus can only be link sparked at level 1, and this is the only way to acquire him.

- + Icarus and Bigzap must be enhanced from their previous forms, and cannot be sparked.

No Robopon are unobtainable in either version of the game if both link sparking and enhancing are used as methods to obtain them, however link sparking is needed for most pons, therefore two game cartridges are required.

Normal Sparks_

Normal sparking can be done using only one game, which makes it very tidy. Normal sparking is the only way to spark Robopon at levels 25 and 30, and there are only a few combinations that do this (link sparking only sparks pons at levels 1, 5, 10, 15, and 20).

These rare combinations are...

SSTBot, level 25, Ultra + Ultra	[LV25]
Gidyup, level 25, Alkali + Alkali	
Mariner, level 25, Super + Cyber	
Centaur, level 25, Hyper + Cyber	
B-Mani, level 25, NiCD + Cyber	
Desutro, level 25, Cool + Ultra	
Storm, level 25, Silver + Cyber	
Skeeto, level 25, Gold + Ultra	
GGTBot, level 25, Gold + Alkali	
Ruby, level 25, Noble + Cyber	
Train, level 25, Tough + Ultra	
Musashi, level 25, Cyber + Ultra	
Zap, level 25, Ultra + Alkali	

Fujiapon, level 30, Mangan + Alkali	[LV30]
Merr-O, level 30, Silver + Alkali	
Minotor, level 30, Tough + Alkali	
A-Grav9, level 30, Wild + Alkali	

Batteries are found in the game roughly in the order they're listed in this guide (disregarding the three starting batteries, which are trivial to acquire). That order is...

Normal	[BTLT]
Super	
Hyper	
Mild	
Mangan	
NiCD	
Star	
Air	
Cool	
Silver	
Gold	
Noble	
Tough	
Wild	
Cyber	
Ultra	
Alkali	

It is interesting to note that all of the level 25 sparks require at least one Cyber, Ultra, or Alkali battery to

spark, and all of the level 30 sparks take an Alkali battery.

Almost all Robopon can be sparked at level 20 using link sparking, however because many of you don't have two games, I have made a list of all of the normal sparks that give level 20 pons. The asterisks show the earliest obtainable Robopon at level 20 (due to the locations of their batteries).

Super	+	Noble	=	Sherman (20) *	[LV20]
Mild	+	Tough	=	KingPon (20)	
Mangan	+	Noble	=	Tomuhok (20) *	
Mangan	+	Ultra	=	Dynamit (20)	
Mangan	+	Alkali	=	Fujipon (20)	
NiCD	+	Tough	=	Kimera (20)	
Air	+	Wild	=	Filimen (20)	
Silver	+	Noble	=	Filrup (20) *	
Noble	+	Ultra	=	El Seed (20)	
Wild	+	Cyber	=	Pirate (20)	

Similarly, here are the level 15s... [LV15]

Normal	+	Silver	=	Kogal (15)	
Normal	+	Gold	=	Racer (15)	
Super	+	Cool	=	Pengski (15)	
Hyper	+	Silver	=	Trigger (15)	
Mild	+	Cool	=	Tuten (15)	
Mild	+	Gold	=	Lil'Goo (15)	
Mangan	+	Silver	=	Dot (15)	
NiCD	+	Cool	=	Elepon (15)	
NiCD	+	Gold	=	Octopon (15)	
Star	+	Cool	=	RushBox (15)	
Star	+	Gold	=	Viper2 (15)	
Star	+	Noble	=	Crysty (15)	
Air	+	Silver	=	Thief (15)	
Cool	+	Silver	=	Vic (15)	
Cool	+	Gold	=	Cambot (15)	
Cool	+	Tough	=	NitBoat (15)	

Normal Spark Lists_

Format:

Batt + Batt = Pon Name (Level)

///1 is a failed Spark (Bulbot/Gear).

Icarus and Bigzap have no sparks.

Nebulus can only be sparked at level 1.

Starter Bots [SRP1]

Ring

Moon + Moon = ///1
Ion + Ion = ///1
Sun + Sun = ///1
Moon + Ion = Sunny (01)
Moon + Sun = Rider1 (01)
Ion + Sun = Draco (01)

Cross

Moon + Moon = ///1
Ion + Ion = ///1
Sun + Sun = ///1
Moon + Ion = SunZero (01)
Moon + Sun = Scooter (01)
Ion + Sun = Hexbot (01)

Normal + Normal = ///1
Super + Super = Mouster (01)
Hyper + Hyper = ///1
Mild + Mild = ///1
Mangan + Mangan = Granit (05)
NiCD + NiCD = ///1
Star + Star = Ralph (10)
Air + Air = Boomer (10)
Cool + Cool = ///1
Silver + Silver = ///1
Gold + Gold = Gunball (10)
Noble + Noble = Ping (10)
Tough + Tough = ///1
Wild + Wild = ///1
Cyber + Cyber = ///1
Ultra + Ultra = SSTBot (25)
Alkali + Alkali = Gidyup (25)
Normal + Super = Vigggy (01)
Normal + Hyper = Wobble (01)
Normal + Mild = ///1
Normal + Mangan = Sumito (05)
Normal + NiCD = ///1
Normal + Star = Kinchop (10)
Normal + Air = ///1
Normal + Cool = ///1
Normal + Silver = Kogal (15)
Normal + Gold = Racer (15)
Normal + Noble = ///1
Normal + Tough = ///1
Normal + Wild = ///1
Normal + Cyber = ///1
Normal + Ultra = ///1
Normal + Alkali = ///1
Super + Hyper = ///1
Super + Mild = Wind-Up (01)
Super + Mangan = RboPron (05)
Super + NiCD = Tokbot (05)
Super + Star = Robby (10)
Super + Air = Ninja (10)
Super + Cool = Pengski (15)
Super + Silver = ///1
Super + Gold = ///1
Super + Noble = Sherman (20)
Super + Tough = ///1

[NMSP]

Super + Wild = ///1
Super + Cyber = Mariner (25)
Super + Ultra = ///1
Super + Alkali = ///1
Hyper + Mild = Ta-Daa (01)
Hyper + Mangan = Hippon (05)
Hyper + NiCD = ///1
Hyper + Star = ///1
Hyper + Air = Woolly (10)
Hyper + Cool = ///1
Hyper + Silver = Trigger (15)
Hyper + Gold = ///1
Hyper + Noble = ///1
Hyper + Tough = ///1
Hyper + Wild = Silky (10)
Hyper + Cyber = Centaur (25)
Hyper + Ultra = ///1
Hyper + Alkali = ///1
Mild + Mangan = ///1
Mild + NiCD = Leaky (05)
Mild + Star = ///1
Mild + Air = Timzup (10)
Mild + Cool = Tuten (15)
Mild + Silver = ///1
Mild + Gold = Lil'Goo (15)
Mild + Noble = ///1
Mild + Tough = KingPon (20)
Mild + Wild = ///1
Mild + Cyber = ///1
Mild + Ultra = ///1
Mild + Alkali = ///1
Mangan + NiCD = Meddy (05)
Mangan + Star = Vacupon (10)
Mangan + Air = ///1
Mangan + Cool = ///1
Mangan + Silver = Dot (15)
Mangan + Gold = ///1
Mangan + Noble = Tomuhok (20)
Mangan + Tough = ///1
Mangan + Wild = ///1
Mangan + Cyber = ///1
Mangan + Ultra = Dynamit (20)
Mangan + Alkali = Fujipon (20)
NiCD + Star = Chimp (10)
NiCD + Air = Fighter (10)
NiCD + Cool = Elepon (15)
NiCD + Silver = ///1
NiCD + Gold = Octopon (15)
NiCD + Noble = ///1
NiCD + Tough = Kimera (20)
NiCD + Wild = ///1
NiCD + Cyber = B-Mani (25)
NiCD + Ultra = ///1
NiCD + Alkali = ///1
Star + Air = Gello (05)
Star + Cool = RushBox (15)
Star + Silver = ///1
Star + Gold = Viper2 (15)
Star + Noble = Crysty (15)
Star + Tough = ///1

Star + Wild = ///1
 Star + Cyber = ///1
 Star + Ultra = ///1
 Star + Alkali = ///1
 Air + Cool = ///1
 Air + Silver = Thief (15)
 Air + Gold = ///1
 Air + Noble = ///1
 Air + Tough = ///1
 Air + Wild = Filimen (20)
 Air + Cyber = ///1
 Air + Ultra = ///1
 Air + Alkali = ///1
 Cool + Silver = Vic (15)
 Cool + Gold = Cambot (15)
 Cool + Noble = ///1
 Cool + Tough = NitBoat (15)
 Cool + Wild = ///1
 Cool + Cyber = ///1
 Cool + Ultra = Desutro (25)
 Cool + Alkali = ///1
 Silver + Gold = Gobby (10)
 Silver + Noble = Filrup (20)
 Silver + Tough = ///1
 Silver + Wild = ///1
 Silver + Cyber = Storm (25)
 Silver + Ultra = ///1
 Silver + Alkali = Merr-O (30)
 Gold + Noble = ///1
 Gold + Tough = Whirlee (10)
 Gold + Wild = ///1
 Gold + Cyber = ///1
 Gold + Ultra = Skeeto (25)
 Gold + Alkali = GGTBot (25)
 Noble + Tough = ///1
 Noble + Wild = ///1
 Noble + Cyber = Ruby (25)
 Noble + Ultra = El Seed (20)
 Noble + Alkali = ///1
 Tough + Wild = GigaPon (10)
 Tough + Cyber = ///1
 Tough + Ultra = Train (25)
 Tough + Alkali = Minotor (30)
 Wild + Cyber = Pirate (20)
 Wild + Ultra = ///1
 Wild + Alkali = A-Grav9 (30)
 Cyber + Ultra = Musashi (25)
 Cyber + Alkali = ///1
 Ultra + Alkali = Zap (25)

Link Spark List_

[LKSP]

Normal + Normal + Normal + Normal = ///1
 Super + Super + Super + Super = Mariner (20)
 Hyper + Hyper + Hyper + Hyper = Yuki (15)
 Mild + Mild + Mild + Mild = ///1
 Mangan + Mangan + Mangan + Mangan = Diane (05)
 NiCD + NiCD + NiCD + NiCD = ///1

Star + Star + Star + Star = Tokbot (20)
 Air + Air + Air + Air = ///1
 Cool + Cool + Cool + Cool = Dot (05)
 Silver + Silver + Silver + Silver = ///1
 Gold + Gold + Gold + Gold = ///1
 Noble + Noble + Noble + Noble = ///1
 Tough + Tough + Tough + Tough = ///1
 Wild + Wild + Wild + Wild = ///1
 Cyber + Cyber + Cyber + Cyber = ///1
 Ultra + Ultra + Ultra + Ultra = ///1
 Alkali + Alkali + Alkali + Alkali = ///1
 Normal + Normal + Normal + Super = ///1
 Normal + Normal + Normal + Hyper = Thief (05)
 Normal + Normal + Normal + Mild = ///1
 Normal + Normal + Normal + Mangan = ///1
 Normal + Normal + Normal + NiCD = Dynamit (10)
 Normal + Normal + Normal + Star = ///1
 Normal + Normal + Normal + Air = ///1
 Normal + Normal + Normal + Cool = ///1
 Normal + Normal + Normal + Silver = ///1
 Normal + Normal + Normal + Gold = ///1
 Normal + Normal + Normal + Noble = ///1
 Normal + Normal + Normal + Tough = ///1
 Normal + Normal + Normal + Wild = ///1
 Normal + Normal + Normal + Cyber = ///1
 Normal + Normal + Normal + Ultra = ///1
 Normal + Normal + Normal + Alkali = ///1
 Super + Super + Super + Hyper = ///1
 Super + Super + Super + Mild = ///1
 Super + Super + Super + Mangan = ///1
 Super + Super + Super + NiCD = ///1
 Super + Super + Super + Star = ///1
 Super + Super + Super + Air = Tomuhok (10)
 Super + Super + Super + Cool = ///1
 Super + Super + Super + Silver = ///1
 Super + Super + Super + Gold = ///1
 Super + Super + Super + Noble = ///1
 Super + Super + Super + Tough = ///1
 Super + Super + Super + Wild = ///1
 Super + Super + Super + Cyber = ///1
 Super + Super + Super + Ultra = ///1
 Super + Super + Super + Alkali = ///1
 Hyper + Hyper + Hyper + Mild = ///1
 Hyper + Hyper + Hyper + Mangan = ///1
 Hyper + Hyper + Hyper + NiCD = ///1
 Hyper + Hyper + Hyper + Star = Razor (20)
 Hyper + Hyper + Hyper + Air = ///1
 Hyper + Hyper + Hyper + Cool = ///1
 Hyper + Hyper + Hyper + Silver = Storm (10)
 Hyper + Hyper + Hyper + Gold = Fighter (10)
 Hyper + Hyper + Hyper + Noble = ///1
 Hyper + Hyper + Hyper + Tough = ///1
 Hyper + Hyper + Hyper + Wild = ///1
 Hyper + Hyper + Hyper + Cyber = ///1
 Hyper + Hyper + Hyper + Ultra = ///1
 Hyper + Hyper + Hyper + Alkali = Daimyo (01)
 Mild + Mild + Mild + Mangan = Mock V (15)
 Mild + Mild + Mild + NiCD = ///1
 Mild + Mild + Mild + Star = Meddy (20)
 Mild + Mild + Mild + Air = ///1

Mild + Mild + Mild + Cool = ///1
Mild + Mild + Mild + Silver = ///1
Mild + Mild + Mild + Gold = Daimyo (15)
Mild + Mild + Mild + Noble = ///1
Mild + Mild + Mild + Tough = ///1
Mild + Mild + Mild + Wild = Storm (20)
Mild + Mild + Mild + Cyber = ///1
Mild + Mild + Mild + Ultra = ///1
Mild + Mild + Mild + Alkali = ///1
Mangan + Mangan + Mangan + NiCD = ///1
Mangan + Mangan + Mangan + Star = ///1
Mangan + Mangan + Mangan + Air = ///1
Mangan + Mangan + Mangan + Cool = ///1
Mangan + Mangan + Mangan + Silver = ///1
Mangan + Mangan + Mangan + Gold = ///1
Mangan + Mangan + Mangan + Noble = ///1
Mangan + Mangan + Mangan + Tough = ///1
Mangan + Mangan + Mangan + Wild = ///1
Mangan + Mangan + Mangan + Cyber = Kimera (01)
Mangan + Mangan + Mangan + Ultra = ///1
Mangan + Mangan + Mangan + Alkali = ///1
NiCD + NiCD + NiCD + Star = SunCust (10)
NiCD + NiCD + NiCD + Air = ///1
NiCD + NiCD + NiCD + Cool = ///1
NiCD + NiCD + NiCD + Silver = ///1
NiCD + NiCD + NiCD + Gold = RevD-Up (01)
NiCD + NiCD + NiCD + Noble = ///1
NiCD + NiCD + NiCD + Tough = ///1
NiCD + NiCD + NiCD + Wild = ///1
NiCD + NiCD + NiCD + Cyber = ///1
NiCD + NiCD + NiCD + Ultra = ///1
NiCD + NiCD + NiCD + Alkali = ///1
Star + Star + Star + Air = Desutro (10)
Star + Star + Star + Cool = ///1
Star + Star + Star + Silver = NitBoat (15)
Star + Star + Star + Gold = Titania (15)
Star + Star + Star + Noble = ///1
Star + Star + Star + Tough = ///1
Star + Star + Star + Wild = Fagin (20)
Star + Star + Star + Cyber = ///1
Star + Star + Star + Ultra = ///1
Star + Star + Star + Alkali = ///1
Air + Air + Air + Cool = Kojiro (01)
Air + Air + Air + Silver = Yokomo (10)
Air + Air + Air + Gold = ///1
Air + Air + Air + Noble = Inferno (20)
Air + Air + Air + Tough = Waxhawk (20)
Air + Air + Air + Wild = ///1
Air + Air + Air + Cyber = ///1
Air + Air + Air + Ultra = ///1
Air + Air + Air + Alkali = ///1
Cool + Cool + Cool + Silver = Vic (05)
Cool + Cool + Cool + Gold = ///1
Cool + Cool + Cool + Noble = ///1
Cool + Cool + Cool + Tough = ///1
Cool + Cool + Cool + Wild = ///1
Cool + Cool + Cool + Cyber = ///1
Cool + Cool + Cool + Ultra = ///1
Cool + Cool + Cool + Alkali = ///1
Silver + Silver + Silver + Gold = Taker (20)

Silver + Silver + Silver + Noble = ///1
Silver + Silver + Silver + Tough = NegPonX (20)
Silver + Silver + Silver + Wild = ///1
Silver + Silver + Silver + Cyber = Rocker (15)
Silver + Silver + Silver + Ultra = ///1
Silver + Silver + Silver + Alkali = ///1
Gold + Gold + Gold + Noble = Vic (15)
Gold + Gold + Gold + Tough = ///1
Gold + Gold + Gold + Wild = ///1
Gold + Gold + Gold + Cyber = ///1
Gold + Gold + Gold + Ultra = NexTriK (20)
Gold + Gold + Gold + Alkali = ///1
Noble + Noble + Noble + Tough = Kojiro (20)
Noble + Noble + Noble + Wild = ///1
Noble + Noble + Noble + Cyber = ///1
Noble + Noble + Noble + Ultra = ///1
Noble + Noble + Noble + Alkali = ///1
Tough + Tough + Tough + Wild = ///1
Tough + Tough + Tough + Cyber = ///1
Tough + Tough + Tough + Ultra = ///1
Tough + Tough + Tough + Alkali = ///1
Wild + Wild + Wild + Cyber = ///1
Wild + Wild + Wild + Ultra = ///1
Wild + Wild + Wild + Alkali = ///1
Cyber + Cyber + Cyber + Ultra = ///1
Cyber + Cyber + Cyber + Alkali = Zap (20)
Ultra + Ultra + Ultra + Alkali = ///1
Normal + Normal + Super + Super = ///1
Normal + Normal + Hyper + Hyper = ///1
Normal + Normal + Mild + Mild = Dynamit (20)
Normal + Normal + Mangan + Mangan = ///1
Normal + Normal + NiCD + NiCD = Dynamit (15)
Normal + Normal + Star + Star = ///1
Normal + Normal + Air + Air = ///1
Normal + Normal + Cool + Cool = ///1
Normal + Normal + Silver + Silver = ///1
Normal + Normal + Gold + Gold = ///1
Normal + Normal + Noble + Noble = ///1
Normal + Normal + Tough + Tough = ///1
Normal + Normal + Wild + Wild = ///1
Normal + Normal + Cyber + Cyber = ///1
Normal + Normal + Ultra + Ultra = ///1
Normal + Normal + Alkali + Alkali = ///1
Super + Super + Hyper + Hyper = ///1
Super + Super + Mild + Mild = ///1
Super + Super + Mangan + Mangan = Whirlee (05)
Super + Super + NiCD + NiCD = ///1
Super + Super + Star + Star = Filimen (05)
Super + Super + Air + Air = ///1
Super + Super + Cool + Cool = ///1
Super + Super + Silver + Silver = ///1
Super + Super + Gold + Gold = ///1
Super + Super + Noble + Noble = ///1
Super + Super + Tough + Tough = ///1
Super + Super + Wild + Wild = ///1
Super + Super + Cyber + Cyber = ///1
Super + Super + Ultra + Ultra = ///1
Super + Super + Alkali + Alkali = ///1
Hyper + Hyper + Mild + Mild = ///1
Hyper + Hyper + Mangan + Mangan = ///1

Hyper + Hyper + NiCD + NiCD = ///1
Hyper + Hyper + Star + Star = ///1
Hyper + Hyper + Air + Air = ///1
Hyper + Hyper + Cool + Cool = ///1
Hyper + Hyper + Silver + Silver = ///1
Hyper + Hyper + Gold + Gold = ///1
Hyper + Hyper + Noble + Noble = ///1
Hyper + Hyper + Tough + Tough = Ping (10)
Hyper + Hyper + Wild + Wild = ///1
Hyper + Hyper + Cyber + Cyber = ///1
Hyper + Hyper + Ultra + Ultra = ///1
Hyper + Hyper + Alkali + Alkali = Mouster (01)
Mild + Mild + Mangan + Mangan = Mock V (20)
Mild + Mild + NiCD + NiCD = ///1
Mild + Mild + Star + Star = Icarun (10)
Mild + Mild + Air + Air = ///1
Mild + Mild + Cool + Cool = ///1
Mild + Mild + Silver + Silver = ///1
Mild + Mild + Gold + Gold = ///1
Mild + Mild + Noble + Noble = ///1
Mild + Mild + Tough + Tough = ///1
Mild + Mild + Wild + Wild = ///1
Mild + Mild + Cyber + Cyber = ///1
Mild + Mild + Ultra + Ultra = ///1
Mild + Mild + Alkali + Alkali = ///1
Mangan + Mangan + NiCD + NiCD = ///1
Mangan + Mangan + Star + Star = ///1
Mangan + Mangan + Air + Air = Timzup (05)
Mangan + Mangan + Cool + Cool = Gobby (01)
Mangan + Mangan + Silver + Silver = ///1
Mangan + Mangan + Gold + Gold = ///1
Mangan + Mangan + Noble + Noble = ///1
Mangan + Mangan + Tough + Tough = ///1
Mangan + Mangan + Wild + Wild = ///1
Mangan + Mangan + Cyber + Cyber = ///1
Mangan + Mangan + Ultra + Ultra = DeathK (20)
Mangan + Mangan + Alkali + Alkali = ///1
NiCD + NiCD + Star + Star = ///1
NiCD + NiCD + Air + Air = ///1
NiCD + NiCD + Cool + Cool = Taker (01)
NiCD + NiCD + Silver + Silver = ///1
NiCD + NiCD + Gold + Gold = ///1
NiCD + NiCD + Noble + Noble = Mummy (20)
NiCD + NiCD + Tough + Tough = ///1
NiCD + NiCD + Wild + Wild = Curser (10)
NiCD + NiCD + Cyber + Cyber = ///1
NiCD + NiCD + Ultra + Ultra = ///1
NiCD + NiCD + Alkali + Alkali = Sherman (15)
Star + Star + Air + Air = ///1
Star + Star + Cool + Cool = ///1
Star + Star + Silver + Silver = Robby (01)
Star + Star + Gold + Gold = Centaur (20)
Star + Star + Noble + Noble = ///1
Star + Star + Tough + Tough = ///1
Star + Star + Wild + Wild = ///1
Star + Star + Cyber + Cyber = ///1
Star + Star + Ultra + Ultra = GigaPon (05)
Star + Star + Alkali + Alkali = ///1
Air + Air + Cool + Cool = Lobstar (20)
Air + Air + Silver + Silver = ///1

Air + Air + Gold + Gold = D'art (01)
Air + Air + Noble + Noble = Tuten (20)
Air + Air + Tough + Tough = ///1
Air + Air + Wild + Wild = RockerZ (10)
Air + Air + Cyber + Cyber = ///1
Air + Air + Ultra + Ultra = ///1
Air + Air + Alkali + Alkali = Noah (01)
Cool + Cool + Silver + Silver = ///1
Cool + Cool + Gold + Gold = ///1
Cool + Cool + Noble + Noble = ///1
Cool + Cool + Tough + Tough = ///1
Cool + Cool + Wild + Wild = Draco (15)
Cool + Cool + Cyber + Cyber = ///1
Cool + Cool + Ultra + Ultra = ///1
Cool + Cool + Alkali + Alkali = ///1
Silver + Silver + Gold + Gold = ///1
Silver + Silver + Noble + Noble = Leaky (20)
Silver + Silver + Tough + Tough = ///1
Silver + Silver + Wild + Wild = ///1
Silver + Silver + Cyber + Cyber = ///1
Silver + Silver + Ultra + Ultra = ///1
Silver + Silver + Alkali + Alkali = Gundarn (10)
Gold + Gold + Noble + Noble = ///1
Gold + Gold + Tough + Tough = ///1
Gold + Gold + Wild + Wild = ///1
Gold + Gold + Cyber + Cyber = AirRaid (15)
Gold + Gold + Ultra + Ultra = ///1
Gold + Gold + Alkali + Alkali = Sunny (20)
Noble + Noble + Tough + Tough = ///1
Noble + Noble + Wild + Wild = ///1
Noble + Noble + Cyber + Cyber = Sumo (20)
Noble + Noble + Ultra + Ultra = ///1
Noble + Noble + Alkali + Alkali = Sherry (15)
Tough + Tough + Wild + Wild = ///1
Tough + Tough + Cyber + Cyber = ///1
Tough + Tough + Ultra + Ultra = Zap (15)
Tough + Tough + Alkali + Alkali = ///1
Wild + Wild + Cyber + Cyber = ///1
Wild + Wild + Ultra + Ultra = ///1
Wild + Wild + Alkali + Alkali = ///1
Cyber + Cyber + Ultra + Ultra = ///1
Cyber + Cyber + Alkali + Alkali = ///1
Ultra + Ultra + Alkali + Alkali = ///1
Normal + Super + Super + Super = ///1
Normal + Hyper + Hyper + Hyper = Fujipon (10)
Normal + Mild + Mild + Mild = ///1
Normal + Mangan + Mangan + Mangan = ///1
Normal + NiCD + NiCD + NiCD = ///1
Normal + Star + Star + Star = ///1
Normal + Air + Air + Air = ///1
Normal + Cool + Cool + Cool = ///1
Normal + Silver + Silver + Silver = ///1
Normal + Gold + Gold + Gold = ///1
Normal + Noble + Noble + Noble = ///1
Normal + Tough + Tough + Tough = ///1
Normal + Wild + Wild + Wild = ///1
Normal + Cyber + Cyber + Cyber = ///1
Normal + Ultra + Ultra + Ultra = ///1
Normal + Alkali + Alkali + Alkali = ///1
Super + Hyper + Hyper + Hyper = ///1

Super + Mild + Mild + Mild = ///1
 Super + Mangan + Mangan + Mangan = ///1
 Super + NiCD + NiCD + NiCD = ///1
 Super + Star + Star + Star = ///1
 Super + Air + Air + Air = ///1
 Super + Cool + Cool + Cool = ///1
 Super + Silver + Silver + Silver = ///1
 Super + Gold + Gold + Gold = ///1
 Super + Noble + Noble + Noble = ///1
 Super + Tough + Tough + Tough = ///1
 Super + Wild + Wild + Wild = ///1
 Super + Cyber + Cyber + Cyber = ///1
 Super + Ultra + Ultra + Ultra = ///1
 Super + Alkali + Alkali + Alkali = ///1
 Hyper + Mild + Mild + Mild = ///1
 Hyper + Mangan + Mangan + Mangan = ///1
 Hyper + NiCD + NiCD + NiCD = ///1
 Hyper + Star + Star + Star = ///1
 Hyper + Air + Air + Air = ///1
 Hyper + Cool + Cool + Cool = ///1
 Hyper + Silver + Silver + Silver = ///1
 Hyper + Gold + Gold + Gold = ///1
 Hyper + Noble + Noble + Noble = ///1
 Hyper + Tough + Tough + Tough = ///1
 Hyper + Wild + Wild + Wild = ///1
 Hyper + Cyber + Cyber + Cyber = ///1
 Hyper + Ultra + Ultra + Ultra = ///1
 Hyper + Alkali + Alkali + Alkali = ///1
 Mild + Mangan + Mangan + Mangan = ///1
 Mild + NiCD + NiCD + NiCD = ///1
 Mild + Star + Star + Star = ///1
 Mild + Air + Air + Air = ///1
 Mild + Cool + Cool + Cool = ///1
 Mild + Silver + Silver + Silver = ///1
 Mild + Gold + Gold + Gold = ///1
 Mild + Noble + Noble + Noble = Super-1 (20)
 Mild + Tough + Tough + Tough = ///1
 Mild + Wild + Wild + Wild = ///1
 Mild + Cyber + Cyber + Cyber = ///1
 Mild + Ultra + Ultra + Ultra = ///1
 Mild + Alkali + Alkali + Alkali = ///1
 Mangan + NiCD + NiCD + NiCD = Daimyo (20)
 Mangan + Star + Star + Star = ///1
 Mangan + Air + Air + Air = Ivan (05)
 Mangan + Cool + Cool + Cool = ///1
 Mangan + Silver + Silver + Silver = TuTank (10)
 Mangan + Gold + Gold + Gold = ///1
 Mangan + Noble + Noble + Noble = Deemo (20)
 Mangan + Tough + Tough + Tough = ///1
 Mangan + Wild + Wild + Wild = ///1
 Mangan + Cyber + Cyber + Cyber = Waver (01)
 Mangan + Ultra + Ultra + Ultra = ///1
 Mangan + Alkali + Alkali + Alkali = Mamopon (05)
 NiCD + Star + Star + Star = Steamer (20)
 NiCD + Air + Air + Air = Fencer (05)
 NiCD + Cool + Cool + Cool = SST1337 (10)
 NiCD + Silver + Silver + Silver = B-Train (10)
 NiCD + Gold + Gold + Gold = ///1
 NiCD + Noble + Noble + Noble = ///1
 NiCD + Tough + Tough + Tough = ViKing (20)

NiCD + Wild + Wild + Wild = Gtacobot (01)
 NiCD + Cyber + Cyber + Cyber = Emerald (20)
 NiCD + Ultra + Ultra + Ultra = Viper2 (01)
 NiCD + Alkali + Alkali + Alkali = ///1
 Star + Air + Air + Air = ///1
 Star + Cool + Cool + Cool = Sprouch (05)
 Star + Silver + Silver + Silver = ///1
 Star + Gold + Gold + Gold = ///1
 Star + Noble + Noble + Noble = Rocker (05)
 Star + Tough + Tough + Tough = ///1
 Star + Wild + Wild + Wild = B-Cell (05)
 Star + Cyber + Cyber + Cyber = ///1
 Star + Ultra + Ultra + Ultra = Scorpin (20)
 Star + Alkali + Alkali + Alkali = Ninja (15)
 Air + Cool + Cool + Cool = ///1
 Air + Silver + Silver + Silver = ///1
 Air + Gold + Gold + Gold = ///1
 Air + Noble + Noble + Noble = ///1
 Air + Tough + Tough + Tough = Zap (01)
 Air + Wild + Wild + Wild = Robby (10)
 Air + Cyber + Cyber + Cyber = Wind-Up (15)
 Air + Ultra + Ultra + Ultra = ///1
 Air + Alkali + Alkali + Alkali = SunCust (20)
 Cool + Silver + Silver + Silver = D'art (10)
 Cool + Gold + Gold + Gold = AirRaid (05)
 Cool + Noble + Noble + Noble = GGT1337 (20)
 Cool + Tough + Tough + Tough = ///1
 Cool + Wild + Wild + Wild = ///1
 Cool + Cyber + Cyber + Cyber = Sun-02 (05)
 Cool + Ultra + Ultra + Ultra = ///1
 Cool + Alkali + Alkali + Alkali = ///1
 Silver + Gold + Gold + Gold = Zap (10)
 Silver + Noble + Noble + Noble = ///1
 Silver + Tough + Tough + Tough = ///1
 Silver + Wild + Wild + Wild = ///1
 Silver + Cyber + Cyber + Cyber = ///1
 Silver + Ultra + Ultra + Ultra = ///1
 Silver + Alkali + Alkali + Alkali = Noah (20)
 Gold + Noble + Noble + Noble = ///1
 Gold + Tough + Tough + Tough = ///1
 Gold + Wild + Wild + Wild = Gundarn (20)
 Gold + Cyber + Cyber + Cyber = ///1
 Gold + Ultra + Ultra + Ultra = ///1
 Gold + Alkali + Alkali + Alkali = ///1
 Noble + Tough + Tough + Tough = ///1
 Noble + Wild + Wild + Wild = ///1
 Noble + Cyber + Cyber + Cyber = ///1
 Noble + Ultra + Ultra + Ultra = ///1
 Noble + Alkali + Alkali + Alkali = ///1
 Tough + Wild + Wild + Wild = ///1
 Tough + Cyber + Cyber + Cyber = ///1
 Tough + Ultra + Ultra + Ultra = ///1
 Tough + Alkali + Alkali + Alkali = ///1
 Wild + Cyber + Cyber + Cyber = ///1
 Wild + Ultra + Ultra + Ultra = ///1
 Wild + Alkali + Alkali + Alkali = ///1
 Cyber + Ultra + Ultra + Ultra = Boom-B1 (20)
 Cyber + Alkali + Alkali + Alkali = ///1
 Ultra + Alkali + Alkali + Alkali = ///1
 Normal + Normal + Super + Hyper = ///1

Normal + Normal + Super + Mild = ///1
Normal + Normal + Super + Mangan = ///1
Normal + Normal + Super + NiCD = ///1
Normal + Normal + Super + Star = ///1
Normal + Normal + Super + Air = ///1
Normal + Normal + Super + Cool = ///1
Normal + Normal + Super + Silver = ///1
Normal + Normal + Super + Gold = ///1
Normal + Normal + Super + Noble = ///1
Normal + Normal + Super + Tough = ///1
Normal + Normal + Super + Wild = ///1
Normal + Normal + Super + Cyber = ///1
Normal + Normal + Super + Ultra = ///1
Normal + Normal + Super + Alkali = ///1
Normal + Normal + Hyper + Mild = ///1
Normal + Normal + Hyper + Mangan = ///1
Normal + Normal + Hyper + NiCD = ///1
Normal + Normal + Hyper + Star = ///1
Normal + Normal + Hyper + Air = ///1
Normal + Normal + Hyper + Cool = ///1
Normal + Normal + Hyper + Silver = ///1
Normal + Normal + Hyper + Gold = Vacuapon (10)
Normal + Normal + Hyper + Noble = ///1
Normal + Normal + Hyper + Tough = ///1
Normal + Normal + Hyper + Wild = ///1
Normal + Normal + Hyper + Cyber = ///1
Normal + Normal + Hyper + Ultra = ///1
Normal + Normal + Hyper + Alkali = ///1
Normal + Normal + Mild + Mangan = ///1
Normal + Normal + Mild + NiCD = ///1
Normal + Normal + Mild + Star = ///1
Normal + Normal + Mild + Air = ///1
Normal + Normal + Mild + Cool = ///1
Normal + Normal + Mild + Silver = ///1
Normal + Normal + Mild + Gold = ///1
Normal + Normal + Mild + Noble = ///1
Normal + Normal + Mild + Tough = ///1
Normal + Normal + Mild + Wild = Fujipon (05)
Normal + Normal + Mild + Cyber = ///1
Normal + Normal + Mild + Ultra = ///1
Normal + Normal + Mild + Alkali = ///1
Normal + Normal + Mangan + NiCD = ///1
Normal + Normal + Mangan + Star = ///1
Normal + Normal + Mangan + Air = ///1
Normal + Normal + Mangan + Cool = ///1
Normal + Normal + Mangan + Silver = ///1
Normal + Normal + Mangan + Gold = ///1
Normal + Normal + Mangan + Noble = ///1
Normal + Normal + Mangan + Tough = ///1
Normal + Normal + Mangan + Wild = ///1
Normal + Normal + Mangan + Cyber = ///1
Normal + Normal + Mangan + Ultra = ///1
Normal + Normal + Mangan + Alkali = ///1
Normal + Normal + NiCD + Star = ///1
Normal + Normal + NiCD + Air = ///1
Normal + Normal + NiCD + Cool = ///1
Normal + Normal + NiCD + Silver = ///1
Normal + Normal + NiCD + Gold = ///1
Normal + Normal + NiCD + Noble = ///1
Normal + Normal + NiCD + Tough = ///1

Normal + Normal + NiCD + Wild = ///1
Normal + Normal + NiCD + Cyber = Vacupon (01)
Normal + Normal + NiCD + Ultra = ///1
Normal + Normal + NiCD + Alkali = ///1
Normal + Normal + Star + Air = ///1
Normal + Normal + Star + Cool = ///1
Normal + Normal + Star + Silver = ///1
Normal + Normal + Star + Gold = ///1
Normal + Normal + Star + Noble = ///1
Normal + Normal + Star + Tough = ///1
Normal + Normal + Star + Wild = ///1
Normal + Normal + Star + Cyber = ///1
Normal + Normal + Star + Ultra = ///1
Normal + Normal + Star + Alkali = ///1
Normal + Normal + Air + Cool = ///1
Normal + Normal + Air + Silver = ///1
Normal + Normal + Air + Gold = ///1
Normal + Normal + Air + Noble = ///1
Normal + Normal + Air + Tough = ///1
Normal + Normal + Air + Wild = ///1
Normal + Normal + Air + Cyber = ///1
Normal + Normal + Air + Ultra = ///1
Normal + Normal + Air + Alkali = ///1
Normal + Normal + Cool + Silver = ///1
Normal + Normal + Cool + Gold = ///1
Normal + Normal + Cool + Noble = ///1
Normal + Normal + Cool + Tough = ///1
Normal + Normal + Cool + Wild = ///1
Normal + Normal + Cool + Cyber = ///1
Normal + Normal + Cool + Ultra = ///1
Normal + Normal + Cool + Alkali = ///1
Normal + Normal + Silver + Gold = ///1
Normal + Normal + Silver + Noble = ///1
Normal + Normal + Silver + Tough = ///1
Normal + Normal + Silver + Wild = ///1
Normal + Normal + Silver + Cyber = ///1
Normal + Normal + Silver + Ultra = ///1
Normal + Normal + Silver + Alkali = ///1
Normal + Normal + Gold + Noble = Racer (05)
Normal + Normal + Gold + Tough = ///1
Normal + Normal + Gold + Wild = ///1
Normal + Normal + Gold + Cyber = ///1
Normal + Normal + Gold + Ultra = ///1
Normal + Normal + Gold + Alkali = ///1
Normal + Normal + Noble + Tough = ///1
Normal + Normal + Noble + Wild = ///1
Normal + Normal + Noble + Cyber = ///1
Normal + Normal + Noble + Ultra = ///1
Normal + Normal + Noble + Alkali = ///1
Normal + Normal + Tough + Wild = ///1
Normal + Normal + Tough + Cyber = ///1
Normal + Normal + Tough + Ultra = ///1
Normal + Normal + Tough + Alkali = ///1
Normal + Normal + Wild + Cyber = ///1
Normal + Normal + Wild + Ultra = ///1
Normal + Normal + Wild + Alkali = ///1
Normal + Normal + Cyber + Ultra = ///1
Normal + Normal + Cyber + Alkali = ///1
Normal + Normal + Ultra + Alkali = ///1
Super + Super + Hyper + Mild = ///1

Super + Super + Hyper + Mangan = ///1
Super + Super + Hyper + NiCD = ///1
Super + Super + Hyper + Star = Reaper (01)
Super + Super + Hyper + Air = ///1
Super + Super + Hyper + Cool = ///1
Super + Super + Hyper + Silver = ///1
Super + Super + Hyper + Gold = ///1
Super + Super + Hyper + Noble = Mariner (01)
Super + Super + Hyper + Tough = ///1
Super + Super + Hyper + Wild = ///1
Super + Super + Hyper + Cyber = ///1
Super + Super + Hyper + Ultra = ///1
Super + Super + Hyper + Alkali = ///1
Super + Super + Mild + Mangan = ///1
Super + Super + Mild + NiCD = DriverX (01)
Super + Super + Mild + Star = Mothfly (10)
Super + Super + Mild + Air = ///1
Super + Super + Mild + Cool = ///1
Super + Super + Mild + Silver = ///1
Super + Super + Mild + Gold = ///1
Super + Super + Mild + Noble = ///1
Super + Super + Mild + Tough = ///1
Super + Super + Mild + Wild = ///1
Super + Super + Mild + Cyber = ///1
Super + Super + Mild + Ultra = ///1
Super + Super + Mild + Alkali = ///1
Super + Super + Mangan + NiCD = ///1
Super + Super + Mangan + Star = ///1
Super + Super + Mangan + Air = ///1
Super + Super + Mangan + Cool = ///1
Super + Super + Mangan + Silver = ///1
Super + Super + Mangan + Gold = ///1
Super + Super + Mangan + Noble = ///1
Super + Super + Mangan + Tough = ///1
Super + Super + Mangan + Wild = ///1
Super + Super + Mangan + Cyber = ///1
Super + Super + Mangan + Ultra = ///1
Super + Super + Mangan + Alkali = Hippon (01)
Super + Super + NiCD + Star = ///1
Super + Super + NiCD + Air = ///1
Super + Super + NiCD + Cool = ///1
Super + Super + NiCD + Silver = ///1
Super + Super + NiCD + Gold = Chimp (05)
Super + Super + NiCD + Noble = ///1
Super + Super + NiCD + Tough = ///1
Super + Super + NiCD + Wild = ///1
Super + Super + NiCD + Cyber = ///1
Super + Super + NiCD + Ultra = ///1
Super + Super + NiCD + Alkali = ///1
Super + Super + Star + Air = ///1
Super + Super + Star + Cool = ///1
Super + Super + Star + Silver = ///1
Super + Super + Star + Gold = ///1
Super + Super + Star + Noble = ///1
Super + Super + Star + Tough = ///1
Super + Super + Star + Wild = ///1
Super + Super + Star + Cyber = Vacupon (20)
Super + Super + Star + Ultra = ///1
Super + Super + Star + Alkali = ///1
Super + Super + Air + Cool = Ruby (10)

Super + Super + Air + Silver = ///1
Super + Super + Air + Gold = ///1
Super + Super + Air + Noble = ///1
Super + Super + Air + Tough = ///1
Super + Super + Air + Wild = ///1
Super + Super + Air + Cyber = ///1
Super + Super + Air + Ultra = Fujipon (20)
Super + Super + Air + Alkali = ///1
Super + Super + Cool + Silver = ///1
Super + Super + Cool + Gold = ///1
Super + Super + Cool + Noble = ///1
Super + Super + Cool + Tough = ///1
Super + Super + Cool + Wild = ///1
Super + Super + Cool + Cyber = Racer (20)
Super + Super + Cool + Ultra = Racer (15)
Super + Super + Cool + Alkali = ///1
Super + Super + Silver + Gold = ///1
Super + Super + Silver + Noble = ///1
Super + Super + Silver + Tough = ///1
Super + Super + Silver + Wild = ///1
Super + Super + Silver + Cyber = Hippon (05)
Super + Super + Silver + Ultra = ///1
Super + Super + Silver + Alkali = ///1
Super + Super + Gold + Noble = ///1
Super + Super + Gold + Tough = ///1
Super + Super + Gold + Wild = Tink (05)
Super + Super + Gold + Cyber = Octopon (15)
Super + Super + Gold + Ultra = D-Might (01)
Super + Super + Gold + Alkali = ///1
Super + Super + Noble + Tough = ///1
Super + Super + Noble + Wild = Octopon (20)
Super + Super + Noble + Cyber = ///1
Super + Super + Noble + Ultra = ///1
Super + Super + Noble + Alkali = ///1
Super + Super + Tough + Wild = ///1
Super + Super + Tough + Cyber = ///1
Super + Super + Tough + Ultra = ///1
Super + Super + Tough + Alkali = ///1
Super + Super + Wild + Cyber = HeroPon (15)
Super + Super + Wild + Ultra = ///1
Super + Super + Wild + Alkali = ///1
Super + Super + Cyber + Ultra = ///1
Super + Super + Cyber + Alkali = ///1
Super + Super + Ultra + Alkali = ///1
Hyper + Hyper + Mild + Mangan = Pegs (01)
Hyper + Hyper + Mild + NiCD = ///1
Hyper + Hyper + Mild + Star = ///1
Hyper + Hyper + Mild + Air = Fighter (20)
Hyper + Hyper + Mild + Cool = ///1
Hyper + Hyper + Mild + Silver = ///1
Hyper + Hyper + Mild + Gold = ///1
Hyper + Hyper + Mild + Noble = ///1
Hyper + Hyper + Mild + Tough = ///1
Hyper + Hyper + Mild + Wild = ///1
Hyper + Hyper + Mild + Cyber = ///1
Hyper + Hyper + Mild + Ultra = Razor (05)
Hyper + Hyper + Mild + Alkali = ///1
Hyper + Hyper + Mangan + NiCD = ///1
Hyper + Hyper + Mangan + Star = ///1
Hyper + Hyper + Mangan + Air = ///1

Hyper + Hyper + Mangan + Cool = Boiler (10)
Hyper + Hyper + Mangan + Silver = ///1
Hyper + Hyper + Mangan + Gold = ///1
Hyper + Hyper + Mangan + Noble = ///1
Hyper + Hyper + Mangan + Tough = ///1
Hyper + Hyper + Mangan + Wild = ///1
Hyper + Hyper + Mangan + Cyber = ///1
Hyper + Hyper + Mangan + Ultra = ///1
Hyper + Hyper + Mangan + Alkali = ///1
Hyper + Hyper + NiCD + Star = Boiler (15)
Hyper + Hyper + NiCD + Air = BigPir8 (10)
Hyper + Hyper + NiCD + Cool = ///1
Hyper + Hyper + NiCD + Silver = ///1
Hyper + Hyper + NiCD + Gold = Shelby (05)
Hyper + Hyper + NiCD + Noble = Poochy (01)
Hyper + Hyper + NiCD + Tough = ///1
Hyper + Hyper + NiCD + Wild = ///1
Hyper + Hyper + NiCD + Cyber = ///1
Hyper + Hyper + NiCD + Ultra = ///1
Hyper + Hyper + NiCD + Alkali = ///1
Hyper + Hyper + Star + Air = ///1
Hyper + Hyper + Star + Cool = ///1
Hyper + Hyper + Star + Silver = ///1
Hyper + Hyper + Star + Gold = ///1
Hyper + Hyper + Star + Noble = ///1
Hyper + Hyper + Star + Tough = ///1
Hyper + Hyper + Star + Wild = ///1
Hyper + Hyper + Star + Cyber = ///1
Hyper + Hyper + Star + Ultra = ///1
Hyper + Hyper + Star + Alkali = ///1
Hyper + Hyper + Air + Cool = Fighter (15)
Hyper + Hyper + Air + Silver = ///1
Hyper + Hyper + Air + Gold = ///1
Hyper + Hyper + Air + Noble = ///1
Hyper + Hyper + Air + Tough = Fighter (05)
Hyper + Hyper + Air + Wild = ///1
Hyper + Hyper + Air + Cyber = Meddy (05)
Hyper + Hyper + Air + Ultra = ///1
Hyper + Hyper + Air + Alkali = ///1
Hyper + Hyper + Cool + Silver = Mock V (01)
Hyper + Hyper + Cool + Gold = ///1
Hyper + Hyper + Cool + Noble = ///1
Hyper + Hyper + Cool + Tough = ///1
Hyper + Hyper + Cool + Wild = ///1
Hyper + Hyper + Cool + Cyber = ///1
Hyper + Hyper + Cool + Ultra = ///1
Hyper + Hyper + Cool + Alkali = ///1
Hyper + Hyper + Silver + Gold = ///1
Hyper + Hyper + Silver + Noble = ///1
Hyper + Hyper + Silver + Tough = ///1
Hyper + Hyper + Silver + Wild = ///1
Hyper + Hyper + Silver + Cyber = ///1
Hyper + Hyper + Silver + Ultra = Yuki (10)
Hyper + Hyper + Silver + Alkali = ///1
Hyper + Hyper + Gold + Noble = ///1
Hyper + Hyper + Gold + Tough = ///1
Hyper + Hyper + Gold + Wild = ///1
Hyper + Hyper + Gold + Cyber = ///1
Hyper + Hyper + Gold + Ultra = C-Cell (20)
Hyper + Hyper + Gold + Alkali = ///1

Hyper + Hyper + Noble + Tough = Mothfly (20)
Hyper + Hyper + Noble + Wild = ///1
Hyper + Hyper + Noble + Cyber = ///1
Hyper + Hyper + Noble + Ultra = ///1
Hyper + Hyper + Noble + Alkali = ///1
Hyper + Hyper + Tough + Wild = ///1
Hyper + Hyper + Tough + Cyber = Chimp (15)
Hyper + Hyper + Tough + Ultra = ///1
Hyper + Hyper + Tough + Alkali = ///1
Hyper + Hyper + Wild + Cyber = ///1
Hyper + Hyper + Wild + Ultra = ///1
Hyper + Hyper + Wild + Alkali = ///1
Hyper + Hyper + Cyber + Ultra = ///1
Hyper + Hyper + Cyber + Alkali = ///1
Hyper + Hyper + Ultra + Alkali = ///1
Mild + Mild + Mangan + NiCD = ///1
Mild + Mild + Mangan + Star = ///1
Mild + Mild + Mangan + Air = Mock V (10)
Mild + Mild + Mangan + Cool = ///1
Mild + Mild + Mangan + Silver = ///1
Mild + Mild + Mangan + Gold = ///1
Mild + Mild + Mangan + Noble = Train (10)
Mild + Mild + Mangan + Tough = ///1
Mild + Mild + Mangan + Wild = ///1
Mild + Mild + Mangan + Cyber = ///1
Mild + Mild + Mangan + Ultra = ///1
Mild + Mild + Mangan + Alkali = ///1
Mild + Mild + NiCD + Star = ///1
Mild + Mild + NiCD + Air = ///1
Mild + Mild + NiCD + Cool = ///1
Mild + Mild + NiCD + Silver = ///1
Mild + Mild + NiCD + Gold = ///1
Mild + Mild + NiCD + Noble = ///1
Mild + Mild + NiCD + Tough = ///1
Mild + Mild + NiCD + Wild = ///1
Mild + Mild + NiCD + Cyber = ///1
Mild + Mild + NiCD + Ultra = ///1
Mild + Mild + NiCD + Alkali = ///1
Mild + Mild + Star + Air = ///1
Mild + Mild + Star + Cool = ///1
Mild + Mild + Star + Silver = ///1
Mild + Mild + Star + Gold = ///1
Mild + Mild + Star + Noble = ///1
Mild + Mild + Star + Tough = ///1
Mild + Mild + Star + Wild = ///1
Mild + Mild + Star + Cyber = ///1
Mild + Mild + Star + Ultra = SpAir-0 (10)
Mild + Mild + Star + Alkali = ///1
Mild + Mild + Air + Cool = Train (15)
Mild + Mild + Air + Silver = ///1
Mild + Mild + Air + Gold = ///1
Mild + Mild + Air + Noble = ///1
Mild + Mild + Air + Tough = ///1
Mild + Mild + Air + Wild = ///1
Mild + Mild + Air + Cyber = ///1
Mild + Mild + Air + Ultra = ///1
Mild + Mild + Air + Alkali = ///1
Mild + Mild + Cool + Silver = ///1
Mild + Mild + Cool + Gold = ///1
Mild + Mild + Cool + Noble = ///1

Mild + Mild + Cool + Tough = ///1
Mild + Mild + Cool + Wild = ///1
Mild + Mild + Cool + Cyber = I-80 (05)
Mild + Mild + Cool + Ultra = ///1
Mild + Mild + Cool + Alkali = ///1
Mild + Mild + Silver + Gold = ///1
Mild + Mild + Silver + Noble = ///1
Mild + Mild + Silver + Tough = WaspBat (05)
Mild + Mild + Silver + Wild = ///1
Mild + Mild + Silver + Cyber = ///1
Mild + Mild + Silver + Ultra = ///1
Mild + Mild + Silver + Alkali = ///1
Mild + Mild + Gold + Noble = ///1
Mild + Mild + Gold + Tough = ///1
Mild + Mild + Gold + Wild = Prime (01)
Mild + Mild + Gold + Cyber = ///1
Mild + Mild + Gold + Ultra = ///1
Mild + Mild + Gold + Alkali = ///1
Mild + Mild + Noble + Tough = ///1
Mild + Mild + Noble + Wild = ///1
Mild + Mild + Noble + Cyber = ///1
Mild + Mild + Noble + Ultra = ///1
Mild + Mild + Noble + Alkali = ///1
Mild + Mild + Tough + Wild = ///1
Mild + Mild + Tough + Cyber = PegSS (05)
Mild + Mild + Tough + Ultra = ///1
Mild + Mild + Tough + Alkali = ///1
Mild + Mild + Wild + Cyber = ///1
Mild + Mild + Wild + Ultra = ///1
Mild + Mild + Wild + Alkali = ///1
Mild + Mild + Cyber + Ultra = ///1
Mild + Mild + Cyber + Alkali = ///1
Mild + Mild + Ultra + Alkali = ///1
Mangan + Mangan + NiCD + Star = ///1
Mangan + Mangan + NiCD + Air = ///1
Mangan + Mangan + NiCD + Cool = Diane (01)
Mangan + Mangan + NiCD + Silver = Chef-Fe (10)
Mangan + Mangan + NiCD + Gold = ///1
Mangan + Mangan + NiCD + Noble = ///1
Mangan + Mangan + NiCD + Tough = ///1
Mangan + Mangan + NiCD + Wild = ///1
Mangan + Mangan + NiCD + Cyber = ///1
Mangan + Mangan + NiCD + Ultra = RboPron (05)
Mangan + Mangan + NiCD + Alkali = ///1
Mangan + Mangan + Star + Air = Flicker (01)
Mangan + Mangan + Star + Cool = Steamer (01)
Mangan + Mangan + Star + Silver = ///1
Mangan + Mangan + Star + Gold = ///1
Mangan + Mangan + Star + Noble = ///1
Mangan + Mangan + Star + Tough = ///1
Mangan + Mangan + Star + Wild = ///1
Mangan + Mangan + Star + Cyber = ///1
Mangan + Mangan + Star + Ultra = ///1
Mangan + Mangan + Star + Alkali = ///1
Mangan + Mangan + Air + Cool = ///1
Mangan + Mangan + Air + Silver = Desutro (05)
Mangan + Mangan + Air + Gold = ///1
Mangan + Mangan + Air + Noble = ///1
Mangan + Mangan + Air + Tough = ///1
Mangan + Mangan + Air + Wild = ///1

Mangan + Mangan + Air + Cyber = Boba (10)
Mangan + Mangan + Air + Ultra = ///1
Mangan + Mangan + Air + Alkali = ///1
Mangan + Mangan + Cool + Silver = ///1
Mangan + Mangan + Cool + Gold = ///1
Mangan + Mangan + Cool + Noble = ///1
Mangan + Mangan + Cool + Tough = ///1
Mangan + Mangan + Cool + Wild = ///1
Mangan + Mangan + Cool + Cyber = ///1
Mangan + Mangan + Cool + Ultra = ///1
Mangan + Mangan + Cool + Alkali = ///1
Mangan + Mangan + Silver + Gold = ///1
Mangan + Mangan + Silver + Noble = ///1
Mangan + Mangan + Silver + Tough = ///1
Mangan + Mangan + Silver + Wild = Prime (10)
Mangan + Mangan + Silver + Cyber = ///1
Mangan + Mangan + Silver + Ultra = ///1
Mangan + Mangan + Silver + Alkali = ///1
Mangan + Mangan + Gold + Noble = ///1
Mangan + Mangan + Gold + Tough = ///1
Mangan + Mangan + Gold + Wild = ///1
Mangan + Mangan + Gold + Cyber = ///1
Mangan + Mangan + Gold + Ultra = ///1
Mangan + Mangan + Gold + Alkali = ///1
Mangan + Mangan + Noble + Tough = ///1
Mangan + Mangan + Noble + Wild = ///1
Mangan + Mangan + Noble + Cyber = ///1
Mangan + Mangan + Noble + Ultra = ///1
Mangan + Mangan + Noble + Alkali = Ivan (01)
Mangan + Mangan + Tough + Wild = ///1
Mangan + Mangan + Tough + Cyber = ///1
Mangan + Mangan + Tough + Ultra = ArcDemo (10)
Mangan + Mangan + Tough + Alkali = Deemo (10)
Mangan + Mangan + Wild + Cyber = Granit (15)
Mangan + Mangan + Wild + Ultra = ///1
Mangan + Mangan + Wild + Alkali = ///1
Mangan + Mangan + Cyber + Ultra = ///1
Mangan + Mangan + Cyber + Alkali = Emerald (01)
Mangan + Mangan + Ultra + Alkali = PegS (10)
NiCD + NiCD + Star + Air = ///1
NiCD + NiCD + Star + Cool = ///1
NiCD + NiCD + Star + Silver = ///1
NiCD + NiCD + Star + Gold = Cellula (15)
NiCD + NiCD + Star + Noble = ///1
NiCD + NiCD + Star + Tough = ///1
NiCD + NiCD + Star + Wild = ///1
NiCD + NiCD + Star + Cyber = ///1
NiCD + NiCD + Star + Ultra = Gobby (05)
NiCD + NiCD + Star + Alkali = ///1
NiCD + NiCD + Air + Cool = ///1
NiCD + NiCD + Air + Silver = Hexbot (15)
NiCD + NiCD + Air + Gold = ///1
NiCD + NiCD + Air + Noble = ///1
NiCD + NiCD + Air + Tough = ///1
NiCD + NiCD + Air + Wild = B-Train (01)
NiCD + NiCD + Air + Cyber = A-Grav9 (10)
NiCD + NiCD + Air + Ultra = ///1
NiCD + NiCD + Air + Alkali = ///1
NiCD + NiCD + Cool + Silver = Titania (10)
NiCD + NiCD + Cool + Gold = Adder (20)

NiCD + NiCD + Cool + Noble = ///1
NiCD + NiCD + Cool + Tough = LngStem (01)
NiCD + NiCD + Cool + Wild = ///1
NiCD + NiCD + Cool + Cyber = D-Cell (05)
NiCD + NiCD + Cool + Ultra = ///1
NiCD + NiCD + Cool + Alkali = ///1
NiCD + NiCD + Silver + Gold = Musashi (01)
NiCD + NiCD + Silver + Noble = Titania (05)
NiCD + NiCD + Silver + Tough = ///1
NiCD + NiCD + Silver + Wild = ///1
NiCD + NiCD + Silver + Cyber = ///1
NiCD + NiCD + Silver + Ultra = ///1
NiCD + NiCD + Silver + Alkali = ///1
NiCD + NiCD + Gold + Noble = PrtoPon (10)
NiCD + NiCD + Gold + Tough = ///1
NiCD + NiCD + Gold + Wild = ///1
NiCD + NiCD + Gold + Cyber = Platnum (10)
NiCD + NiCD + Gold + Ultra = ///1
NiCD + NiCD + Gold + Alkali = Elepon (15)
NiCD + NiCD + Noble + Tough = Draco (01)
NiCD + NiCD + Noble + Wild = ///1
NiCD + NiCD + Noble + Cyber = ///1
NiCD + NiCD + Noble + Ultra = ///1
NiCD + NiCD + Noble + Alkali = Prime (20)
NiCD + NiCD + Tough + Wild = Titania (01)
NiCD + NiCD + Tough + Cyber = ///1
NiCD + NiCD + Tough + Ultra = Magipon (01)
NiCD + NiCD + Tough + Alkali = ///1
NiCD + NiCD + Wild + Cyber = ///1
NiCD + NiCD + Wild + Ultra = ///1
NiCD + NiCD + Wild + Alkali = ///1
NiCD + NiCD + Cyber + Ultra = Kogal (01)
NiCD + NiCD + Cyber + Alkali = Steamer (05)
NiCD + NiCD + Ultra + Alkali = Dragon (20)
Star + Star + Air + Cool = ///1
Star + Star + Air + Silver = Viper2 (10)
Star + Star + Air + Gold = ///1
Star + Star + Air + Noble = ///1
Star + Star + Air + Tough = NegaPon (05)
Star + Star + Air + Wild = ///1
Star + Star + Air + Cyber = ///1
Star + Star + Air + Ultra = ///1
Star + Star + Air + Alkali = Sunny (05)
Star + Star + Cool + Silver = Tokbot (15)
Star + Star + Cool + Gold = ///1
Star + Star + Cool + Noble = Gidyup (10)
Star + Star + Cool + Tough = Leaky (01)
Star + Star + Cool + Wild = Gtacbot (10)
Star + Star + Cool + Cyber = Centaur (05)
Star + Star + Cool + Ultra = Wind-Up (05)
Star + Star + Cool + Alkali = ///1
Star + Star + Silver + Gold = Tuten (10)
Star + Star + Silver + Noble = ///1
Star + Star + Silver + Tough = ///1
Star + Star + Silver + Wild = Boarder (20)
Star + Star + Silver + Cyber = ///1
Star + Star + Silver + Ultra = ///1
Star + Star + Silver + Alkali = ///1
Star + Star + Gold + Noble = ///1
Star + Star + Gold + Tough = ///1

Star + Star + Gold + Wild = ///1
Star + Star + Gold + Cyber = ///1
Star + Star + Gold + Ultra = ///1
Star + Star + Gold + Alkali = ///1
Star + Star + Noble + Tough = RockerZ (01)
Star + Star + Noble + Wild = ///1
Star + Star + Noble + Cyber = ///1
Star + Star + Noble + Ultra = Musashi (05)
Star + Star + Noble + Alkali = ///1
Star + Star + Tough + Wild = ///1
Star + Star + Tough + Cyber = ///1
Star + Star + Tough + Ultra = ///1
Star + Star + Tough + Alkali = Ninja (10)
Star + Star + Wild + Cyber = Gidyup (01)
Star + Star + Wild + Ultra = ///1
Star + Star + Wild + Alkali = ///1
Star + Star + Cyber + Ultra = ///1
Star + Star + Cyber + Alkali = ///1
Star + Star + Ultra + Alkali = ///1
Air + Air + Cool + Silver = ///1
Air + Air + Cool + Gold = ///1
Air + Air + Cool + Noble = ///1
Air + Air + Cool + Tough = ///1
Air + Air + Cool + Wild = Robby (05)
Air + Air + Cool + Cyber = ///1
Air + Air + Cool + Ultra = ///1
Air + Air + Cool + Alkali = Desutro (15)
Air + Air + Silver + Gold = Sun-02 (01)
Air + Air + Silver + Noble = ///1
Air + Air + Silver + Tough = ///1
Air + Air + Silver + Wild = ///1
Air + Air + Silver + Cyber = ///1
Air + Air + Silver + Ultra = GGT1337 (05)
Air + Air + Silver + Alkali = Cellula (20)
Air + Air + Gold + Noble = Leaky (15)
Air + Air + Gold + Tough = ///1
Air + Air + Gold + Wild = ///1
Air + Air + Gold + Cyber = ///1
Air + Air + Gold + Ultra = PrtoPon (20)
Air + Air + Gold + Alkali = Desutro (20)
Air + Air + Noble + Tough = ///1
Air + Air + Noble + Wild = Flicker (15)
Air + Air + Noble + Cyber = ///1
Air + Air + Noble + Ultra = ///1
Air + Air + Noble + Alkali = ///1
Air + Air + Tough + Wild = ///1
Air + Air + Tough + Cyber = Vic (01)
Air + Air + Tough + Ultra = ///1
Air + Air + Tough + Alkali = ///1
Air + Air + Wild + Cyber = GGT1337 (10)
Air + Air + Wild + Ultra = Diane (15)
Air + Air + Wild + Alkali = ///1
Air + Air + Cyber + Ultra = WaxHawk (10)
Air + Air + Cyber + Alkali = Tuten (15)
Air + Air + Ultra + Alkali = Wind-Up
Cool + Cool + Silver + Gold = ///1
Cool + Cool + Silver + Noble = ///1
Cool + Cool + Silver + Tough = ///1
Cool + Cool + Silver + Wild = ///1
Cool + Cool + Silver + Cyber = ///1

Cool + Cool + Silver + Ultra = ///1
Cool + Cool + Silver + Alkali = ///1
Cool + Cool + Gold + Noble = ///1
Cool + Cool + Gold + Tough = ///1
Cool + Cool + Gold + Wild = ///1
Cool + Cool + Gold + Cyber = ///1
Cool + Cool + Gold + Ultra = NegaPon (20)
Cool + Cool + Gold + Alkali = ///1
Cool + Cool + Noble + Tough = ///1
Cool + Cool + Noble + Wild = Gatspon (10)
Cool + Cool + Noble + Cyber = ///1
Cool + Cool + Noble + Ultra = GGT1337 (15)
Cool + Cool + Noble + Alkali = ///1
Cool + Cool + Tough + Wild = ///1
Cool + Cool + Tough + Cyber = ///1
Cool + Cool + Tough + Ultra = Bould (15)
Cool + Cool + Tough + Alkali = ///1
Cool + Cool + Wild + Cyber = ///1
Cool + Cool + Wild + Ultra = Shyne (15)
Cool + Cool + Wild + Alkali = ///1
Cool + Cool + Cyber + Ultra = ///1
Cool + Cool + Cyber + Alkali = ///1
Cool + Cool + Ultra + Alkali = Trigon (15)
Silver + Silver + Gold + Noble = Zap (05)
Silver + Silver + Gold + Tough = Sherry (05)
Silver + Silver + Gold + Wild = 0-Count (15)
Silver + Silver + Gold + Cyber = ///1
Silver + Silver + Gold + Ultra = Timzup (20)
Silver + Silver + Gold + Alkali = D'art (15)
Silver + Silver + Noble + Tough = ///1
Silver + Silver + Noble + Wild = Disco Q (05)
Silver + Silver + Noble + Cyber = ///1
Silver + Silver + Noble + Ultra = ///1
Silver + Silver + Noble + Alkali = lngStem (15)
Silver + Silver + Tough + Wild = ///1
Silver + Silver + Tough + Cyber = ///1
Silver + Silver + Tough + Ultra = ///1
Silver + Silver + Tough + Alkali = ///1
Silver + Silver + Wild + Cyber = ///1
Silver + Silver + Wild + Ultra = ///1
Silver + Silver + Wild + Alkali = ///1
Silver + Silver + Cyber + Ultra = Sun-02 (10)
Silver + Silver + Cyber + Alkali = ///1
Silver + Silver + Ultra + Alkali = D'art (20)
Gold + Gold + Noble + Tough = Bould (20)
Gold + Gold + Noble + Wild = ///1
Gold + Gold + Noble + Cyber = ///1
Gold + Gold + Noble + Ultra = ///1
Gold + Gold + Noble + Alkali = ///1
Gold + Gold + Tough + Wild = ///1
Gold + Gold + Tough + Cyber = ///1
Gold + Gold + Tough + Ultra = ///1
Gold + Gold + Tough + Alkali = ///1
Gold + Gold + Wild + Cyber = Dot (20)
Gold + Gold + Wild + Ultra = ///1
Gold + Gold + Wild + Alkali = Vic (10)
Gold + Gold + Cyber + Ultra = El Seed (20)
Gold + Gold + Cyber + Alkali = ///1
Gold + Gold + Ultra + Alkali = ///1
Noble + Noble + Tough + Wild = ///1

Noble + Noble + Tough + Cyber = AirRaid (20)
Noble + Noble + Tough + Ultra = ///1
Noble + Noble + Tough + Alkali = ///1
Noble + Noble + Wild + Cyber = ///1
Noble + Noble + Wild + Ultra = ///1
Noble + Noble + Wild + Alkali = ///1
Noble + Noble + Cyber + Ultra = ///1
Noble + Noble + Cyber + Alkali = ///1
Noble + Noble + Ultra + Alkali = Boomer (15)
Tough + Tough + Wild + Cyber = ///1
Tough + Tough + Wild + Ultra = ///1
Tough + Tough + Wild + Alkali = ///1
Tough + Tough + Cyber + Ultra = ///1
Tough + Tough + Cyber + Alkali = ///1
Tough + Tough + Ultra + Alkali = ///1
Wild + Wild + Cyber + Ultra = Sun-02 (20)
Wild + Wild + Cyber + Alkali = ///1
Wild + Wild + Ultra + Alkali = ///1
Cyber + Cyber + Ultra + Alkali = ///1
Normal + Super + Super + Hyper = ///1
Normal + Super + Super + Mild = ///1
Normal + Super + Super + Mangan = ///1
Normal + Super + Super + NiCD = ///1
Normal + Super + Super + Star = ///1
Normal + Super + Super + Air = ///1
Normal + Super + Super + Cool = ///1
Normal + Super + Super + Silver = ///1
Normal + Super + Super + Gold = ///1
Normal + Super + Super + Noble = ///1
Normal + Super + Super + Tough = ///1
Normal + Super + Super + Wild = ///1
Normal + Super + Super + Cyber = ///1
Normal + Super + Super + Ultra = ///1
Normal + Super + Super + Alkali = ///1
Normal + Hyper + Hyper + Mild = ///1
Normal + Hyper + Hyper + Mangan = ///1
Normal + Hyper + Hyper + NiCD = ///1
Normal + Hyper + Hyper + Star = ///1
Normal + Hyper + Hyper + Air = ///1
Normal + Hyper + Hyper + Cool = ///1
Normal + Hyper + Hyper + Silver = ///1
Normal + Hyper + Hyper + Gold = ///1
Normal + Hyper + Hyper + Noble = ///1
Normal + Hyper + Hyper + Tough = ///1
Normal + Hyper + Hyper + Wild = ///1
Normal + Hyper + Hyper + Cyber = ///1
Normal + Hyper + Hyper + Ultra = ///1
Normal + Hyper + Hyper + Alkali = ///1
Normal + Mild + Mild + Mangan = ///1
Normal + Mild + Mild + NiCD = ///1
Normal + Mild + Mild + Star = ///1
Normal + Mild + Mild + Air = ///1
Normal + Mild + Mild + Cool = ///1
Normal + Mild + Mild + Silver = ///1
Normal + Mild + Mild + Gold = ///1
Normal + Mild + Mild + Noble = ///1
Normal + Mild + Mild + Tough = ///1
Normal + Mild + Mild + Wild = ///1
Normal + Mild + Mild + Cyber = ///1
Normal + Mild + Mild + Ultra = ///1

Normal + Mild + Mild + Alkali = ///1
Normal + Mangan + Mangan + NiCD = ///1
Normal + Mangan + Mangan + Star = ///1
Normal + Mangan + Mangan + Air = ///1
Normal + Mangan + Mangan + Cool = ///1
Normal + Mangan + Mangan + Silver = ///1
Normal + Mangan + Mangan + Gold = Trigger (15)
Normal + Mangan + Mangan + Noble = ///1
Normal + Mangan + Mangan + Tough = ///1
Normal + Mangan + Mangan + Wild = ///1
Normal + Mangan + Mangan + Cyber = Octopon (01)
Normal + Mangan + Mangan + Ultra = ///1
Normal + Mangan + Mangan + Alkali = ///1
Normal + NiCD + NiCD + Star = ///1
Normal + NiCD + NiCD + Air = ///1
Normal + NiCD + NiCD + Cool = Ruby (01)
Normal + NiCD + NiCD + Silver = ///1
Normal + NiCD + NiCD + Gold = ///1
Normal + NiCD + NiCD + Noble = ///1
Normal + NiCD + NiCD + Tough = ///1
Normal + NiCD + NiCD + Wild = ///1
Normal + NiCD + NiCD + Cyber = ///1
Normal + NiCD + NiCD + Ultra = ///1
Normal + NiCD + NiCD + Alkali = ///1
Normal + Star + Star + Air = Jordan (01)
Normal + Star + Star + Cool = ///1
Normal + Star + Star + Silver = ///1
Normal + Star + Star + Gold = ///1
Normal + Star + Star + Noble = ///1
Normal + Star + Star + Tough = ///1
Normal + Star + Star + Wild = ///1
Normal + Star + Star + Cyber = ///1
Normal + Star + Star + Ultra = ///1
Normal + Star + Star + Alkali = ///1
Normal + Air + Air + Cool = Cambot (10)
Normal + Air + Air + Silver = ///1
Normal + Air + Air + Gold = ///1
Normal + Air + Air + Noble = ///1
Normal + Air + Air + Tough = DaKid (15)
Normal + Air + Air + Wild = ///1
Normal + Air + Air + Cyber = ///1
Normal + Air + Air + Ultra = ///1
Normal + Air + Air + Alkali = ///1
Normal + Cool + Cool + Silver = ///1
Normal + Cool + Cool + Gold = ///1
Normal + Cool + Cool + Noble = ///1
Normal + Cool + Cool + Tough = ///1
Normal + Cool + Cool + Wild = ///1
Normal + Cool + Cool + Cyber = ///1
Normal + Cool + Cool + Ultra = ///1
Normal + Cool + Cool + Alkali = ///1
Normal + Silver + Silver + Gold = ///1
Normal + Silver + Silver + Noble = ///1
Normal + Silver + Silver + Tough = ///1
Normal + Silver + Silver + Wild = ///1
Normal + Silver + Silver + Cyber = ///1
Normal + Silver + Silver + Ultra = ///1
Normal + Silver + Silver + Alkali = ///1
Normal + Gold + Gold + Noble = ///1
Normal + Gold + Gold + Tough = ///1

Normal + Gold + Gold + Wild = ///1
Normal + Gold + Gold + Cyber = ///1
Normal + Gold + Gold + Ultra = Fujipon (01)
Normal + Gold + Gold + Alkali = ///1
Normal + Noble + Noble + Tough = ///1
Normal + Noble + Noble + Wild = ///1
Normal + Noble + Noble + Cyber = ///1
Normal + Noble + Noble + Ultra = ///1
Normal + Noble + Noble + Alkali = ///1
Normal + Tough + Tough + Wild = ///1
Normal + Tough + Tough + Cyber = ///1
Normal + Tough + Tough + Ultra = ///1
Normal + Tough + Tough + Alkali = ///1
Normal + Wild + Wild + Cyber = ///1
Normal + Wild + Wild + Ultra = ///1
Normal + Wild + Wild + Alkali = ///1
Normal + Cyber + Cyber + Ultra = ///1
Normal + Cyber + Cyber + Alkali = ///1
Normal + Ultra + Ultra + Alkali = ///1
Super + Hyper + Hyper + Mild = ///1
Super + Hyper + Hyper + Mangan = ///1
Super + Hyper + Hyper + NiCD = ///1
Super + Hyper + Hyper + Star = Kinchop (01)
Super + Hyper + Hyper + Air = ///1
Super + Hyper + Hyper + Cool = ///1
Super + Hyper + Hyper + Silver = ///1
Super + Hyper + Hyper + Gold = ///1
Super + Hyper + Hyper + Noble = Filimen (01)
Super + Hyper + Hyper + Tough = ///1
Super + Hyper + Hyper + Wild = ///1
Super + Hyper + Hyper + Cyber = ///1
Super + Hyper + Hyper + Ultra = ///1
Super + Hyper + Hyper + Alkali = ///1
Super + Mild + Mild + Mangan = ///1
Super + Mild + Mild + NiCD = ///1
Super + Mild + Mild + Star = ///1
Super + Mild + Mild + Air = ///1
Super + Mild + Mild + Cool = Hippon (20)
Super + Mild + Mild + Silver = Mothfly (01)
Super + Mild + Mild + Gold = ///1
Super + Mild + Mild + Noble = ///1
Super + Mild + Mild + Tough = ///1
Super + Mild + Mild + Wild = ///1
Super + Mild + Mild + Cyber = ///1
Super + Mild + Mild + Ultra = ///1
Super + Mild + Mild + Alkali = ///1
Super + Mangan + Mangan + NiCD = ///1
Super + Mangan + Mangan + Star = ///1
Super + Mangan + Mangan + Air = ///1
Super + Mangan + Mangan + Cool = ///1
Super + Mangan + Mangan + Silver = ///1
Super + Mangan + Mangan + Gold = ///1
Super + Mangan + Mangan + Noble = D-Might (15)
Super + Mangan + Mangan + Tough = ///1
Super + Mangan + Mangan + Wild = ///1
Super + Mangan + Mangan + Cyber = ///1
Super + Mangan + Mangan + Ultra = ///1
Super + Mangan + Mangan + Alkali = ///1
Super + NiCD + NiCD + Star = ///1
Super + NiCD + NiCD + Air = Mothfly (05)

Super + NiCD + NiCD + Cool = ///1
Super + NiCD + NiCD + Silver = C-Cell (10)
Super + NiCD + NiCD + Gold = ///1
Super + NiCD + NiCD + Noble = Razor (01)
Super + NiCD + NiCD + Tough = ///1
Super + NiCD + NiCD + Wild = ///1
Super + NiCD + NiCD + Cyber = ///1
Super + NiCD + NiCD + Ultra = ///1
Super + NiCD + NiCD + Alkali = ///1
Super + Star + Star + Air = ///1
Super + Star + Star + Cool = ///1
Super + Star + Star + Silver = ///1
Super + Star + Star + Gold = ///1
Super + Star + Star + Noble = ///1
Super + Star + Star + Tough = ///1
Super + Star + Star + Wild = ///1
Super + Star + Star + Cyber = Heropon (10)
Super + Star + Star + Ultra = ///1
Super + Star + Star + Alkali = ///1
Super + Air + Air + Cool = ///1
Super + Air + Air + Silver = ///1
Super + Air + Air + Gold = Tomuhuk (05)
Super + Air + Air + Noble = ///1
Super + Air + Air + Tough = ///1
Super + Air + Air + Wild = ///1
Super + Air + Air + Cyber = ///1
Super + Air + Air + Ultra = ///1
Super + Air + Air + Alkali = ///1
Super + Cool + Cool + Silver = ///1
Super + Cool + Cool + Gold = ///1
Super + Cool + Cool + Noble = ///1
Super + Cool + Cool + Tough = ///1
Super + Cool + Cool + Wild = ///1
Super + Cool + Cool + Cyber = ///1
Super + Cool + Cool + Ultra = ///1
Super + Cool + Cool + Alkali = ///1
Super + Silver + Silver + Gold = ///1
Super + Silver + Silver + Noble = ///1
Super + Silver + Silver + Tough = ///1
Super + Silver + Silver + Wild = ///1
Super + Silver + Silver + Cyber = ///1
Super + Silver + Silver + Ultra = ///1
Super + Silver + Silver + Alkali = ///1
Super + Gold + Gold + Noble = ///1
Super + Gold + Gold + Tough = ///1
Super + Gold + Gold + Wild = ///1
Super + Gold + Gold + Cyber = ///1
Super + Gold + Gold + Ultra = ///1
Super + Gold + Gold + Alkali = ///1
Super + Noble + Noble + Tough = ///1
Super + Noble + Noble + Wild = ///1
Super + Noble + Noble + Cyber = ///1
Super + Noble + Noble + Ultra = ///1
Super + Noble + Noble + Alkali = ///1
Super + Tough + Tough + Wild = ///1
Super + Tough + Tough + Cyber = ///1
Super + Tough + Tough + Ultra = ///1
Super + Tough + Tough + Alkali = ///1
Super + Wild + Wild + Cyber = ///1
Super + Wild + Wild + Ultra = Heropon (05)

Super + Wild + Wild + Alkali = Chan (01)
Super + Cyber + Cyber + Ultra = ///1
Super + Cyber + Cyber + Alkali = ///1
Super + Ultra + Ultra + Alkali = ///1
Hyper + Mild + Mild + Mangan = SpAir (05)
Hyper + Mild + Mild + NiCD = ///1
Hyper + Mild + Mild + Star = Mouster (20)
Hyper + Mild + Mild + Air = ///1
Hyper + Mild + Mild + Cool = ///1
Hyper + Mild + Mild + Silver = ///1
Hyper + Mild + Mild + Gold = ///1
Hyper + Mild + Mild + Noble = ///1
Hyper + Mild + Mild + Tough = Rider1 (10)
Hyper + Mild + Mild + Wild = ///1
Hyper + Mild + Mild + Cyber = ///1
Hyper + Mild + Mild + Ultra = ///1
Hyper + Mild + Mild + Alkali = ///1
Hyper + Mangan + Mangan + NiCD = ///1
Hyper + Mangan + Mangan + Star = ///1
Hyper + Mangan + Mangan + Air = ///1
Hyper + Mangan + Mangan + Cool = ///1
Hyper + Mangan + Mangan + Silver = ///1
Hyper + Mangan + Mangan + Gold = ///1
Hyper + Mangan + Mangan + Noble = ///1
Hyper + Mangan + Mangan + Tough = ///1
Hyper + Mangan + Mangan + Wild = ///1
Hyper + Mangan + Mangan + Cyber = SpAir-0 (01)
Hyper + Mangan + Mangan + Ultra = ///1
Hyper + Mangan + Mangan + Alkali = ///1
Hyper + NiCD + NiCD + Star = ///1
Hyper + NiCD + NiCD + Air = ///1
Hyper + NiCD + NiCD + Cool = ///1
Hyper + NiCD + NiCD + Silver = Pengski (10)
Hyper + NiCD + NiCD + Gold = ///1
Hyper + NiCD + NiCD + Noble = Ping (15)
Hyper + NiCD + NiCD + Tough = ///1
Hyper + NiCD + NiCD + Wild = ///1
Hyper + NiCD + NiCD + Cyber = Meddy (01)
Hyper + NiCD + NiCD + Ultra = ///1
Hyper + NiCD + NiCD + Alkali = ///1
Hyper + Star + Star + Air = ///1
Hyper + Star + Star + Cool = ///1
Hyper + Star + Star + Silver = ///1
Hyper + Star + Star + Gold = ///1
Hyper + Star + Star + Noble = ///1
Hyper + Star + Star + Tough = ///1
Hyper + Star + Star + Wild = ///1
Hyper + Star + Star + Cyber = ///1
Hyper + Star + Star + Ultra = ///1
Hyper + Star + Star + Alkali = ///1
Hyper + Air + Air + Cool = ///1
Hyper + Air + Air + Silver = ///1
Hyper + Air + Air + Gold = ///1
Hyper + Air + Air + Noble = ///1
Hyper + Air + Air + Tough = ///1
Hyper + Air + Air + Wild = Ping (05)
Hyper + Air + Air + Cyber = ///1
Hyper + Air + Air + Ultra = ///1
Hyper + Air + Air + Alkali = ///1
Hyper + Cool + Cool + Silver = ///1

Hyper + Cool + Cool + Gold = ///1
Hyper + Cool + Cool + Noble = Boiler (05)
Hyper + Cool + Cool + Tough = ///1
Hyper + Cool + Cool + Wild = ///1
Hyper + Cool + Cool + Cyber = ///1
Hyper + Cool + Cool + Ultra = ///1
Hyper + Cool + Cool + Alkali = ///1
Hyper + Silver + Silver + Gold = ///1
Hyper + Silver + Silver + Noble = ///1
Hyper + Silver + Silver + Tough = ///1
Hyper + Silver + Silver + Wild = Storm (01)
Hyper + Silver + Silver + Cyber = ///1
Hyper + Silver + Silver + Ultra = ///1
Hyper + Silver + Silver + Alkali = ///1
Hyper + Gold + Gold + Noble = ///1
Hyper + Gold + Gold + Tough = ///1
Hyper + Gold + Gold + Wild = ///1
Hyper + Gold + Gold + Cyber = ///1
Hyper + Gold + Gold + Ultra = ///1
Hyper + Gold + Gold + Alkali = ///1
Hyper + Noble + Noble + Tough = ///1
Hyper + Noble + Noble + Wild = ///1
Hyper + Noble + Noble + Cyber = ///1
Hyper + Noble + Noble + Ultra = ///1
Hyper + Noble + Noble + Alkali = ///1
Hyper + Tough + Tough + Wild = ///1
Hyper + Tough + Tough + Cyber = ///1
Hyper + Tough + Tough + Ultra = ///1
Hyper + Tough + Tough + Alkali = ///1
Hyper + Wild + Wild + Cyber = ///1
Hyper + Wild + Wild + Ultra = Tomuhok (15)
Hyper + Wild + Wild + Alkali = ///1
Hyper + Cyber + Cyber + Ultra = ///1
Hyper + Cyber + Cyber + Alkali = ///1
Hyper + Ultra + Ultra + Alkali = ///1
Mild + Mangan + Mangan + NiCD = ///1
Mild + Mangan + Mangan + Star = Deemo (05)
Mild + Mangan + Mangan + Air = Crysty (01)
Mild + Mangan + Mangan + Cool = ///1
Mild + Mangan + Mangan + Silver = ///1
Mild + Mangan + Mangan + Gold = Scorpin (05)
Mild + Mangan + Mangan + Noble = ///1
Mild + Mangan + Mangan + Tough = ///1
Mild + Mangan + Mangan + Wild = ///1
Mild + Mangan + Mangan + Cyber = ///1
Mild + Mangan + Mangan + Ultra = ///1
Mild + Mangan + Mangan + Alkali = ///1
Mild + NiCD + NiCD + Star = Rider1 (20)
Mild + NiCD + NiCD + Air = ///1
Mild + NiCD + NiCD + Cool = ///1
Mild + NiCD + NiCD + Silver = ///1
Mild + NiCD + NiCD + Gold = ///1
Mild + NiCD + NiCD + Noble = ///1
Mild + NiCD + NiCD + Tough = ///1
Mild + NiCD + NiCD + Wild = Daimyo (10)
Mild + NiCD + NiCD + Cyber = ///1
Mild + NiCD + NiCD + Ultra = Scooter (15)
Mild + NiCD + NiCD + Alkali = ///1
Mild + Star + Star + Air = ///1
Mild + Star + Star + Cool = SSTBot (05)

Mild + Star + Star + Silver = ///1
Mild + Star + Star + Gold = ///1
Mild + Star + Star + Noble = ///1
Mild + Star + Star + Tough = ///1
Mild + Star + Star + Wild = ///1
Mild + Star + Star + Cyber = ///1
Mild + Star + Star + Ultra = Filimen (20)
Mild + Star + Star + Alkali = ///1
Mild + Air + Air + Cool = ///1
Mild + Air + Air + Silver = ///1
Mild + Air + Air + Gold = ///1
Mild + Air + Air + Noble = ///1
Mild + Air + Air + Tough = BigPir8
Mild + Air + Air + Wild = ///1
Mild + Air + Air + Cyber = ///1
Mild + Air + Air + Ultra = ///1
Mild + Air + Air + Alkali = ///1
Mild + Cool + Cool + Silver = ///1
Mild + Cool + Cool + Gold = ///1
Mild + Cool + Cool + Noble = ///1
Mild + Cool + Cool + Tough = ///1
Mild + Cool + Cool + Wild = ///1
Mild + Cool + Cool + Cyber = ///1
Mild + Cool + Cool + Ultra = ///1
Mild + Cool + Cool + Alkali = ///1
Mild + Silver + Silver + Gold = ///1
Mild + Silver + Silver + Noble = Boba (05)
Mild + Silver + Silver + Tough = ///1
Mild + Silver + Silver + Wild = ///1
Mild + Silver + Silver + Cyber = ///1
Mild + Silver + Silver + Ultra = ///1
Mild + Silver + Silver + Alkali = ///1
Mild + Gold + Gold + Noble = ///1
Mild + Gold + Gold + Tough = ///1
Mild + Gold + Gold + Wild = ///1
Mild + Gold + Gold + Cyber = ///1
Mild + Gold + Gold + Ultra = M-Train (20)
Mild + Gold + Gold + Alkali = ///1
Mild + Noble + Noble + Tough = ///1
Mild + Noble + Noble + Wild = ///1
Mild + Noble + Noble + Cyber = ///1
Mild + Noble + Noble + Ultra = ///1
Mild + Noble + Noble + Alkali = ///1
Mild + Tough + Tough + Wild = Pirate (15)
Mild + Tough + Tough + Cyber = Train (05)
Mild + Tough + Tough + Ultra = ///1
Mild + Tough + Tough + Alkali = ///1
Mild + Wild + Wild + Cyber = ///1
Mild + Wild + Wild + Ultra = ///1
Mild + Wild + Wild + Alkali = ///1
Mild + Cyber + Cyber + Ultra = ///1
Mild + Cyber + Cyber + Alkali = ///1
Mild + Ultra + Ultra + Alkali = Storm (15)
Mangan + NiCD + NiCD + Star = ///1
Mangan + NiCD + NiCD + Air = ///1
Mangan + NiCD + NiCD + Cool = ///1
Mangan + NiCD + NiCD + Silver = ///1
Mangan + NiCD + NiCD + Gold = ///1
Mangan + NiCD + NiCD + Noble = ///1
Mangan + NiCD + NiCD + Tough = RboPron (10)

Mangan + NiCD + NiCD + Wild = Pegs (20)
Mangan + NiCD + NiCD + Cyber = ///1
Mangan + NiCD + NiCD + Ultra = Granit (05)
Mangan + NiCD + NiCD + Alkali = ///1
Mangan + Star + Star + Air = Sherman (10)
Mangan + Star + Star + Cool = ///1
Mangan + Star + Star + Silver = Desutro (01)
Mangan + Star + Star + Gold = Sherman (01)
Mangan + Star + Star + Noble = ///1
Mangan + Star + Star + Tough = Gunball (10)
Mangan + Star + Star + Wild = ///1
Mangan + Star + Star + Cyber = ///1
Mangan + Star + Star + Ultra = I-80 (15)
Mangan + Star + Star + Alkali = ///1
Mangan + Air + Air + Cool = Tokbot (05)
Mangan + Air + Air + Silver = ///1
Mangan + Air + Air + Gold = ///1
Mangan + Air + Air + Noble = Inferno (05)
Mangan + Air + Air + Tough = Scooter (20)
Mangan + Air + Air + Wild = ///1
Mangan + Air + Air + Cyber = ///1
Mangan + Air + Air + Ultra = ///1
Mangan + Air + Air + Alkali = ///1
Mangan + Cool + Cool + Silver = ///1
Mangan + Cool + Cool + Gold = ///1
Mangan + Cool + Cool + Noble = Prime (15)
Mangan + Cool + Cool + Tough = ///1
Mangan + Cool + Cool + Wild = Ta-Daa (05)
Mangan + Cool + Cool + Cyber = Curser (01)
Mangan + Cool + Cool + Ultra = ///1
Mangan + Cool + Cool + Alkali = ///1
Mangan + Silver + Silver + Gold = ///1
Mangan + Silver + Silver + Noble = PegSS (20)
Mangan + Silver + Silver + Tough = ///1
Mangan + Silver + Silver + Wild = Poochy (20)
Mangan + Silver + Silver + Cyber = ///1
Mangan + Silver + Silver + Ultra = ///1
Mangan + Silver + Silver + Alkali = ///1
Mangan + Gold + Gold + Noble = Platnum (05)
Mangan + Gold + Gold + Tough = ///1
Mangan + Gold + Gold + Wild = ///1
Mangan + Gold + Gold + Cyber = ///1
Mangan + Gold + Gold + Ultra = ///1
Mangan + Gold + Gold + Alkali = ///1
Mangan + Noble + Noble + Tough = ///1
Mangan + Noble + Noble + Wild = ///1
Mangan + Noble + Noble + Cyber = ///1
Mangan + Noble + Noble + Ultra = Under (10)
Mangan + Noble + Noble + Alkali = ///1
Mangan + Tough + Tough + Wild = Crysty (10)
Mangan + Tough + Tough + Cyber = ///1
Mangan + Tough + Tough + Ultra = ///1
Mangan + Tough + Tough + Alkali = Boulder (01)
Mangan + Wild + Wild + Cyber = ///1
Mangan + Wild + Wild + Ultra = ///1
Mangan + Wild + Wild + Alkali = ///1
Mangan + Cyber + Cyber + Ultra = ///1
Mangan + Cyber + Cyber + Alkali = ///1
Mangan + Ultra + Ultra + Alkali = ///1
NiCD + Star + Star + Air = Wind-Up (01)

NiCD + Star + Star + Cool = SunCust (05)
 NiCD + Star + Star + Silver = B-Train (05)
 NiCD + Star + Star + Gold = ///1
 NiCD + Star + Star + Noble = RushBox (10)
 NiCD + Star + Star + Tough = VolTone (10)
 NiCD + Star + Star + Wild = Inferno (15)
 NiCD + Star + Star + Cyber = Mamopon (15)
 NiCD + Star + Star + Ultra = ///1
 NiCD + Star + Star + Alkali = ///1
 NiCD + Air + Air + Cool = ///1
 NiCD + Air + Air + Silver = Sunny (01)
 NiCD + Air + Air + Gold = ///1
 NiCD + Air + Air + Noble = Platnum (20)
 NiCD + Air + Air + Tough = Cellula (10)
 NiCD + Air + Air + Wild = Boulder (05)
 NiCD + Air + Air + Cyber = ///1
 NiCD + Air + Air + Ultra = ///1
 NiCD + Air + Air + Alkali = Mummy (01)
 NiCD + Cool + Cool + Silver = Mamopon (20)
 NiCD + Cool + Cool + Gold = ///1
 NiCD + Cool + Cool + Noble = ///1
 NiCD + Cool + Cool + Tough = Kimera (20)
 NiCD + Cool + Cool + Wild = ///1
 NiCD + Cool + Cool + Cyber = PrtoPon (05)
 NiCD + Cool + Cool + Ultra = ///1
 NiCD + Cool + Cool + Alkali = ///1
 NiCD + Silver + Silver + Gold = Boulder (10)
 NiCD + Silver + Silver + Noble = ///1
 NiCD + Silver + Silver + Tough = ///1
 NiCD + Silver + Silver + Wild = ///1
 NiCD + Silver + Silver + Cyber = ///1
 NiCD + Silver + Silver + Ultra = ///1
 NiCD + Silver + Silver + Alkali = Hornet (01)
 NiCD + Gold + Gold + Noble = Gobby (10)
 NiCD + Gold + Gold + Tough = ///1
 NiCD + Gold + Gold + Wild = ///1
 NiCD + Gold + Gold + Cyber = ///1
 NiCD + Gold + Gold + Ultra = ///1
 NiCD + Gold + Gold + Alkali = Ninja (01)
 NiCD + Noble + Noble + Tough = Dorapon (01)
 NiCD + Noble + Noble + Wild = ///1
 NiCD + Noble + Noble + Cyber = ///1
 NiCD + Noble + Noble + Ultra = ///1
 NiCD + Noble + Noble + Alkali = ///1
 NiCD + Tough + Tough + Wild = ///1
 NiCD + Tough + Tough + Cyber = ///1
 NiCD + Tough + Tough + Ultra = ///1
 NiCD + Tough + Tough + Alkali = SunCust (01)
 NiCD + Wild + Wild + Cyber = WaspBat (15)
 NiCD + Wild + Wild + Ultra = Merr-O (045)
 NiCD + Wild + Wild + Alkali = ///1
 NiCD + Cyber + Cyber + Ultra = Adder (10)
 NiCD + Cyber + Cyber + Alkali = Mummy (05)
 NiCD + Ultra + Ultra + Alkali = ///1
 Star + Air + Air + Cool = Shyne (05)
 Star + Air + Air + Silver = Gobby (20)
 Star + Air + Air + Gold = ///1
 Star + Air + Air + Noble = ///1
 Star + Air + Air + Tough = NitBoat (10)
 Star + Air + Air + Wild = ///1

Star + Air + Air + Cyber = Kogal (10)
Star + Air + Air + Ultra = Gtacbot (05)
Star + Air + Air + Alkali = ///1
Star + Cool + Cool + Silver = ///1
Star + Cool + Cool + Gold = ///1
Star + Cool + Cool + Noble = ViggY (01)
Star + Cool + Cool + Tough = RevD-Up (20)
Star + Cool + Cool + Wild = Gello (15)
Star + Cool + Cool + Cyber = ///1
Star + Cool + Cool + Ultra = ///1
Star + Cool + Cool + Alkali = ///1
Star + Silver + Silver + Gold = ///1
Star + Silver + Silver + Noble = RockerZ (05)
Star + Silver + Silver + Tough = ///1
Star + Silver + Silver + Wild = Boomer (01)
Star + Silver + Silver + Cyber = ///1
Star + Silver + Silver + Ultra = Kogal (05)
Star + Silver + Silver + Alkali = Dorapon (05)
Star + Gold + Gold + Noble = ///1
Star + Gold + Gold + Tough = ///1
Star + Gold + Gold + Wild = ///1
Star + Gold + Gold + Cyber = ///1
Star + Gold + Gold + Ultra = ///1
Star + Gold + Gold + Alkali = ///1
Star + Noble + Noble + Tough = ///1
Star + Noble + Noble + Wild = ///1
Star + Noble + Noble + Cyber = D-Cell (15)
Star + Noble + Noble + Ultra = B-Train (20)
Star + Noble + Noble + Alkali = ///1
Star + Tough + Tough + Wild = ///1
Star + Tough + Tough + Cyber = RevD-Up (15)
Star + Tough + Tough + Ultra = Waver (15)
Star + Tough + Tough + Alkali = Timzup (10)
Star + Wild + Wild + Cyber = X Dog (05)
Star + Wild + Wild + Ultra = ///1
Star + Wild + Wild + Alkali = Waver (10)
Star + Cyber + Cyber + Ultra = ///1
Star + Cyber + Cyber + Alkali = ///1
Star + Ultra + Ultra + Alkali = ///1
Air + Cool + Cool + Silver = Gundarn (01)
Air + Cool + Cool + Gold = ///1
Air + Cool + Cool + Noble = ///1
Air + Cool + Cool + Tough = ///1
Air + Cool + Cool + Wild = ///1
Air + Cool + Cool + Cyber = ///1
Air + Cool + Cool + Ultra = Soul (20)
Air + Cool + Cool + Alkali = ///1
Air + Silver + Silver + Gold = Boom-B1 (05)
Air + Silver + Silver + Noble = ///1
Air + Silver + Silver + Tough = ///1
Air + Silver + Silver + Wild = ///1
Air + Silver + Silver + Cyber = ///1
Air + Silver + Silver + Ultra = ///1
Air + Silver + Silver + Alkali = ///1
Air + Gold + Gold + Noble = B-Cell (15)
Air + Gold + Gold + Tough = ///1
Air + Gold + Gold + Wild = ///1
Air + Gold + Gold + Cyber = ///1
Air + Gold + Gold + Ultra = ///1
Air + Gold + Gold + Alkali = WaxHawk (05)

Air + Noble + Noble + Tough = X Dog (20)
Air + Noble + Noble + Wild = ///1
Air + Noble + Noble + Cyber = Leaky (05)
Air + Noble + Noble + Ultra = ViggY (05)
Air + Noble + Noble + Alkali = GigaPon (15)
Air + Tough + Tough + Wild = Wind-Up (20)
Air + Tough + Tough + Cyber = ///1
Air + Tough + Tough + Ultra = Noah (05)
Air + Tough + Tough + Alkali = NegaPon (10)
Air + Wild + Wild + Cyber = ///1
Air + Wild + Wild + Ultra = ///1
Air + Wild + Wild + Alkali = ///1
Air + Cyber + Cyber + Ultra = ///1
Air + Cyber + Cyber + Alkali = Waver (20)
Air + Ultra + Ultra + Alkali = ///1
Cool + Silver + Silver + Gold = ///1
Cool + Silver + Silver + Noble = ///1
Cool + Silver + Silver + Tough = ///1
Cool + Silver + Silver + Wild = ///1
Cool + Silver + Silver + Cyber = ///1
Cool + Silver + Silver + Ultra = ///1
Cool + Silver + Silver + Alkali = ///1
Cool + Gold + Gold + Noble = ///1
Cool + Gold + Gold + Tough = NegPonX (05)
Cool + Gold + Gold + Wild = ///1
Cool + Gold + Gold + Cyber = ///1
Cool + Gold + Gold + Ultra = ///1
Cool + Gold + Gold + Alkali = ///1
Cool + Noble + Noble + Tough = LngStem (10)
Cool + Noble + Noble + Wild = Dot (01)
Cool + Noble + Noble + Cyber = NitBoat (20)
Cool + Noble + Noble + Ultra = LngStem (05)
Cool + Noble + Noble + Alkali = D'art (05)
Cool + Tough + Tough + Wild = ///1
Cool + Tough + Tough + Cyber = ///1
Cool + Tough + Tough + Ultra = ///1
Cool + Tough + Tough + Alkali = ///1
Cool + Wild + Wild + Cyber = ///1
Cool + Wild + Wild + Ultra = ///1
Cool + Wild + Wild + Alkali = ///1
Cool + Cyber + Cyber + Ultra = ///1
Cool + Cyber + Cyber + Alkali = ///1
Cool + Ultra + Ultra + Alkali = ///1
Silver + Gold + Gold + Noble = ///1
Silver + Gold + Gold + Tough = Sherry (10)
Silver + Gold + Gold + Wild = ///1
Silver + Gold + Gold + Cyber = ///1
Silver + Gold + Gold + Ultra = Rocker (10)
Silver + Gold + Gold + Alkali = ///1
Silver + Noble + Noble + Tough = ///1
Silver + Noble + Noble + Wild = Dot (15)
Silver + Noble + Noble + Cyber = Kojijro (05)
Silver + Noble + Noble + Ultra = ///1
Silver + Noble + Noble + Alkali = NegPonX (10)
Silver + Tough + Tough + Wild = SunZero (20)
Silver + Tough + Tough + Cyber = ///1
Silver + Tough + Tough + Ultra = ///1
Silver + Tough + Tough + Alkali = SunZero (15)
Silver + Wild + Wild + Cyber = ///1
Silver + Wild + Wild + Ultra = ///1

Silver + Wild + Wild + Alkali = ///1
Silver + Cyber + Cyber + Ultra = ///1
Silver + Cyber + Cyber + Alkali = ///1
Silver + Ultra + Ultra + Alkali = Gundarn (05)
Gold + Noble + Noble + Tough = Disco Q (15)
Gold + Noble + Noble + Wild = ///1
Gold + Noble + Noble + Cyber = ///1
Gold + Noble + Noble + Ultra = ///1
Gold + Noble + Noble + Alkali = ///1
Gold + Tough + Tough + Wild = ///1
Gold + Tough + Tough + Cyber = ///1
Gold + Tough + Tough + Ultra = ///1
Gold + Tough + Tough + Alkali = ///1
Gold + Wild + Wild + Cyber = ///1
Gold + Wild + Wild + Ultra = ///1
Gold + Wild + Wild + Alkali = ///1
Gold + Cyber + Cyber + Ultra = ///1
Gold + Cyber + Cyber + Alkali = ///1
Gold + Ultra + Ultra + Alkali = ///1
Noble + Tough + Tough + Wild = ///1
Noble + Tough + Tough + Cyber = ///1
Noble + Tough + Tough + Ultra = ///1
Noble + Tough + Tough + Alkali = ///1
Noble + Wild + Wild + Cyber = ///1
Noble + Wild + Wild + Ultra = Sumito (20)
Noble + Wild + Wild + Alkali = Kojiro (10)
Noble + Cyber + Cyber + Ultra = ///1
Noble + Cyber + Cyber + Alkali = ///1
Noble + Ultra + Ultra + Alkali = ///1
Tough + Wild + Wild + Cyber = lngStem (20)
Tough + Wild + Wild + Ultra = ViggY (20)
Tough + Wild + Wild + Alkali = ///1
Tough + Cyber + Cyber + Ultra = Yokomo (20)
Tough + Cyber + Cyber + Alkali = ///1
Tough + Ultra + Ultra + Alkali = ///1
Wild + Cyber + Cyber + Ultra = ///1
Wild + Cyber + Cyber + Alkali = ///1
Wild + Ultra + Ultra + Alkali = ///1
Cyber + Ultra + Ultra + Alkali = Disco Q (20)
Normal + Super + Hyper + Hyper = ///1
Normal + Super + Mild + Mild = ///1
Normal + Super + Mangan + Mangan = ///1
Normal + Super + NiCD + NiCD = ///1
Normal + Super + Star + Star = ///1
Normal + Super + Air + Air = ///1
Normal + Super + Cool + Cool = ///1
Normal + Super + Silver + Silver = ///1
Normal + Super + Gold + Gold = ///1
Normal + Super + Noble + Noble = ///1
Normal + Super + Tough + Tough = ///1
Normal + Super + Wild + Wild = ///1
Normal + Super + Cyber + Cyber = ///1
Normal + Super + Ultra + Ultra = ///1
Normal + Super + Alkali + Alkali = ///1
Normal + Hyper + Mild + Mild = ///1
Normal + Hyper + Mangan + Mangan = Trigger (20)
Normal + Hyper + NiCD + NiCD = ///1
Normal + Hyper + Star + Star = ///1
Normal + Hyper + Air + Air = ///1
Normal + Hyper + Cool + Cool = ///1

Normal + Hyper + Silver + Silver = Octopon (05)
Normal + Hyper + Gold + Gold = ///1
Normal + Hyper + Noble + Noble = ///1
Normal + Hyper + Tough + Tough = ///1
Normal + Hyper + Wild + Wild = ///1
Normal + Hyper + Cyber + Cyber = ///1
Normal + Hyper + Ultra + Ultra = ///1
Normal + Hyper + Alkali + Alkali = ///1
Normal + Mild + Mangan + Mangan = ///1
Normal + Mild + NiCD + NiCD = ///1
Normal + Mild + Star + Star = ///1
Normal + Mild + Air + Air = ///1
Normal + Mild + Cool + Cool = ///1
Normal + Mild + Silver + Silver = ///1
Normal + Mild + Gold + Gold = ///1
Normal + Mild + Noble + Noble = B-Mani (10)
Normal + Mild + Tough + Tough = ///1
Normal + Mild + Wild + Wild = ///1
Normal + Mild + Cyber + Cyber = ///1
Normal + Mild + Ultra + Ultra = ///1
Normal + Mild + Alkali + Alkali = ///1
Normal + Mangan + NiCD + NiCD = ///1
Normal + Mangan + Star + Star = ///1
Normal + Mangan + Air + Air = ///1
Normal + Mangan + Cool + Cool = ///1
Normal + Mangan + Silver + Silver = ///1
Normal + Mangan + Gold + Gold = ///1
Normal + Mangan + Noble + Noble = ///1
Normal + Mangan + Tough + Tough = ///1
Normal + Mangan + Wild + Wild = ///1
Normal + Mangan + Cyber + Cyber = ///1
Normal + Mangan + Ultra + Ultra = ///1
Normal + Mangan + Alkali + Alkali = ///1
Normal + NiCD + Star + Star = ///1
Normal + NiCD + Air + Air = ///1
Normal + NiCD + Cool + Cool = ///1
Normal + NiCD + Silver + Silver = ///1
Normal + NiCD + Gold + Gold = ///1
Normal + NiCD + Noble + Noble = ///1
Normal + NiCD + Tough + Tough = ///1
Normal + NiCD + Wild + Wild = ///1
Normal + NiCD + Cyber + Cyber = ///1
Normal + NiCD + Ultra + Ultra = ///1
Normal + NiCD + Alkali + Alkali = ///1
Normal + Star + Air + Air = ///1
Normal + Star + Cool + Cool = ///1
Normal + Star + Silver + Silver = ///1
Normal + Star + Gold + Gold = ///1
Normal + Star + Noble + Noble = ///1
Normal + Star + Tough + Tough = ///1
Normal + Star + Wild + Wild = ///1
Normal + Star + Cyber + Cyber = ///1
Normal + Star + Ultra + Ultra = ///1
Normal + Star + Alkali + Alkali = ///1
Normal + Air + Cool + Cool = ///1
Normal + Air + Silver + Silver = ///1
Normal + Air + Gold + Gold = ///1
Normal + Air + Noble + Noble = ///1
Normal + Air + Tough + Tough = ///1
Normal + Air + Wild + Wild = B-Mani (01)

Normal + Air + Cyber + Cyber = ///1
Normal + Air + Ultra + Ultra = ///1
Normal + Air + Alkali + Alkali = ///1
Normal + Cool + Silver + Silver = ///1
Normal + Cool + Gold + Gold = ///1
Normal + Cool + Noble + Noble = ///1
Normal + Cool + Tough + Tough = ///1
Normal + Cool + Wild + Wild = DaKid (05)
Normal + Cool + Cyber + Cyber = ///1
Normal + Cool + Ultra + Ultra = ///1
Normal + Cool + Alkali + Alkali = ///1
Normal + Silver + Gold + Gold = ///1
Normal + Silver + Noble + Noble = ///1
Normal + Silver + Tough + Tough = ///1
Normal + Silver + Wild + Wild = ///1
Normal + Silver + Cyber + Cyber = ///1
Normal + Silver + Ultra + Ultra = ///1
Normal + Silver + Alkali + Alkali = ///1
Normal + Gold + Noble + Noble = ///1
Normal + Gold + Tough + Tough = ///1
Normal + Gold + Wild + Wild = DaKid (10)
Normal + Gold + Cyber + Cyber = ///1
Normal + Gold + Ultra + Ultra = ///1
Normal + Gold + Alkali + Alkali = ///1
Normal + Noble + Tough + Tough = ///1
Normal + Noble + Wild + Wild = ///1
Normal + Noble + Cyber + Cyber = ///1
Normal + Noble + Ultra + Ultra = ///1
Normal + Noble + Alkali + Alkali = ///1
Normal + Tough + Wild + Wild = ///1
Normal + Tough + Cyber + Cyber = ///1
Normal + Tough + Ultra + Ultra = ///1
Normal + Tough + Alkali + Alkali = ///1
Normal + Wild + Cyber + Cyber = ///1
Normal + Wild + Ultra + Ultra = ///1
Normal + Wild + Alkali + Alkali = ///1
Normal + Cyber + Ultra + Ultra = ///1
Normal + Cyber + Alkali + Alkali = Nebulus (01)
Normal + Ultra + Alkali + Alkali = ///1
Super + Hyper + Mild + Mild = ///1
Super + Hyper + Mangan + Mangan = ///1
Super + Hyper + NiCD + NiCD = ///1
Super + Hyper + Star + Star = ///1
Super + Hyper + Air + Air = ///1
Super + Hyper + Cool + Cool = ///1
Super + Hyper + Silver + Silver = RiderV (15)
Super + Hyper + Gold + Gold = ///1
Super + Hyper + Noble + Noble = ///1
Super + Hyper + Tough + Tough = ///1
Super + Hyper + Wild + Wild = ///1
Super + Hyper + Cyber + Cyber = ///1
Super + Hyper + Ultra + Ultra = ///1
Super + Hyper + Alkali + Alkali = ///1
Super + Mild + Mangan + Mangan = ///1
Super + Mild + NiCD + NiCD = Kinchop (05)
Super + Mild + Star + Star = Mariner (15)
Super + Mild + Air + Air = ///1
Super + Mild + Cool + Cool = ///1
Super + Mild + Silver + Silver = ///1
Super + Mild + Gold + Gold = ///1

Super + Mild + Noble + Noble = ///1
Super + Mild + Tough + Tough = ///1
Super + Mild + Wild + Wild = ///1
Super + Mild + Cyber + Cyber = ///1
Super + Mild + Ultra + Ultra = ///1
Super + Mild + Alkali + Alkali = ///1
Super + Mangan + NiCD + NiCD = ///1
Super + Mangan + Star + Star = ///1
Super + Mangan + Air + Air = ///1
Super + Mangan + Cool + Cool = Luke (05)
Super + Mangan + Silver + Silver = ///1
Super + Mangan + Gold + Gold = ///1
Super + Mangan + Noble + Noble = ///1
Super + Mangan + Tough + Tough = ///1
Super + Mangan + Wild + Wild = ///1
Super + Mangan + Cyber + Cyber = ///1
Super + Mangan + Ultra + Ultra = ///1
Super + Mangan + Alkali + Alkali = ///1
Super + NiCD + Star + Star = ///1
Super + NiCD + Air + Air = ///1
Super + NiCD + Cool + Cool = ///1
Super + NiCD + Silver + Silver = ///1
Super + NiCD + Gold + Gold = ///1
Super + NiCD + Noble + Noble = ///1
Super + NiCD + Tough + Tough = ///1
Super + NiCD + Wild + Wild = ///1
Super + NiCD + Cyber + Cyber = ///1
Super + NiCD + Ultra + Ultra = ///1
Super + NiCD + Alkali + Alkali = Chan (05)
Super + Star + Air + Air = ///1
Super + Star + Cool + Cool = ///1
Super + Star + Silver + Silver = ///1
Super + Star + Gold + Gold = ///1
Super + Star + Noble + Noble = ///1
Super + Star + Tough + Tough = ///1
Super + Star + Wild + Wild = ///1
Super + Star + Cyber + Cyber = ///1
Super + Star + Ultra + Ultra = ///1
Super + Star + Alkali + Alkali = ///1
Super + Air + Cool + Cool = Luke (10)
Super + Air + Silver + Silver = ///1
Super + Air + Gold + Gold = ///1
Super + Air + Noble + Noble = ///1
Super + Air + Tough + Tough = ///1
Super + Air + Wild + Wild = ///1
Super + Air + Cyber + Cyber = ///1
Super + Air + Ultra + Ultra = ///1
Super + Air + Alkali + Alkali = ///1
Super + Cool + Silver + Silver = ///1
Super + Cool + Gold + Gold = ///1
Super + Cool + Noble + Noble = ///1
Super + Cool + Tough + Tough = ///1
Super + Cool + Wild + Wild = Jordan (10)
Super + Cool + Cyber + Cyber = ///1
Super + Cool + Ultra + Ultra = ///1
Super + Cool + Alkali + Alkali = ///1
Super + Silver + Gold + Gold = ///1
Super + Silver + Noble + Noble = ///1
Super + Silver + Tough + Tough = ///1
Super + Silver + Wild + Wild = ///1

Super + Silver + Cyber + Cyber = ///1
 Super + Silver + Ultra + Ultra = D-Might (10)
 Super + Silver + Alkali + Alkali = ///1
 Super + Gold + Noble + Noble = ///1
 Super + Gold + Tough + Tough = ///1
 Super + Gold + Wild + Wild = ///1
 Super + Gold + Cyber + Cyber = ///1
 Super + Gold + Ultra + Ultra = ///1
 Super + Gold + Alkali + Alkali = ///1
 Super + Noble + Tough + Tough = ///1
 Super + Noble + Wild + Wild = ///1
 Super + Noble + Cyber + Cyber = ///1
 Super + Noble + Ultra + Ultra = ///1
 Super + Noble + Alkali + Alkali = ///1
 Super + Tough + Wild + Wild = Tink (10)
 Super + Tough + Cyber + Cyber = ///1
 Super + Tough + Ultra + Ultra = ///1
 Super + Tough + Alkali + Alkali = ///1
 Super + Wild + Cyber + Cyber = ///1
 Super + Wild + Ultra + Ultra = ///1
 Super + Wild + Alkali + Alkali = ///1
 Super + Cyber + Ultra + Ultra = ///1
 Super + Cyber + Alkali + Alkali = ///1
 Super + Ultra + Alkali + Alkali = ///1
 Hyper + Mild + Mangan + Mangan = ///1
 Hyper + Mild + NiCD + NiCD = ///1
 Hyper + Mild + Star + Star = Boiler (20)
 Hyper + Mild + Air + Air = RiderV (20)
 Hyper + Mild + Cool + Cool = ///1
 Hyper + Mild + Silver + Silver = ///1
 Hyper + Mild + Gold + Gold = Storm (05)
 Hyper + Mild + Noble + Noble = ///1
 Hyper + Mild + Tough + Tough = Luke (15)
 Hyper + Mild + Wild + Wild = ///1
 Hyper + Mild + Cyber + Cyber = ///1
 Hyper + Mild + Ultra + Ultra = ///1
 Hyper + Mild + Alkali + Alkali = ///1
 Hyper + Mangan + NiCD + NiCD = ///1
 Hyper + Mangan + Star + Star = ///1
 Hyper + Mangan + Air + Air = DriverX (15)
 Hyper + Mangan + Cool + Cool = Rider1 (15)
 Hyper + Mangan + Silver + Silver = ///1
 Hyper + Mangan + Gold + Gold = ///1
 Hyper + Mangan + Noble + Noble = ///1
 Hyper + Mangan + Tough + Tough = ///1
 Hyper + Mangan + Wild + Wild = ///1
 Hyper + Mangan + Cyber + Cyber = ///1
 Hyper + Mangan + Ultra + Ultra = ///1
 Hyper + Mangan + Alkali + Alkali = ///1
 Hyper + NiCD + Star + Star = M-Train (15)
 Hyper + NiCD + Air + Air = ///1
 Hyper + NiCD + Cool + Cool = ///1
 Hyper + NiCD + Silver + Silver = ///1
 Hyper + NiCD + Gold + Gold = ///1
 Hyper + NiCD + Noble + Noble = ///1
 Hyper + NiCD + Tough + Tough = ///1
 Hyper + NiCD + Wild + Wild = Daimyo (05)
 Hyper + NiCD + Cyber + Cyber = ///1
 Hyper + NiCD + Ultra + Ultra = ///1
 Hyper + NiCD + Alkali + Alkali = ///1

Hyper + Star + Air + Air = ///1
Hyper + Star + Cool + Cool = ///1
Hyper + Star + Silver + Silver = ///1
Hyper + Star + Gold + Gold = Gunball (01)
Hyper + Star + Noble + Noble = ///1
Hyper + Star + Tough + Tough = ///1
Hyper + Star + Wild + Wild = ///1
Hyper + Star + Cyber + Cyber = ///1
Hyper + Star + Ultra + Ultra = ///1
Hyper + Star + Alkali + Alkali = ///1
Hyper + Air + Cool + Cool = Pirate (10)
Hyper + Air + Silver + Silver = ///1
Hyper + Air + Gold + Gold = ///1
Hyper + Air + Noble + Noble = ///1
Hyper + Air + Tough + Tough = ///1
Hyper + Air + Wild + Wild = Dinobot (20)
Hyper + Air + Cyber + Cyber = ///1
Hyper + Air + Ultra + Ultra = ///1
Hyper + Air + Alkali + Alkali = Pirate (01)
Hyper + Cool + Silver + Silver = ///1
Hyper + Cool + Gold + Gold = ///1
Hyper + Cool + Noble + Noble = ///1
Hyper + Cool + Tough + Tough = Shelby (01)
Hyper + Cool + Wild + Wild = ///1
Hyper + Cool + Cyber + Cyber = ///1
Hyper + Cool + Ultra + Ultra = ///1
Hyper + Cool + Alkali + Alkali = ///1
Hyper + Silver + Gold + Gold = ///1
Hyper + Silver + Noble + Noble = ///1
Hyper + Silver + Tough + Tough = ///1
Hyper + Silver + Wild + Wild = ///1
Hyper + Silver + Cyber + Cyber = ///1
Hyper + Silver + Ultra + Ultra = ///1
Hyper + Silver + Alkali + Alkali = ///1
Hyper + Gold + Noble + Noble = ///1
Hyper + Gold + Tough + Tough = ///1
Hyper + Gold + Wild + Wild = ///1
Hyper + Gold + Cyber + Cyber = ///1
Hyper + Gold + Ultra + Ultra = Dinobot (10)
Hyper + Gold + Alkali + Alkali = ///1
Hyper + Noble + Tough + Tough = ///1
Hyper + Noble + Wild + Wild = Pengski (01)
Hyper + Noble + Cyber + Cyber = ///1
Hyper + Noble + Ultra + Ultra = Ruby (15)
Hyper + Noble + Alkali + Alkali = ///1
Hyper + Tough + Wild + Wild = ///1
Hyper + Tough + Cyber + Cyber = ///1
Hyper + Tough + Ultra + Ultra = ///1
Hyper + Tough + Alkali + Alkali = ///1
Hyper + Wild + Cyber + Cyber = ///1
Hyper + Wild + Ultra + Ultra = ///1
Hyper + Wild + Alkali + Alkali = ///1
Hyper + Cyber + Ultra + Ultra = ///1
Hyper + Cyber + Alkali + Alkali = Minotor (15)
Hyper + Ultra + Alkali + Alkali = ///1
Mild + Mangan + NiCD + NiCD = ///1
Mild + Mangan + Star + Star = ///1
Mild + Mangan + Air + Air = ///1
Mild + Mangan + Cool + Cool = WaspBat (10)
Mild + Mangan + Silver + Silver = ///1

Mild + Mangan + Gold + Gold = ///1
Mild + Mangan + Noble + Noble = ///1
Mild + Mangan + Tough + Tough = ///1
Mild + Mangan + Wild + Wild = ///1
Mild + Mangan + Cyber + Cyber = ///1
Mild + Mangan + Ultra + Ultra = Luke (20)
Mild + Mangan + Alkali + Alkali = Jordan (20)
Mild + NiCD + Star + Star = Dragon (05)
Mild + NiCD + Air + Air = ///1
Mild + NiCD + Cool + Cool = ///1
Mild + NiCD + Silver + Silver = ///1
Mild + NiCD + Gold + Gold = ///1
Mild + NiCD + Noble + Noble = ///1
Mild + NiCD + Tough + Tough = ///1
Mild + NiCD + Wild + Wild = ///1
Mild + NiCD + Cyber + Cyber = ///1
Mild + NiCD + Ultra + Ultra = ///1
Mild + NiCD + Alkali + Alkali = ///1
Mild + Star + Air + Air = ///1
Mild + Star + Cool + Cool = ///1
Mild + Star + Silver + Silver = Lil'Goo (01)
Mild + Star + Gold + Gold = ///1
Mild + Star + Noble + Noble = ///1
Mild + Star + Tough + Tough = ///1
Mild + Star + Wild + Wild = ///1
Mild + Star + Cyber + Cyber = ///1
Mild + Star + Ultra + Ultra = ///1
Mild + Star + Alkali + Alkali = ///1
Mild + Air + Cool + Cool = ///1
Mild + Air + Silver + Silver = Lil'Goo (05)
Mild + Air + Gold + Gold = Icarun (05)
Mild + Air + Noble + Noble = ///1
Mild + Air + Tough + Tough = Dragon (01)
Mild + Air + Wild + Wild = ///1
Mild + Air + Cyber + Cyber = ///1
Mild + Air + Ultra + Ultra = DeathK (10)
Mild + Air + Alkali + Alkali = ///1
Mild + Cool + Silver + Silver = ///1
Mild + Cool + Gold + Gold = ///1
Mild + Cool + Noble + Noble = ///1
Mild + Cool + Tough + Tough = ///1
Mild + Cool + Wild + Wild = ///1
Mild + Cool + Cyber + Cyber = ///1
Mild + Cool + Ultra + Ultra = ///1
Mild + Cool + Alkali + Alkali = ///1
Mild + Silver + Gold + Gold = ///1
Mild + Silver + Noble + Noble = Poochy (10)
Mild + Silver + Tough + Tough = ///1
Mild + Silver + Wild + Wild = ///1
Mild + Silver + Cyber + Cyber = ///1
Mild + Silver + Ultra + Ultra = ///1
Mild + Silver + Alkali + Alkali = ///1
Mild + Gold + Noble + Noble = Scorpin (01)
Mild + Gold + Tough + Tough = ///1
Mild + Gold + Wild + Wild = ///1
Mild + Gold + Cyber + Cyber = ///1
Mild + Gold + Ultra + Ultra = ///1
Mild + Gold + Alkali + Alkali = ///1
Mild + Noble + Tough + Tough = ///1
Mild + Noble + Wild + Wild = Icarun (01)

Mild + Noble + Cyber + Cyber = ///1
Mild + Noble + Ultra + Ultra = ///1
Mild + Noble + Alkali + Alkali = ///1
Mild + Tough + Wild + Wild = ///1
Mild + Tough + Cyber + Cyber = ///1
Mild + Tough + Ultra + Ultra = ///1
Mild + Tough + Alkali + Alkali = ///1
Mild + Wild + Cyber + Cyber = ///1
Mild + Wild + Ultra + Ultra = ///1
Mild + Wild + Alkali + Alkali = ///1
Mild + Cyber + Ultra + Ultra = ///1
Mild + Cyber + Alkali + Alkali = ///1
Mild + Ultra + Alkali + Alkali = ///1
Mangan + NiCD + Star + Star = ///1
Mangan + NiCD + Air + Air = ///1
Mangan + NiCD + Cool + Cool = Sherman (05)
Mangan + NiCD + Silver + Silver = A-Grav9 (01)
Mangan + NiCD + Gold + Gold = ///1
Mangan + NiCD + Noble + Noble = ///1
Mangan + NiCD + Tough + Tough = ///1
Mangan + NiCD + Wild + Wild = ///1
Mangan + NiCD + Cyber + Cyber = Timzup (01)
Mangan + NiCD + Ultra + Ultra = ///1
Mangan + NiCD + Alkali + Alkali = ///1
Mangan + Star + Air + Air = Under (20)
Mangan + Star + Cool + Cool = VolTone (01)
Mangan + Star + Silver + Silver = ///1
Mangan + Star + Gold + Gold = ///1
Mangan + Star + Noble + Noble = ///1
Mangan + Star + Tough + Tough = ///1
Mangan + Star + Wild + Wild = Trigon (05)
Mangan + Star + Cyber + Cyber = ///1
Mangan + Star + Ultra + Ultra = ///1
Mangan + Star + Alkali + Alkali = ///1
Mangan + Air + Cool + Cool = ///1
Mangan + Air + Silver + Silver = ///1
Mangan + Air + Gold + Gold = Fagin (05)
Mangan + Air + Noble + Noble = ///1
Mangan + Air + Tough + Tough = ///1
Mangan + Air + Wild + Wild = ///1
Mangan + Air + Cyber + Cyber = ///1
Mangan + Air + Ultra + Ultra = Lil'Goo (15)
Mangan + Air + Alkali + Alkali = ///1
Mangan + Cool + Silver + Silver = ///1
Mangan + Cool + Gold + Gold = Owlet (15)
Mangan + Cool + Noble + Noble = RboPron (15)
Mangan + Cool + Tough + Tough = ///1
Mangan + Cool + Wild + Wild = ///1
Mangan + Cool + Cyber + Cyber = SSTBot (15)
Mangan + Cool + Ultra + Ultra = ///1
Mangan + Cool + Alkali + Alkali = ///1
Mangan + Silver + Gold + Gold = ///1
Mangan + Silver + Noble + Noble = ///1
Mangan + Silver + Tough + Tough = ///1
Mangan + Silver + Wild + Wild = ///1
Mangan + Silver + Cyber + Cyber = Elepon (05)
Mangan + Silver + Ultra + Ultra = ///1
Mangan + Silver + Alkali + Alkali = ///1
Mangan + Gold + Noble + Noble = Dragon (15)
Mangan + Gold + Tough + Tough = ///1

Mangan + Gold + Wild + Wild = ///1
Mangan + Gold + Cyber + Cyber = ///1
Mangan + Gold + Ultra + Ultra = ViKing (01)
Mangan + Gold + Alkali + Alkali = ///1
Mangan + Noble + Tough + Tough = ///1
Mangan + Noble + Wild + Wild = ///1
Mangan + Noble + Cyber + Cyber = ///1
Mangan + Noble + Ultra + Ultra = ///1
Mangan + Noble + Alkali + Alkali = Mamopon (01)
Mangan + Tough + Wild + Wild = Elepon (10)
Mangan + Tough + Cyber + Cyber = Pegs (15)
Mangan + Tough + Ultra + Ultra = ///1
Mangan + Tough + Alkali + Alkali = ///1
Mangan + Wild + Cyber + Cyber = ///1
Mangan + Wild + Ultra + Ultra = ///1
Mangan + Wild + Alkali + Alkali = ///1
Mangan + Cyber + Ultra + Ultra = ///1
Mangan + Cyber + Alkali + Alkali = ///1
Mangan + Ultra + Alkali + Alkali = ///1
NiCD + Star + Air + Air = ///1
NiCD + Star + Cool + Cool = Scorpin (15)
NiCD + Star + Silver + Silver = ///1
NiCD + Star + Gold + Gold = ///1
NiCD + Star + Noble + Noble = ///1
NiCD + Star + Tough + Tough = Mummy (15)
NiCD + Star + Wild + Wild = ///1
NiCD + Star + Cyber + Cyber = Emerald (15)
NiCD + Star + Ultra + Ultra = RboPron (20)
NiCD + Star + Alkali + Alkali = ///1
NiCD + Air + Cool + Cool = ///1
NiCD + Air + Silver + Silver = Cobra (15)
NiCD + Air + Gold + Gold = ///1
NiCD + Air + Noble + Noble = ///1
NiCD + Air + Tough + Tough = ///1
NiCD + Air + Wild + Wild = ///1
NiCD + Air + Cyber + Cyber = ///1
NiCD + Air + Ultra + Ultra = ///1
NiCD + Air + Alkali + Alkali = ///1
NiCD + Cool + Silver + Silver = ///1
NiCD + Cool + Gold + Gold = ///1
NiCD + Cool + Noble + Noble = Waver (05)
NiCD + Cool + Tough + Tough = ///1
NiCD + Cool + Wild + Wild = ///1
NiCD + Cool + Cyber + Cyber = ///1
NiCD + Cool + Ultra + Ultra = Inferno (10)
NiCD + Cool + Alkali + Alkali = ViKing (15)
NiCD + Silver + Gold + Gold = ///1
NiCD + Silver + Noble + Noble = ///1
NiCD + Silver + Tough + Tough = Viper2 (05)
NiCD + Silver + Wild + Wild = ///1
NiCD + Silver + Cyber + Cyber = SST1337 (05)
NiCD + Silver + Ultra + Ultra = ///1
NiCD + Silver + Alkali + Alkali = ///1
NiCD + Gold + Noble + Noble = ///1
NiCD + Gold + Tough + Tough = ///1
NiCD + Gold + Wild + Wild = ///1
NiCD + Gold + Cyber + Cyber = ///1
NiCD + Gold + Ultra + Ultra = Cobra (01)
NiCD + Gold + Alkali + Alkali = Boom-B1 (01)
NiCD + Noble + Tough + Tough = ///1

NiCD + Noble + Wild + Wild = Kimera (15)
NiCD + Noble + Cyber + Cyber = ///1
NiCD + Noble + Ultra + Ultra = TuTank (20)
NiCD + Noble + Alkali + Alkali = ///1
NiCD + Tough + Wild + Wild = Fencer (01)
NiCD + Tough + Cyber + Cyber = ///1
NiCD + Tough + Ultra + Ultra = ///1
NiCD + Tough + Alkali + Alkali = ///1
NiCD + Wild + Cyber + Cyber = Cellula (05)
NiCD + Wild + Ultra + Ultra = ///1
NiCD + Wild + Alkali + Alkali = Gunball (20)
NiCD + Cyber + Ultra + Ultra = ///1
NiCD + Cyber + Alkali + Alkali = ///1
NiCD + Ultra + Alkali + Alkali = ///1
Star + Air + Cool + Cool = ///1
Star + Air + Silver + Silver = ///1
Star + Air + Gold + Gold = Gtacbot (15)
Star + Air + Noble + Noble = ///1
Star + Air + Tough + Tough = ///1
Star + Air + Wild + Wild = Hornet (15)
Star + Air + Cyber + Cyber = ///1
Star + Air + Ultra + Ultra = ///1
Star + Air + Alkali + Alkali = Boulder (15)
Star + Cool + Silver + Silver = ///1
Star + Cool + Gold + Gold = ///1
Star + Cool + Noble + Noble = RushBox (20)
Star + Cool + Tough + Tough = ///1
Star + Cool + Wild + Wild = ///1
Star + Cool + Cyber + Cyber = Flicker (05)
Star + Cool + Ultra + Ultra = Curser (15)
Star + Cool + Alkali + Alkali = ///1
Star + Silver + Gold + Gold = Fencer (20)
Star + Silver + Noble + Noble = ///1
Star + Silver + Tough + Tough = ///1
Star + Silver + Wild + Wild = ///1
Star + Silver + Cyber + Cyber = ///1
Star + Silver + Ultra + Ultra = Fencer (10)
Star + Silver + Alkali + Alkali = ///1
Star + Gold + Noble + Noble = ///1
Star + Gold + Tough + Tough = X Dog (15)
Star + Gold + Wild + Wild = Centaur (15)
Star + Gold + Cyber + Cyber = ///1
Star + Gold + Ultra + Ultra = Ninja (20)
Star + Gold + Alkali + Alkali = ///1
Star + Noble + Tough + Tough = ///1
Star + Noble + Wild + Wild = Boomer (05)
Star + Noble + Cyber + Cyber = ///1
Star + Noble + Ultra + Ultra = ///1
Star + Noble + Alkali + Alkali = NitBoat (05)
Star + Tough + Wild + Wild = Bould (10)
Star + Tough + Cyber + Cyber = ///1
Star + Tough + Ultra + Ultra = ///1
Star + Tough + Alkali + Alkali = ///1
Star + Wild + Cyber + Cyber = ///1
Star + Wild + Ultra + Ultra = Draco (10)
Star + Wild + Alkali + Alkali = ///1
Star + Cyber + Ultra + Ultra = Gobby (15)
Star + Cyber + Alkali + Alkali = Boulder (20)
Star + Ultra + Alkali + Alkali = Hexbot (20)
Air + Cool + Silver + Silver = ///1

Air + Cool + Gold + Gold = ///1
Air + Cool + Noble + Noble = ///1
Air + Cool + Tough + Tough = Noah (10)
Air + Cool + Wild + Wild = ///1
Air + Cool + Cyber + Cyber = ///1
Air + Cool + Ultra + Ultra = ///1
Air + Cool + Alkali + Alkali = Gello (20)
Air + Silver + Gold + Gold = ///1
Air + Silver + Noble + Noble = ///1
Air + Silver + Tough + Tough = Noah (15)
Air + Silver + Wild + Wild = Flicker (20)
Air + Silver + Cyber + Cyber = Shyne (10)
Air + Silver + Ultra + Ultra = ///1
Air + Silver + Alkali + Alkali = ///1
Air + Gold + Noble + Noble = Lobstar (15)
Air + Gold + Tough + Tough = ///1
Air + Gold + Wild + Wild = B-Cell (10)
Air + Gold + Cyber + Cyber = NexTriK (10)
Air + Gold + Ultra + Ultra = ///1
Air + Gold + Alkali + Alkali = ///1
Air + Noble + Tough + Tough = ///1
Air + Noble + Wild + Wild = ViggY (15)
Air + Noble + Cyber + Cyber = ///1
Air + Noble + Ultra + Ultra = ///1
Air + Noble + Alkali + Alkali = Reaper (20)
Air + Tough + Wild + Wild = ///1
Air + Tough + Cyber + Cyber = Yokomo (05)
Air + Tough + Ultra + Ultra = Taker (15)
Air + Tough + Alkali + Alkali = ///1
Air + Wild + Cyber + Cyber = ///1
Air + Wild + Ultra + Ultra = ///1
Air + Wild + Alkali + Alkali = ///1
Air + Cyber + Ultra + Ultra = Gtacbot (20)
Air + Cyber + Alkali + Alkali = GGT1337 (01)
Air + Ultra + Alkali + Alkali = ///1
Cool + Silver + Gold + Gold = ///1
Cool + Silver + Noble + Noble = ///1
Cool + Silver + Tough + Tough = ///1
Cool + Silver + Wild + Wild = ///1
Cool + Silver + Cyber + Cyber = ///1
Cool + Silver + Ultra + Ultra = ///1
Cool + Silver + Alkali + Alkali = ///1
Cool + Gold + Noble + Noble = ///1
Cool + Gold + Tough + Tough = ///1
Cool + Gold + Wild + Wild = ///1
Cool + Gold + Cyber + Cyber = GGTBot (20)
Cool + Gold + Ultra + Ultra = Sherry (01)
Cool + Gold + Alkali + Alkali = ///1
Cool + Noble + Tough + Tough = ///1
Cool + Noble + Wild + Wild = NexTriK (15)
Cool + Noble + Cyber + Cyber = ///1
Cool + Noble + Ultra + Ultra = ///1
Cool + Noble + Alkali + Alkali = ///1
Cool + Tough + Wild + Wild = ///1
Cool + Tough + Cyber + Cyber = ///1
Cool + Tough + Ultra + Ultra = ///1
Cool + Tough + Alkali + Alkali = El Seed (10)
Cool + Wild + Cyber + Cyber = ///1
Cool + Wild + Ultra + Ultra = ///1
Cool + Wild + Alkali + Alkali = Dorapon (20)

Cool + Cyber + Ultra + Ultra = ///1
Cool + Cyber + Alkali + Alkali = ///1
Cool + Ultra + Alkali + Alkali = ///1
Silver + Gold + Noble + Noble = ///1
Silver + Gold + Tough + Tough = Sprouch (20)
Silver + Gold + Wild + Wild = ///1
Silver + Gold + Cyber + Cyber = ///1
Silver + Gold + Ultra + Ultra = NegPonX (15)
Silver + Gold + Alkali + Alkali = ///1
Silver + Noble + Tough + Tough = ///1
Silver + Noble + Wild + Wild = ///1
Silver + Noble + Cyber + Cyber = ///1
Silver + Noble + Ultra + Ultra = Trigon (20)
Silver + Noble + Alkali + Alkali = ///1
Silver + Tough + Wild + Wild = ///1
Silver + Tough + Cyber + Cyber = ///1
Silver + Tough + Ultra + Ultra = ///1
Silver + Tough + Alkali + Alkali = ///1
Silver + Wild + Cyber + Cyber = ///1
Silver + Wild + Ultra + Ultra = ///1
Silver + Wild + Alkali + Alkali = Dot (10)
Silver + Cyber + Ultra + Ultra = ///1
Silver + Cyber + Alkali + Alkali = ///1
Silver + Ultra + Alkali + Alkali = ///1
Gold + Noble + Tough + Tough = ///1
Gold + Noble + Wild + Wild = ///1
Gold + Noble + Cyber + Cyber = ///1
Gold + Noble + Ultra + Ultra = ///1
Gold + Noble + Alkali + Alkali = ///1
Gold + Tough + Wild + Wild = ///1
Gold + Tough + Cyber + Cyber = ///1
Gold + Tough + Ultra + Ultra = ///1
Gold + Tough + Alkali + Alkali = ///1
Gold + Wild + Cyber + Cyber = Disco Q (10)
Gold + Wild + Ultra + Ultra = Rocker (20)
Gold + Wild + Alkali + Alkali = Sumo (15)
Gold + Cyber + Ultra + Ultra = ///1
Gold + Cyber + Alkali + Alkali = ///1
Gold + Ultra + Alkali + Alkali = ///1
Noble + Tough + Wild + Wild = ///1
Noble + Tough + Cyber + Cyber = ///1
Noble + Tough + Ultra + Ultra = ///1
Noble + Tough + Alkali + Alkali = ///1
Noble + Wild + Cyber + Cyber = ///1
Noble + Wild + Ultra + Ultra = ///1
Noble + Wild + Alkali + Alkali = Gatspon (20)
Noble + Cyber + Ultra + Ultra = Vic (20)
Noble + Cyber + Alkali + Alkali = ///1
Noble + Ultra + Alkali + Alkali = ///1
Tough + Wild + Cyber + Cyber = ///1
Tough + Wild + Ultra + Ultra = ///1
Tough + Wild + Alkali + Alkali = Robby (20)
Tough + Cyber + Ultra + Ultra = ///1
Tough + Cyber + Alkali + Alkali = Sherry (20)
Tough + Ultra + Alkali + Alkali = ///1
Wild + Cyber + Ultra + Ultra = ///1
Wild + Cyber + Alkali + Alkali = ///1
Wild + Ultra + Alkali + Alkali = ///1
Cyber + Ultra + Alkali + Alkali = ///1
Normal + Super + Hyper + Mild = ///1

Normal + Super + Hyper + Mangan = ///1
Normal + Super + Hyper + NiCD = ///1
Normal + Super + Hyper + Star = ///1
Normal + Super + Hyper + Air = ///1
Normal + Super + Hyper + Cool = ///1
Normal + Super + Hyper + Silver = ///1
Normal + Super + Hyper + Gold = ///1
Normal + Super + Hyper + Noble = ///1
Normal + Super + Hyper + Tough = ///1
Normal + Super + Hyper + Wild = ///1
Normal + Super + Hyper + Cyber = ///1
Normal + Super + Hyper + Ultra = ///1
Normal + Super + Hyper + Alkali = ///1
Normal + Super + Mild + Mangan = Yuki (01)
Normal + Super + Mild + NiCD = ///1
Normal + Super + Mild + Star = ///1
Normal + Super + Mild + Air = ///1
Normal + Super + Mild + Cool = ///1
Normal + Super + Mild + Silver = ///1
Normal + Super + Mild + Gold = ///1
Normal + Super + Mild + Noble = ///1
Normal + Super + Mild + Tough = ///1
Normal + Super + Mild + Wild = ///1
Normal + Super + Mild + Cyber = ///1
Normal + Super + Mild + Ultra = ///1
Normal + Super + Mild + Alkali = ///1
Normal + Super + Mangan + NiCD = ///1
Normal + Super + Mangan + Star = ///1
Normal + Super + Mangan + Air = ///1
Normal + Super + Mangan + Cool = ///1
Normal + Super + Mangan + Silver = ///1
Normal + Super + Mangan + Gold = ///1
Normal + Super + Mangan + Noble = ///1
Normal + Super + Mangan + Tough = ///1
Normal + Super + Mangan + Wild = ///1
Normal + Super + Mangan + Cyber = ///1
Normal + Super + Mangan + Ultra = ///1
Normal + Super + Mangan + Alkali = ///1
Normal + Super + NiCD + Star = ///1
Normal + Super + NiCD + Air = ///1
Normal + Super + NiCD + Cool = ///1
Normal + Super + NiCD + Silver = ///1
Normal + Super + NiCD + Gold = ///1
Normal + Super + NiCD + Noble = ///1
Normal + Super + NiCD + Tough = ///1
Normal + Super + NiCD + Wild = ///1
Normal + Super + NiCD + Cyber = ///1
Normal + Super + NiCD + Ultra = ///1
Normal + Super + NiCD + Alkali = ///1
Normal + Super + Star + Air = ///1
Normal + Super + Star + Cool = ///1
Normal + Super + Star + Silver = ///1
Normal + Super + Star + Gold = ///1
Normal + Super + Star + Noble = ///1
Normal + Super + Star + Tough = ///1
Normal + Super + Star + Wild = ///1
Normal + Super + Star + Cyber = ///1
Normal + Super + Star + Ultra = ///1
Normal + Super + Star + Alkali = ///1
Normal + Super + Air + Cool = ///1

Normal + Super + Air + Silver = ///1
Normal + Super + Air + Gold = ///1
Normal + Super + Air + Noble = ///1
Normal + Super + Air + Tough = ///1
Normal + Super + Air + Wild = Cambot (01)
Normal + Super + Air + Cyber = ///1
Normal + Super + Air + Ultra = ///1
Normal + Super + Air + Alkali = ///1
Normal + Super + Cool + Silver = ///1
Normal + Super + Cool + Gold = ///1
Normal + Super + Cool + Noble = ///1
Normal + Super + Cool + Tough = ///1
Normal + Super + Cool + Wild = ///1
Normal + Super + Cool + Cyber = ///1
Normal + Super + Cool + Ultra = ///1
Normal + Super + Cool + Alkali = ///1
Normal + Super + Silver + Gold = ///1
Normal + Super + Silver + Noble = ///1
Normal + Super + Silver + Tough = ///1
Normal + Super + Silver + Wild = Trigger (01)
Normal + Super + Silver + Cyber = ///1
Normal + Super + Silver + Ultra = ///1
Normal + Super + Silver + Alkali = ///1
Normal + Super + Gold + Noble = Silky (10)
Normal + Super + Gold + Tough = ///1
Normal + Super + Gold + Wild = ///1
Normal + Super + Gold + Cyber = ///1
Normal + Super + Gold + Ultra = ///1
Normal + Super + Gold + Alkali = ///1
Normal + Super + Noble + Tough = ///1
Normal + Super + Noble + Wild = ///1
Normal + Super + Noble + Cyber = ///1
Normal + Super + Noble + Ultra = ///1
Normal + Super + Noble + Alkali = ///1
Normal + Super + Tough + Wild = ///1
Normal + Super + Tough + Cyber = ///1
Normal + Super + Tough + Ultra = ///1
Normal + Super + Tough + Alkali = ///1
Normal + Super + Wild + Cyber = ///1
Normal + Super + Wild + Ultra = ///1
Normal + Super + Wild + Alkali = ///1
Normal + Super + Cyber + Ultra = ///1
Normal + Super + Cyber + Alkali = ///1
Normal + Super + Ultra + Alkali = ///1
Normal + Hyper + Mild + Mangan = ///1
Normal + Hyper + Mild + NiCD = ///1
Normal + Hyper + Mild + Star = ///1
Normal + Hyper + Mild + Air = ///1
Normal + Hyper + Mild + Cool = ///1
Normal + Hyper + Mild + Silver = ///1
Normal + Hyper + Mild + Gold = ///1
Normal + Hyper + Mild + Noble = ///1
Normal + Hyper + Mild + Tough = ///1
Normal + Hyper + Mild + Wild = ///1
Normal + Hyper + Mild + Cyber = ///1
Normal + Hyper + Mild + Ultra = ///1
Normal + Hyper + Mild + Alkali = ///1
Normal + Hyper + Mangan + NiCD = ///1
Normal + Hyper + Mangan + Star = ///1
Normal + Hyper + Mangan + Air = Racer (10)

Normal + Hyper + Mangan + Cool = ///1
Normal + Hyper + Mangan + Silver = ///1
Normal + Hyper + Mangan + Gold = ///1
Normal + Hyper + Mangan + Noble = ///1
Normal + Hyper + Mangan + Tough = ///1
Normal + Hyper + Mangan + Wild = ///1
Normal + Hyper + Mangan + Cyber = ///1
Normal + Hyper + Mangan + Ultra = ///1
Normal + Hyper + Mangan + Alkali = ///1
Normal + Hyper + NiCD + Star = ///1
Normal + Hyper + NiCD + Air = ///1
Normal + Hyper + NiCD + Cool = ///1
Normal + Hyper + NiCD + Silver = ///1
Normal + Hyper + NiCD + Gold = ///1
Normal + Hyper + NiCD + Noble = ///1
Normal + Hyper + NiCD + Tough = ///1
Normal + Hyper + NiCD + Wild = ///1
Normal + Hyper + NiCD + Cyber = ///1
Normal + Hyper + NiCD + Ultra = ///1
Normal + Hyper + NiCD + Alkali = ///1
Normal + Hyper + Star + Air = ///1
Normal + Hyper + Star + Cool = ///1
Normal + Hyper + Star + Silver = ///1
Normal + Hyper + Star + Gold = ///1
Normal + Hyper + Star + Noble = ///1
Normal + Hyper + Star + Tough = ///1
Normal + Hyper + Star + Wild = ///1
Normal + Hyper + Star + Cyber = ///1
Normal + Hyper + Star + Ultra = ///1
Normal + Hyper + Star + Alkali = ///1
Normal + Hyper + Air + Cool = Ruby (05)
Normal + Hyper + Air + Silver = ///1
Normal + Hyper + Air + Gold = ///1
Normal + Hyper + Air + Noble = ///1
Normal + Hyper + Air + Tough = ///1
Normal + Hyper + Air + Wild = ///1
Normal + Hyper + Air + Cyber = ///1
Normal + Hyper + Air + Ultra = ///1
Normal + Hyper + Air + Alkali = ///1
Normal + Hyper + Cool + Silver = ///1
Normal + Hyper + Cool + Gold = ///1
Normal + Hyper + Cool + Noble = ///1
Normal + Hyper + Cool + Tough = ///1
Normal + Hyper + Cool + Wild = ///1
Normal + Hyper + Cool + Cyber = Filrup (10)
Normal + Hyper + Cool + Ultra = ///1
Normal + Hyper + Cool + Alkali = ///1
Normal + Hyper + Silver + Gold = ///1
Normal + Hyper + Silver + Noble = ///1
Normal + Hyper + Silver + Tough = B-Mani (05)
Normal + Hyper + Silver + Wild = ///1
Normal + Hyper + Silver + Cyber = ///1
Normal + Hyper + Silver + Ultra = ///1
Normal + Hyper + Silver + Alkali = ///1
Normal + Hyper + Gold + Noble = ///1
Normal + Hyper + Gold + Tough = ///1
Normal + Hyper + Gold + Wild = ///1
Normal + Hyper + Gold + Cyber = ///1
Normal + Hyper + Gold + Ultra = ///1
Normal + Hyper + Gold + Alkali = ///1

Normal + Hyper + Noble + Tough = ///1
Normal + Hyper + Noble + Wild = ///1
Normal + Hyper + Noble + Cyber = ///1
Normal + Hyper + Noble + Ultra = ///1
Normal + Hyper + Noble + Alkali = ///1
Normal + Hyper + Tough + Wild = ///1
Normal + Hyper + Tough + Cyber = ///1
Normal + Hyper + Tough + Ultra = ///1
Normal + Hyper + Tough + Alkali = ///1
Normal + Hyper + Wild + Cyber = ///1
Normal + Hyper + Wild + Ultra = ///1
Normal + Hyper + Wild + Alkali = ///1
Normal + Hyper + Cyber + Ultra = ///1
Normal + Hyper + Cyber + Alkali = ///1
Normal + Hyper + Ultra + Alkali = ///1
Normal + Mild + Mangan + NiCD = Cambot (15)
Normal + Mild + Mangan + Star = ///1
Normal + Mild + Mangan + Air = ///1
Normal + Mild + Mangan + Cool = ///1
Normal + Mild + Mangan + Silver = ///1
Normal + Mild + Mangan + Gold = ///1
Normal + Mild + Mangan + Noble = ///1
Normal + Mild + Mangan + Tough = ///1
Normal + Mild + Mangan + Wild = ///1
Normal + Mild + Mangan + Cyber = ///1
Normal + Mild + Mangan + Ultra = ///1
Normal + Mild + Mangan + Alkali = ///1
Normal + Mild + NiCD + Star = Vacuapon (15)
Normal + Mild + NiCD + Air = ///1
Normal + Mild + NiCD + Cool = ///1
Normal + Mild + NiCD + Silver = ///1
Normal + Mild + NiCD + Gold = ///1
Normal + Mild + NiCD + Noble = ///1
Normal + Mild + NiCD + Tough = ///1
Normal + Mild + NiCD + Wild = ///1
Normal + Mild + NiCD + Cyber = ///1
Normal + Mild + NiCD + Ultra = ///1
Normal + Mild + NiCD + Alkali = ///1
Normal + Mild + Star + Air = ///1
Normal + Mild + Star + Cool = ///1
Normal + Mild + Star + Silver = ///1
Normal + Mild + Star + Gold = ///1
Normal + Mild + Star + Noble = ///1
Normal + Mild + Star + Tough = ///1
Normal + Mild + Star + Wild = ///1
Normal + Mild + Star + Cyber = ///1
Normal + Mild + Star + Ultra = ///1
Normal + Mild + Star + Alkali = ///1
Normal + Mild + Air + Cool = ///1
Normal + Mild + Air + Silver = ///1
Normal + Mild + Air + Gold = DaKid (20)
Normal + Mild + Air + Noble = Ralph (05)
Normal + Mild + Air + Tough = ///1
Normal + Mild + Air + Wild = ///1
Normal + Mild + Air + Cyber = ///1
Normal + Mild + Air + Ultra = ///1
Normal + Mild + Air + Alkali = ///1
Normal + Mild + Cool + Silver = ///1
Normal + Mild + Cool + Gold = ///1
Normal + Mild + Cool + Noble = ///1

Normal + Mild + Cool + Tough = Dynamit (01)
Normal + Mild + Cool + Wild = ///1
Normal + Mild + Cool + Cyber = ///1
Normal + Mild + Cool + Ultra = ///1
Normal + Mild + Cool + Alkali = ///1
Normal + Mild + Silver + Gold = ///1
Normal + Mild + Silver + Noble = Vacupon (05)
Normal + Mild + Silver + Tough = ///1
Normal + Mild + Silver + Wild = ///1
Normal + Mild + Silver + Cyber = ///1
Normal + Mild + Silver + Ultra = ///1
Normal + Mild + Silver + Alkali = ///1
Normal + Mild + Gold + Noble = ///1
Normal + Mild + Gold + Tough = ///1
Normal + Mild + Gold + Wild = ///1
Normal + Mild + Gold + Cyber = ///1
Normal + Mild + Gold + Ultra = ///1
Normal + Mild + Gold + Alkali = ///1
Normal + Mild + Noble + Tough = ///1
Normal + Mild + Noble + Wild = ///1
Normal + Mild + Noble + Cyber = ///1
Normal + Mild + Noble + Ultra = ///1
Normal + Mild + Noble + Alkali = ///1
Normal + Mild + Tough + Wild = ///1
Normal + Mild + Tough + Cyber = DaKid (01)
Normal + Mild + Tough + Ultra = ///1
Normal + Mild + Tough + Alkali = ///1
Normal + Mild + Wild + Cyber = ///1
Normal + Mild + Wild + Ultra = ///1
Normal + Mild + Wild + Alkali = ///1
Normal + Mild + Cyber + Ultra = ///1
Normal + Mild + Cyber + Alkali = ///1
Normal + Mild + Ultra + Alkali = ///1
Normal + Mangan + NiCD + Star = B-Mani (20)
Normal + Mangan + NiCD + Air = ///1
Normal + Mangan + NiCD + Cool = Thief (01)
Normal + Mangan + NiCD + Silver = ///1
Normal + Mangan + NiCD + Gold = B-Mani (15)
Normal + Mangan + NiCD + Noble = ///1
Normal + Mangan + NiCD + Tough = ///1
Normal + Mangan + NiCD + Wild = ///1
Normal + Mangan + NiCD + Cyber = ///1
Normal + Mangan + NiCD + Ultra = Filrup (01)
Normal + Mangan + NiCD + Alkali = ///1
Normal + Mangan + Star + Air = ///1
Normal + Mangan + Star + Cool = ///1
Normal + Mangan + Star + Silver = ///1
Normal + Mangan + Star + Gold = Silky (15)
Normal + Mangan + Star + Noble = ///1
Normal + Mangan + Star + Tough = ///1
Normal + Mangan + Star + Wild = ///1
Normal + Mangan + Star + Cyber = ///1
Normal + Mangan + Star + Ultra = ///1
Normal + Mangan + Star + Alkali = ///1
Normal + Mangan + Air + Cool = ///1
Normal + Mangan + Air + Silver = ///1
Normal + Mangan + Air + Gold = ///1
Normal + Mangan + Air + Noble = ///1
Normal + Mangan + Air + Tough = ///1
Normal + Mangan + Air + Wild = ///1

Normal + Mangan + Air + Cyber = ///1
Normal + Mangan + Air + Ultra = ///1
Normal + Mangan + Air + Alkali = ///1
Normal + Mangan + Cool + Silver = ///1
Normal + Mangan + Cool + Gold = ///1
Normal + Mangan + Cool + Noble = ///1
Normal + Mangan + Cool + Tough = ///1
Normal + Mangan + Cool + Wild = ///1
Normal + Mangan + Cool + Cyber = ///1
Normal + Mangan + Cool + Ultra = ///1
Normal + Mangan + Cool + Alkali = ///1
Normal + Mangan + Silver + Gold = ///1
Normal + Mangan + Silver + Noble = Filrup (15)
Normal + Mangan + Silver + Tough = ///1
Normal + Mangan + Silver + Wild = ///1
Normal + Mangan + Silver + Cyber = ///1
Normal + Mangan + Silver + Ultra = ///1
Normal + Mangan + Silver + Alkali = ///1
Normal + Mangan + Gold + Noble = ///1
Normal + Mangan + Gold + Tough = ///1
Normal + Mangan + Gold + Wild = ///1
Normal + Mangan + Gold + Cyber = ///1
Normal + Mangan + Gold + Ultra = ///1
Normal + Mangan + Gold + Alkali = ///1
Normal + Mangan + Noble + Tough = ///1
Normal + Mangan + Noble + Wild = ///1
Normal + Mangan + Noble + Cyber = ///1
Normal + Mangan + Noble + Ultra = ///1
Normal + Mangan + Noble + Alkali = ///1
Normal + Mangan + Tough + Wild = Ralph (01)
Normal + Mangan + Tough + Cyber = ///1
Normal + Mangan + Tough + Ultra = ///1
Normal + Mangan + Tough + Alkali = ///1
Normal + Mangan + Wild + Cyber = ///1
Normal + Mangan + Wild + Ultra = ///1
Normal + Mangan + Wild + Alkali = ///1
Normal + Mangan + Cyber + Ultra = ///1
Normal + Mangan + Cyber + Alkali = ///1
Normal + Mangan + Ultra + Alkali = ///1
Normal + NiCD + Star + Air = ///1
Normal + NiCD + Star + Cool = ///1
Normal + NiCD + Star + Silver = ///1
Normal + NiCD + Star + Gold = ///1
Normal + NiCD + Star + Noble = ///1
Normal + NiCD + Star + Tough = ///1
Normal + NiCD + Star + Wild = ///1
Normal + NiCD + Star + Cyber = Filrup (05)
Normal + NiCD + Star + Ultra = ///1
Normal + NiCD + Star + Alkali = ///1
Normal + NiCD + Air + Cool = ///1
Normal + NiCD + Air + Silver = ///1
Normal + NiCD + Air + Gold = ///1
Normal + NiCD + Air + Noble = ///1
Normal + NiCD + Air + Tough = ///1
Normal + NiCD + Air + Wild = ///1
Normal + NiCD + Air + Cyber = ///1
Normal + NiCD + Air + Ultra = ///1
Normal + NiCD + Air + Alkali = ///1
Normal + NiCD + Cool + Silver = ///1
Normal + NiCD + Cool + Gold = ///1

Normal + NiCD + Cool + Noble = ///1
Normal + NiCD + Cool + Tough = ///1
Normal + NiCD + Cool + Wild = ///1
Normal + NiCD + Cool + Cyber = ///1
Normal + NiCD + Cool + Ultra = ///1
Normal + NiCD + Cool + Alkali = ///1
Normal + NiCD + Silver + Gold = ///1
Normal + NiCD + Silver + Noble = ///1
Normal + NiCD + Silver + Tough = ///1
Normal + NiCD + Silver + Wild = ///1
Normal + NiCD + Silver + Cyber = ///1
Normal + NiCD + Silver + Ultra = ///1
Normal + NiCD + Silver + Alkali = ///1
Normal + NiCD + Gold + Noble = Scooter (01)
Normal + NiCD + Gold + Tough = ///1
Normal + NiCD + Gold + Wild = Silky (01)
Normal + NiCD + Gold + Cyber = ///1
Normal + NiCD + Gold + Ultra = ///1
Normal + NiCD + Gold + Alkali = ///1
Normal + NiCD + Noble + Tough = ///1
Normal + NiCD + Noble + Wild = ///1
Normal + NiCD + Noble + Cyber = ///1
Normal + NiCD + Noble + Ultra = ///1
Normal + NiCD + Noble + Alkali = ///1
Normal + NiCD + Tough + Wild = ///1
Normal + NiCD + Tough + Cyber = ///1
Normal + NiCD + Tough + Ultra = ///1
Normal + NiCD + Tough + Alkali = ///1
Normal + NiCD + Wild + Cyber = ///1
Normal + NiCD + Wild + Ultra = ///1
Normal + NiCD + Wild + Alkali = ///1
Normal + NiCD + Cyber + Ultra = ///1
Normal + NiCD + Cyber + Alkali = ///1
Normal + NiCD + Ultra + Alkali = ///1
Normal + Star + Air + Cool = ///1
Normal + Star + Air + Silver = ///1
Normal + Star + Air + Gold = ///1
Normal + Star + Air + Noble = ///1
Normal + Star + Air + Tough = ///1
Normal + Star + Air + Wild = RiderV (01)
Normal + Star + Air + Cyber = ///1
Normal + Star + Air + Ultra = ///1
Normal + Star + Air + Alkali = ///1
Normal + Star + Cool + Silver = ///1
Normal + Star + Cool + Gold = ///1
Normal + Star + Cool + Noble = ///1
Normal + Star + Cool + Tough = ///1
Normal + Star + Cool + Wild = ///1
Normal + Star + Cool + Cyber = ///1
Normal + Star + Cool + Ultra = ///1
Normal + Star + Cool + Alkali = ///1
Normal + Star + Silver + Gold = ///1
Normal + Star + Silver + Noble = ///1
Normal + Star + Silver + Tough = Dynamit (05)
Normal + Star + Silver + Wild = ///1
Normal + Star + Silver + Cyber = ///1
Normal + Star + Silver + Ultra = ///1
Normal + Star + Silver + Alkali = ///1
Normal + Star + Gold + Noble = Trigger (10)
Normal + Star + Gold + Tough = ///1

Normal + Star + Gold + Wild = Cambot (05)
Normal + Star + Gold + Cyber = ///1
Normal + Star + Gold + Ultra = ///1
Normal + Star + Gold + Alkali = ///1
Normal + Star + Noble + Tough = ///1
Normal + Star + Noble + Wild = ///1
Normal + Star + Noble + Cyber = ///1
Normal + Star + Noble + Ultra = ///1
Normal + Star + Noble + Alkali = ///1
Normal + Star + Tough + Wild = ///1
Normal + Star + Tough + Cyber = ///1
Normal + Star + Tough + Ultra = ///1
Normal + Star + Tough + Alkali = ///1
Normal + Star + Wild + Cyber = ///1
Normal + Star + Wild + Ultra = ///1
Normal + Star + Wild + Alkali = ///1
Normal + Star + Cyber + Ultra = ///1
Normal + Star + Cyber + Alkali = ///1
Normal + Star + Ultra + Alkali = ///1
Normal + Air + Cool + Silver = ///1
Normal + Air + Cool + Gold = ///1
Normal + Air + Cool + Noble = Silky (05)
Normal + Air + Cool + Tough = Racer (01)
Normal + Air + Cool + Wild = ///1
Normal + Air + Cool + Cyber = ///1
Normal + Air + Cool + Ultra = ///1
Normal + Air + Cool + Alkali = ///1
Normal + Air + Silver + Gold = ///1
Normal + Air + Silver + Noble = ///1
Normal + Air + Silver + Tough = ///1
Normal + Air + Silver + Wild = ///1
Normal + Air + Silver + Cyber = ///1
Normal + Air + Silver + Ultra = ///1
Normal + Air + Silver + Alkali = ///1
Normal + Air + Gold + Noble = ///1
Normal + Air + Gold + Tough = ///1
Normal + Air + Gold + Wild = ///1
Normal + Air + Gold + Cyber = ///1
Normal + Air + Gold + Ultra = ///1
Normal + Air + Gold + Alkali = ///1
Normal + Air + Noble + Tough = ///1
Normal + Air + Noble + Wild = ///1
Normal + Air + Noble + Cyber = ///1
Normal + Air + Noble + Ultra = ///1
Normal + Air + Noble + Alkali = ///1
Normal + Air + Tough + Wild = ///1
Normal + Air + Tough + Cyber = ///1
Normal + Air + Tough + Ultra = ///1
Normal + Air + Tough + Alkali = ///1
Normal + Air + Wild + Cyber = ///1
Normal + Air + Wild + Ultra = ///1
Normal + Air + Wild + Alkali = ///1
Normal + Air + Cyber + Ultra = ///1
Normal + Air + Cyber + Alkali = ///1
Normal + Air + Ultra + Alkali = ///1
Normal + Cool + Silver + Gold = Filrup (20)
Normal + Cool + Silver + Noble = ///1
Normal + Cool + Silver + Tough = ///1
Normal + Cool + Silver + Wild = ///1
Normal + Cool + Silver + Cyber = ///1

Normal + Cool + Silver + Ultra = ///1
Normal + Cool + Silver + Alkali = ///1
Normal + Cool + Gold + Noble = ///1
Normal + Cool + Gold + Tough = ///1
Normal + Cool + Gold + Wild = ///1
Normal + Cool + Gold + Cyber = ///1
Normal + Cool + Gold + Ultra = ///1
Normal + Cool + Gold + Alkali = ///1
Normal + Cool + Noble + Tough = ///1
Normal + Cool + Noble + Wild = ///1
Normal + Cool + Noble + Cyber = ///1
Normal + Cool + Noble + Ultra = ///1
Normal + Cool + Noble + Alkali = ///1
Normal + Cool + Tough + Wild = ///1
Normal + Cool + Tough + Cyber = ///1
Normal + Cool + Tough + Ultra = ///1
Normal + Cool + Tough + Alkali = ///1
Normal + Cool + Wild + Cyber = ///1
Normal + Cool + Wild + Ultra = ///1
Normal + Cool + Wild + Alkali = ///1
Normal + Cool + Cyber + Ultra = ///1
Normal + Cool + Cyber + Alkali = ///1
Normal + Cool + Ultra + Alkali = ///1
Normal + Silver + Gold + Noble = ///1
Normal + Silver + Gold + Tough = Trigger (05)
Normal + Silver + Gold + Wild = ///1
Normal + Silver + Gold + Cyber = ///1
Normal + Silver + Gold + Ultra = ///1
Normal + Silver + Gold + Alkali = ///1
Normal + Silver + Noble + Tough = ///1
Normal + Silver + Noble + Wild = ///1
Normal + Silver + Noble + Cyber = ///1
Normal + Silver + Noble + Ultra = ///1
Normal + Silver + Noble + Alkali = ///1
Normal + Silver + Tough + Wild = ///1
Normal + Silver + Tough + Cyber = ///1
Normal + Silver + Tough + Ultra = ///1
Normal + Silver + Tough + Alkali = ///1
Normal + Silver + Wild + Cyber = ///1
Normal + Silver + Wild + Ultra = ///1
Normal + Silver + Wild + Alkali = ///1
Normal + Silver + Cyber + Ultra = ///1
Normal + Silver + Cyber + Alkali = ///1
Normal + Silver + Ultra + Alkali = ///1
Normal + Gold + Noble + Tough = ///1
Normal + Gold + Noble + Wild = ///1
Normal + Gold + Noble + Cyber = ///1
Normal + Gold + Noble + Ultra = ///1
Normal + Gold + Noble + Alkali = ///1
Normal + Gold + Tough + Wild = ///1
Normal + Gold + Tough + Cyber = ///1
Normal + Gold + Tough + Ultra = ///1
Normal + Gold + Tough + Alkali = ///1
Normal + Gold + Wild + Cyber = ///1
Normal + Gold + Wild + Ultra = ///1
Normal + Gold + Wild + Alkali = ///1
Normal + Gold + Cyber + Ultra = ///1
Normal + Gold + Cyber + Alkali = ///1
Normal + Gold + Ultra + Alkali = ///1
Normal + Noble + Tough + Wild = ///1

Normal + Noble + Tough + Cyber = ///1
Normal + Noble + Tough + Ultra = ///1
Normal + Noble + Tough + Alkali = ///1
Normal + Noble + Wild + Cyber = ///1
Normal + Noble + Wild + Ultra = ///1
Normal + Noble + Wild + Alkali = ///1
Normal + Noble + Cyber + Ultra = ///1
Normal + Noble + Cyber + Alkali = ///1
Normal + Noble + Ultra + Alkali = ///1
Normal + Tough + Wild + Cyber = ///1
Normal + Tough + Wild + Ultra = ///1
Normal + Tough + Wild + Alkali = ///1
Normal + Tough + Cyber + Ultra = ///1
Normal + Tough + Cyber + Alkali = ///1
Normal + Tough + Ultra + Alkali = ///1
Normal + Wild + Cyber + Ultra = ///1
Normal + Wild + Cyber + Alkali = ///1
Normal + Wild + Ultra + Alkali = ///1
Normal + Cyber + Ultra + Alkali = ///1
Super + Hyper + Mild + Mangan = ///1
Super + Hyper + Mild + NiCD = ///1
Super + Hyper + Mild + Star = ///1
Super + Hyper + Mild + Air = ///1
Super + Hyper + Mild + Cool = ///1
Super + Hyper + Mild + Silver = Chimp (10)
Super + Hyper + Mild + Gold = ///1
Super + Hyper + Mild + Noble = ///1
Super + Hyper + Mild + Tough = ///1
Super + Hyper + Mild + Wild = ///1
Super + Hyper + Mild + Cyber = ///1
Super + Hyper + Mild + Ultra = Chimp (01)
Super + Hyper + Mild + Alkali = ///1
Super + Hyper + Mangan + NiCD = ///1
Super + Hyper + Mangan + Star = ///1
Super + Hyper + Mangan + Air = Samurai (10)
Super + Hyper + Mangan + Cool = Tink (15)
Super + Hyper + Mangan + Silver = Minotor (05)
Super + Hyper + Mangan + Gold = ///1
Super + Hyper + Mangan + Noble = ///1
Super + Hyper + Mangan + Tough = ///1
Super + Hyper + Mangan + Wild = Heropon (20)
Super + Hyper + Mangan + Cyber = ///1
Super + Hyper + Mangan + Ultra = ///1
Super + Hyper + Mangan + Alkali = ///1
Super + Hyper + NiCD + Star = ///1
Super + Hyper + NiCD + Air = ///1
Super + Hyper + NiCD + Cool = ///1
Super + Hyper + NiCD + Silver = Mariner (10)
Super + Hyper + NiCD + Gold = ///1
Super + Hyper + NiCD + Noble = ///1
Super + Hyper + NiCD + Tough = ///1
Super + Hyper + NiCD + Wild = ///1
Super + Hyper + NiCD + Cyber = ///1
Super + Hyper + NiCD + Ultra = ///1
Super + Hyper + NiCD + Alkali = ///1
Super + Hyper + Star + Air = ///1
Super + Hyper + Star + Cool = ///1
Super + Hyper + Star + Silver = ///1
Super + Hyper + Star + Gold = ///1
Super + Hyper + Star + Noble = ///1

Super + Hyper + Star + Tough = ///1
Super + Hyper + Star + Wild = ///1
Super + Hyper + Star + Cyber = ///1
Super + Hyper + Star + Ultra = ///1
Super + Hyper + Star + Alkali = ///1
Super + Hyper + Air + Cool = ///1
Super + Hyper + Air + Silver = ///1
Super + Hyper + Air + Gold = ///1
Super + Hyper + Air + Noble = ///1
Super + Hyper + Air + Tough = ///1
Super + Hyper + Air + Wild = ///1
Super + Hyper + Air + Cyber = ///1
Super + Hyper + Air + Ultra = ///1
Super + Hyper + Air + Alkali = ///1
Super + Hyper + Cool + Silver = ///1
Super + Hyper + Cool + Gold = ///1
Super + Hyper + Cool + Noble = ///1
Super + Hyper + Cool + Tough = ///1
Super + Hyper + Cool + Wild = ///1
Super + Hyper + Cool + Cyber = ///1
Super + Hyper + Cool + Ultra = ///1
Super + Hyper + Cool + Alkali = ///1
Super + Hyper + Silver + Gold = D-Might (20)
Super + Hyper + Silver + Noble = ///1
Super + Hyper + Silver + Tough = ///1
Super + Hyper + Silver + Wild = ///1
Super + Hyper + Silver + Cyber = ///1
Super + Hyper + Silver + Ultra = ///1
Super + Hyper + Silver + Alkali = ///1
Super + Hyper + Gold + Noble = ///1
Super + Hyper + Gold + Tough = ///1
Super + Hyper + Gold + Wild = ///1
Super + Hyper + Gold + Cyber = Jordan (05)
Super + Hyper + Gold + Ultra = ///1
Super + Hyper + Gold + Alkali = ///1
Super + Hyper + Noble + Tough = ///1
Super + Hyper + Noble + Wild = ///1
Super + Hyper + Noble + Cyber = ///1
Super + Hyper + Noble + Ultra = ///1
Super + Hyper + Noble + Alkali = ///1
Super + Hyper + Tough + Wild = ///1
Super + Hyper + Tough + Cyber = ///1
Super + Hyper + Tough + Ultra = ///1
Super + Hyper + Tough + Alkali = ///1
Super + Hyper + Wild + Cyber = ///1
Super + Hyper + Wild + Ultra = ///1
Super + Hyper + Wild + Alkali = ///1
Super + Hyper + Cyber + Ultra = ///1
Super + Hyper + Cyber + Alkali = ///1
Super + Hyper + Ultra + Alkali = ///1
Super + Mild + Mangan + NiCD = ///1
Super + Mild + Mangan + Star = ///1
Super + Mild + Mangan + Air = ///1
Super + Mild + Mangan + Cool = ///1
Super + Mild + Mangan + Silver = ///1
Super + Mild + Mangan + Gold = ///1
Super + Mild + Mangan + Noble = ///1
Super + Mild + Mangan + Tough = ///1
Super + Mild + Mangan + Wild = ///1
Super + Mild + Mangan + Cyber = ///1

Super + Mild + Mangan + Ultra = ///1
Super + Mild + Mangan + Alkali = ///1
Super + Mild + NiCD + Star = ///1
Super + Mild + NiCD + Air = ///1
Super + Mild + NiCD + Cool = ///1
Super + Mild + NiCD + Silver = ///1
Super + Mild + NiCD + Gold = ///1
Super + Mild + NiCD + Noble = ///1
Super + Mild + NiCD + Tough = ///1
Super + Mild + NiCD + Wild = ///1
Super + Mild + NiCD + Cyber = ///1
Super + Mild + NiCD + Ultra = ///1
Super + Mild + NiCD + Alkali = RiderV (05)
Super + Mild + Star + Air = ///1
Super + Mild + Star + Cool = BigPir8 (01)
Super + Mild + Star + Silver = ///1
Super + Mild + Star + Gold = ///1
Super + Mild + Star + Noble = ///1
Super + Mild + Star + Tough = ///1
Super + Mild + Star + Wild = ///1
Super + Mild + Star + Cyber = ///1
Super + Mild + Star + Ultra = ///1
Super + Mild + Star + Alkali = ///1
Super + Mild + Air + Cool = ///1
Super + Mild + Air + Silver = ///1
Super + Mild + Air + Gold = ///1
Super + Mild + Air + Noble = ///1
Super + Mild + Air + Tough = ///1
Super + Mild + Air + Wild = ///1
Super + Mild + Air + Cyber = ///1
Super + Mild + Air + Ultra = ///1
Super + Mild + Air + Alkali = ///1
Super + Mild + Cool + Silver = ///1
Super + Mild + Cool + Gold = ///1
Super + Mild + Cool + Noble = Tomuhok (01)
Super + Mild + Cool + Tough = ///1
Super + Mild + Cool + Wild = ///1
Super + Mild + Cool + Cyber = Octopon (10)
Super + Mild + Cool + Ultra = ///1
Super + Mild + Cool + Alkali = ///1
Super + Mild + Silver + Gold = ///1
Super + Mild + Silver + Noble = ///1
Super + Mild + Silver + Tough = ///1
Super + Mild + Silver + Wild = ///1
Super + Mild + Silver + Cyber = ///1
Super + Mild + Silver + Ultra = ///1
Super + Mild + Silver + Alkali = Thief (10)
Super + Mild + Gold + Noble = ///1
Super + Mild + Gold + Tough = ///1
Super + Mild + Gold + Wild = ///1
Super + Mild + Gold + Cyber = ///1
Super + Mild + Gold + Ultra = ///1
Super + Mild + Gold + Alkali = ///1
Super + Mild + Noble + Tough = ///1
Super + Mild + Noble + Wild = ///1
Super + Mild + Noble + Cyber = ///1
Super + Mild + Noble + Ultra = ///1
Super + Mild + Noble + Alkali = ///1
Super + Mild + Tough + Wild = ///1
Super + Mild + Tough + Cyber = ///1

Super + Mild + Tough + Ultra = ///1
Super + Mild + Tough + Alkali = ///1
Super + Mild + Wild + Cyber = ///1
Super + Mild + Wild + Ultra = ///1
Super + Mild + Wild + Alkali = Thief (15)
Super + Mild + Cyber + Ultra = ///1
Super + Mild + Cyber + Alkali = ///1
Super + Mild + Ultra + Alkali = ///1
Super + Mangan + NiCD + Star = ///1
Super + Mangan + NiCD + Air = ///1
Super + Mangan + NiCD + Cool = ///1
Super + Mangan + NiCD + Silver = ///1
Super + Mangan + NiCD + Gold = ///1
Super + Mangan + NiCD + Noble = M-Train (01)
Super + Mangan + NiCD + Tough = ///1
Super + Mangan + NiCD + Wild = ///1
Super + Mangan + NiCD + Cyber = ///1
Super + Mangan + NiCD + Ultra = ///1
Super + Mangan + NiCD + Alkali = ///1
Super + Mangan + Star + Air = ///1
Super + Mangan + Star + Cool = ///1
Super + Mangan + Star + Silver = ///1
Super + Mangan + Star + Gold = Whirlee (01)
Super + Mangan + Star + Noble = ///1
Super + Mangan + Star + Tough = ///1
Super + Mangan + Star + Wild = ///1
Super + Mangan + Star + Cyber = ///1
Super + Mangan + Star + Ultra = ///1
Super + Mangan + Star + Alkali = ///1
Super + Mangan + Air + Cool = ///1
Super + Mangan + Air + Silver = ///1
Super + Mangan + Air + Gold = ///1
Super + Mangan + Air + Noble = ///1
Super + Mangan + Air + Tough = ///1
Super + Mangan + Air + Wild = ///1
Super + Mangan + Air + Cyber = ///1
Super + Mangan + Air + Ultra = ///1
Super + Mangan + Air + Alkali = ///1
Super + Mangan + Cool + Silver = ///1
Super + Mangan + Cool + Gold = RiderV (10)
Super + Mangan + Cool + Noble = ///1
Super + Mangan + Cool + Tough = ///1
Super + Mangan + Cool + Wild = KingPon (15)
Super + Mangan + Cool + Cyber = ///1
Super + Mangan + Cool + Ultra = ///1
Super + Mangan + Cool + Alkali = ///1
Super + Mangan + Silver + Gold = ///1
Super + Mangan + Silver + Noble = ///1
Super + Mangan + Silver + Tough = ///1
Super + Mangan + Silver + Wild = ///1
Super + Mangan + Silver + Cyber = ///1
Super + Mangan + Silver + Ultra = ///1
Super + Mangan + Silver + Alkali = ///1
Super + Mangan + Gold + Noble = ///1
Super + Mangan + Gold + Tough = ///1
Super + Mangan + Gold + Wild = KingPon (20)
Super + Mangan + Gold + Cyber = ///1
Super + Mangan + Gold + Ultra = ///1
Super + Mangan + Gold + Alkali = ///1
Super + Mangan + Noble + Tough = ///1

Super + Mangan + Noble + Wild = ///1
Super + Mangan + Noble + Cyber = C-Cell (01)
Super + Mangan + Noble + Ultra = D-Might (05)
Super + Mangan + Noble + Alkali = ///1
Super + Mangan + Tough + Wild = ///1
Super + Mangan + Tough + Cyber = ///1
Super + Mangan + Tough + Ultra = ///1
Super + Mangan + Tough + Alkali = ///1
Super + Mangan + Wild + Cyber = ///1
Super + Mangan + Wild + Ultra = ///1
Super + Mangan + Wild + Alkali = ///1
Super + Mangan + Cyber + Ultra = ///1
Super + Mangan + Cyber + Alkali = ///1
Super + Mangan + Ultra + Alkali = Silky (20)
Super + NiCD + Star + Air = C-Cell (15)
Super + NiCD + Star + Cool = ///1
Super + NiCD + Star + Silver = ///1
Super + NiCD + Star + Gold = ///1
Super + NiCD + Star + Noble = ///1
Super + NiCD + Star + Tough = ///1
Super + NiCD + Star + Wild = ///1
Super + NiCD + Star + Cyber = ///1
Super + NiCD + Star + Ultra = ///1
Super + NiCD + Star + Alkali = ///1
Super + NiCD + Air + Cool = ///1
Super + NiCD + Air + Silver = ///1
Super + NiCD + Air + Gold = ///1
Super + NiCD + Air + Noble = ///1
Super + NiCD + Air + Tough = ///1
Super + NiCD + Air + Wild = ///1
Super + NiCD + Air + Cyber = ///1
Super + NiCD + Air + Ultra = ///1
Super + NiCD + Air + Alkali = ///1
Super + NiCD + Cool + Silver = ///1
Super + NiCD + Cool + Gold = ///1
Super + NiCD + Cool + Noble = ///1
Super + NiCD + Cool + Tough = Hippon (15)
Super + NiCD + Cool + Wild = ///1
Super + NiCD + Cool + Cyber = ///1
Super + NiCD + Cool + Ultra = ///1
Super + NiCD + Cool + Alkali = ///1
Super + NiCD + Silver + Gold = ///1
Super + NiCD + Silver + Noble = ///1
Super + NiCD + Silver + Tough = ///1
Super + NiCD + Silver + Wild = ///1
Super + NiCD + Silver + Cyber = ///1
Super + NiCD + Silver + Ultra = ///1
Super + NiCD + Silver + Alkali = ///1
Super + NiCD + Gold + Noble = ///1
Super + NiCD + Gold + Tough = ///1
Super + NiCD + Gold + Wild = ///1
Super + NiCD + Gold + Cyber = ///1
Super + NiCD + Gold + Ultra = ///1
Super + NiCD + Gold + Alkali = ///1
Super + NiCD + Noble + Tough = ///1
Super + NiCD + Noble + Wild = ///1
Super + NiCD + Noble + Cyber = ///1
Super + NiCD + Noble + Ultra = ///1
Super + NiCD + Noble + Alkali = ///1
Super + NiCD + Tough + Wild = Hippon (10)

Super + NiCD + Tough + Cyber = ///1
Super + NiCD + Tough + Ultra = ///1
Super + NiCD + Tough + Alkali = KingPon (01)
Super + NiCD + Wild + Cyber = ///1
Super + NiCD + Wild + Ultra = ///1
Super + NiCD + Wild + Alkali = ///1
Super + NiCD + Cyber + Ultra = ///1
Super + NiCD + Cyber + Alkali = ///1
Super + NiCD + Ultra + Alkali = Ralph (15)
Super + Star + Air + Cool = ///1
Super + Star + Air + Silver = Luke (01)
Super + Star + Air + Gold = ///1
Super + Star + Air + Noble = Mariner (05)
Super + Star + Air + Tough = ///1
Super + Star + Air + Wild = ///1
Super + Star + Air + Cyber = ///1
Super + Star + Air + Ultra = ///1
Super + Star + Air + Alkali = ///1
Super + Star + Cool + Silver = ///1
Super + Star + Cool + Gold = ///1
Super + Star + Cool + Noble = ///1
Super + Star + Cool + Tough = ///1
Super + Star + Cool + Wild = ///1
Super + Star + Cool + Cyber = ///1
Super + Star + Cool + Ultra = ///1
Super + Star + Cool + Alkali = Fujipon (15)
Super + Star + Silver + Gold = ///1
Super + Star + Silver + Noble = ///1
Super + Star + Silver + Tough = ///1
Super + Star + Silver + Wild = Yuki (05)
Super + Star + Silver + Cyber = ///1
Super + Star + Silver + Ultra = ///1
Super + Star + Silver + Alkali = ///1
Super + Star + Gold + Noble = ///1
Super + Star + Gold + Tough = ///1
Super + Star + Gold + Wild = ///1
Super + Star + Gold + Cyber = ///1
Super + Star + Gold + Ultra = ///1
Super + Star + Gold + Alkali = ///1
Super + Star + Noble + Tough = ///1
Super + Star + Noble + Wild = ///1
Super + Star + Noble + Cyber = ///1
Super + Star + Noble + Ultra = ///1
Super + Star + Noble + Alkali = ///1
Super + Star + Tough + Wild = ///1
Super + Star + Tough + Cyber = ///1
Super + Star + Tough + Ultra = ///1
Super + Star + Tough + Alkali = ///1
Super + Star + Wild + Cyber = ///1
Super + Star + Wild + Ultra = ///1
Super + Star + Wild + Alkali = ///1
Super + Star + Cyber + Ultra = ///1
Super + Star + Cyber + Alkali = ///1
Super + Star + Ultra + Alkali = KingPon (05)
Super + Air + Cool + Silver = ///1
Super + Air + Cool + Gold = C-Cell (05)
Super + Air + Cool + Noble = ///1
Super + Air + Cool + Tough = ///1
Super + Air + Cool + Wild = ///1
Super + Air + Cool + Cyber = ///1

Super + Air + Cool + Ultra = KingPon (10)
Super + Air + Cool + Alkali = ///1
Super + Air + Silver + Gold = ///1
Super + Air + Silver + Noble = Scooter (05)
Super + Air + Silver + Tough = ///1
Super + Air + Silver + Wild = ///1
Super + Air + Silver + Cyber = ///1
Super + Air + Silver + Ultra = ///1
Super + Air + Silver + Alkali = ///1
Super + Air + Gold + Noble = ///1
Super + Air + Gold + Tough = ///1
Super + Air + Gold + Wild = ///1
Super + Air + Gold + Cyber = ///1
Super + Air + Gold + Ultra = Samurai (01)
Super + Air + Gold + Alkali = Ralph (10)
Super + Air + Noble + Tough = ///1
Super + Air + Noble + Wild = ///1
Super + Air + Noble + Cyber = ///1
Super + Air + Noble + Ultra = ///1
Super + Air + Noble + Alkali = ///1
Super + Air + Tough + Wild = ///1
Super + Air + Tough + Cyber = ///1
Super + Air + Tough + Ultra = ///1
Super + Air + Tough + Alkali = ///1
Super + Air + Wild + Cyber = ///1
Super + Air + Wild + Ultra = ///1
Super + Air + Wild + Alkali = ///1
Super + Air + Cyber + Ultra = ///1
Super + Air + Cyber + Alkali = ///1
Super + Air + Ultra + Alkali = Ralph (20)
Super + Cool + Silver + Gold = ///1
Super + Cool + Silver + Noble = Samurai (05)
Super + Cool + Silver + Tough = Minotor (01)
Super + Cool + Silver + Wild = ///1
Super + Cool + Silver + Cyber = ///1
Super + Cool + Silver + Ultra = Chan (10)
Super + Cool + Silver + Alkali = ///1
Super + Cool + Gold + Noble = ///1
Super + Cool + Gold + Tough = ///1
Super + Cool + Gold + Wild = ///1
Super + Cool + Gold + Cyber = ///1
Super + Cool + Gold + Ultra = ///1
Super + Cool + Gold + Alkali = ///1
Super + Cool + Noble + Tough = ///1
Super + Cool + Noble + Wild = ///1
Super + Cool + Noble + Cyber = ///1
Super + Cool + Noble + Ultra = ///1
Super + Cool + Noble + Alkali = ///1
Super + Cool + Tough + Wild = ///1
Super + Cool + Tough + Cyber = ///1
Super + Cool + Tough + Ultra = ///1
Super + Cool + Tough + Alkali = ///1
Super + Cool + Wild + Cyber = ///1
Super + Cool + Wild + Ultra = ///1
Super + Cool + Wild + Alkali = ///1
Super + Cool + Cyber + Ultra = ///1
Super + Cool + Cyber + Alkali = ///1
Super + Cool + Ultra + Alkali = ///1
Super + Silver + Gold + Noble = ///1
Super + Silver + Gold + Tough = ///1

Super + Silver + Gold + Wild = ///1
Super + Silver + Gold + Cyber = ///1
Super + Silver + Gold + Ultra = ///1
Super + Silver + Gold + Alkali = ///1
Super + Silver + Noble + Tough = ///1
Super + Silver + Noble + Wild = ///1
Super + Silver + Noble + Cyber = ///1
Super + Silver + Noble + Ultra = ///1
Super + Silver + Noble + Alkali = ///1
Super + Silver + Tough + Wild = ///1
Super + Silver + Tough + Cyber = ///1
Super + Silver + Tough + Ultra = Tink (01)
Super + Silver + Tough + Alkali = ///1
Super + Silver + Wild + Cyber = ///1
Super + Silver + Wild + Ultra = Chan (15)
Super + Silver + Wild + Alkali = ///1
Super + Silver + Cyber + Ultra = ///1
Super + Silver + Cyber + Alkali = ///1
Super + Silver + Ultra + Alkali = ///1
Super + Gold + Noble + Tough = ///1
Super + Gold + Noble + Wild = ///1
Super + Gold + Noble + Cyber = ///1
Super + Gold + Noble + Ultra = ///1
Super + Gold + Noble + Alkali = ///1
Super + Gold + Tough + Wild = ///1
Super + Gold + Tough + Cyber = ///1
Super + Gold + Tough + Ultra = ///1
Super + Gold + Tough + Alkali = ///1
Super + Gold + Wild + Cyber = ///1
Super + Gold + Wild + Ultra = ///1
Super + Gold + Wild + Alkali = ///1
Super + Gold + Cyber + Ultra = ///1
Super + Gold + Cyber + Alkali = ///1
Super + Gold + Ultra + Alkali = ///1
Super + Noble + Tough + Wild = ///1
Super + Noble + Tough + Cyber = ///1
Super + Noble + Tough + Ultra = Heropon (01)
Super + Noble + Tough + Alkali = ///1
Super + Noble + Wild + Cyber = ///1
Super + Noble + Wild + Ultra = ///1
Super + Noble + Wild + Alkali = ///1
Super + Noble + Cyber + Ultra = Chan (20)
Super + Noble + Cyber + Alkali = ///1
Super + Noble + Ultra + Alkali = ///1
Super + Tough + Wild + Cyber = ///1
Super + Tough + Wild + Ultra = ///1
Super + Tough + Wild + Alkali = Cambot (20)
Super + Tough + Cyber + Ultra = ///1
Super + Tough + Cyber + Alkali = ///1
Super + Tough + Ultra + Alkali = ///1
Super + Wild + Cyber + Ultra = ///1
Super + Wild + Cyber + Alkali = ///1
Super + Wild + Ultra + Alkali = ///1
Super + Cyber + Ultra + Alkali = Thief (20)
Hyper + Mild + Mangan + NiCD = ///1
Hyper + Mild + Mangan + Star = ///1
Hyper + Mild + Mangan + Air = ///1
Hyper + Mild + Mangan + Cool = ///1
Hyper + Mild + Mangan + Silver = ///1
Hyper + Mild + Mangan + Gold = Mouster (15)

Hyper + Mild + Mangan + Noble = ///1
Hyper + Mild + Mangan + Tough = ///1
Hyper + Mild + Mangan + Wild = ///1
Hyper + Mild + Mangan + Cyber = ///1
Hyper + Mild + Mangan + Ultra = ///1
Hyper + Mild + Mangan + Alkali = ///1
Hyper + Mild + NiCD + Star = ///1
Hyper + Mild + NiCD + Air = ///1
Hyper + Mild + NiCD + Cool = ///1
Hyper + Mild + NiCD + Silver = Pengski (05)
Hyper + Mild + NiCD + Gold = ///1
Hyper + Mild + NiCD + Noble = ///1
Hyper + Mild + NiCD + Tough = ///1
Hyper + Mild + NiCD + Wild = ///1
Hyper + Mild + NiCD + Cyber = ///1
Hyper + Mild + NiCD + Ultra = ///1
Hyper + Mild + NiCD + Alkali = ///1
Hyper + Mild + Star + Air = ///1
Hyper + Mild + Star + Cool = ///1
Hyper + Mild + Star + Silver = ///1
Hyper + Mild + Star + Gold = ///1
Hyper + Mild + Star + Noble = ///1
Hyper + Mild + Star + Tough = Meddy (10)
Hyper + Mild + Star + Wild = ///1
Hyper + Mild + Star + Cyber = ///1
Hyper + Mild + Star + Ultra = ///1
Hyper + Mild + Star + Alkali = DriverX (05)
Hyper + Mild + Air + Cool = ///1
Hyper + Mild + Air + Silver = ///1
Hyper + Mild + Air + Gold = ///1
Hyper + Mild + Air + Noble = Chimp (20)
Hyper + Mild + Air + Tough = ///1
Hyper + Mild + Air + Wild = ///1
Hyper + Mild + Air + Cyber = ///1
Hyper + Mild + Air + Ultra = ///1
Hyper + Mild + Air + Alkali = ///1
Hyper + Mild + Cool + Silver = ///1
Hyper + Mild + Cool + Gold = ///1
Hyper + Mild + Cool + Noble = Razor (15)
Hyper + Mild + Cool + Tough = ///1
Hyper + Mild + Cool + Wild = Minotor (20)
Hyper + Mild + Cool + Cyber = ///1
Hyper + Mild + Cool + Ultra = ///1
Hyper + Mild + Cool + Alkali = ///1
Hyper + Mild + Silver + Gold = ///1
Hyper + Mild + Silver + Noble = ///1
Hyper + Mild + Silver + Tough = ///1
Hyper + Mild + Silver + Wild = Mouster (10)
Hyper + Mild + Silver + Cyber = ///1
Hyper + Mild + Silver + Ultra = ///1
Hyper + Mild + Silver + Alkali = ///1
Hyper + Mild + Gold + Noble = ///1
Hyper + Mild + Gold + Tough = ///1
Hyper + Mild + Gold + Wild = ///1
Hyper + Mild + Gold + Cyber = ///1
Hyper + Mild + Gold + Ultra = Samurai (20)
Hyper + Mild + Gold + Alkali = ///1
Hyper + Mild + Noble + Tough = ///1
Hyper + Mild + Noble + Wild = ///1
Hyper + Mild + Noble + Cyber = Tink (20)

Hyper + Mild + Noble + Ultra = Reaper (05)
Hyper + Mild + Noble + Alkali = ///1
Hyper + Mild + Tough + Wild = ///1
Hyper + Mild + Tough + Cyber = ///1
Hyper + Mild + Tough + Ultra = ///1
Hyper + Mild + Tough + Alkali = ///1
Hyper + Mild + Wild + Cyber = ///1
Hyper + Mild + Wild + Ultra = ///1
Hyper + Mild + Wild + Alkali = ///1
Hyper + Mild + Cyber + Ultra = ///1
Hyper + Mild + Cyber + Alkali = ///1
Hyper + Mild + Ultra + Alkali = ///1
Hyper + Mangan + NiCD + Star = ///1
Hyper + Mangan + NiCD + Air = TuTank (01)
Hyper + Mangan + NiCD + Cool = ///1
Hyper + Mangan + NiCD + Silver = ///1
Hyper + Mangan + NiCD + Gold = ///1
Hyper + Mangan + NiCD + Noble = ///1
Hyper + Mangan + NiCD + Tough = ///1
Hyper + Mangan + NiCD + Wild = Super-1 (05)
Hyper + Mangan + NiCD + Cyber = ///1
Hyper + Mangan + NiCD + Ultra = ///1
Hyper + Mangan + NiCD + Alkali = ///1
Hyper + Mangan + Star + Air = ///1
Hyper + Mangan + Star + Cool = ///1
Hyper + Mangan + Star + Silver = ///1
Hyper + Mangan + Star + Gold = ///1
Hyper + Mangan + Star + Noble = ///1
Hyper + Mangan + Star + Tough = ///1
Hyper + Mangan + Star + Wild = Mothfly (15)
Hyper + Mangan + Star + Cyber = ///1
Hyper + Mangan + Star + Ultra = ///1
Hyper + Mangan + Star + Alkali = ///1
Hyper + Mangan + Air + Cool = ///1
Hyper + Mangan + Air + Silver = Super-1 (15)
Hyper + Mangan + Air + Gold = ///1
Hyper + Mangan + Air + Noble = ///1
Hyper + Mangan + Air + Tough = ///1
Hyper + Mangan + Air + Wild = ///1
Hyper + Mangan + Air + Cyber = ///1
Hyper + Mangan + Air + Ultra = ///1
Hyper + Mangan + Air + Alkali = ///1
Hyper + Mangan + Cool + Silver = ///1
Hyper + Mangan + Cool + Gold = ///1
Hyper + Mangan + Cool + Noble = ///1
Hyper + Mangan + Cool + Tough = ///1
Hyper + Mangan + Cool + Wild = ///1
Hyper + Mangan + Cool + Cyber = ///1
Hyper + Mangan + Cool + Ultra = ///1
Hyper + Mangan + Cool + Alkali = ///1
Hyper + Mangan + Silver + Gold = ///1
Hyper + Mangan + Silver + Noble = ///1
Hyper + Mangan + Silver + Tough = ///1
Hyper + Mangan + Silver + Wild = ///1
Hyper + Mangan + Silver + Cyber = ///1
Hyper + Mangan + Silver + Ultra = ///1
Hyper + Mangan + Silver + Alkali = ///1
Hyper + Mangan + Gold + Noble = Super-1 (10)
Hyper + Mangan + Gold + Tough = ///1
Hyper + Mangan + Gold + Wild = ///1

Hyper + Mangan + Gold + Cyber = ///1
Hyper + Mangan + Gold + Ultra = ///1
Hyper + Mangan + Gold + Alkali = Kinchop (10)
Hyper + Mangan + Noble + Tough = ///1
Hyper + Mangan + Noble + Wild = ///1
Hyper + Mangan + Noble + Cyber = ///1
Hyper + Mangan + Noble + Ultra = ///1
Hyper + Mangan + Noble + Alkali = Rider1 (01)
Hyper + Mangan + Tough + Wild = ///1
Hyper + Mangan + Tough + Cyber = Boiler (01)
Hyper + Mangan + Tough + Ultra = ///1
Hyper + Mangan + Tough + Alkali = ///1
Hyper + Mangan + Wild + Cyber = ///1
Hyper + Mangan + Wild + Ultra = Ping (01)
Hyper + Mangan + Wild + Alkali = ///1
Hyper + Mangan + Cyber + Ultra = ///1
Hyper + Mangan + Cyber + Alkali = ///1
Hyper + Mangan + Ultra + Alkali = ///1
Hyper + NiCD + Star + Air = ///1
Hyper + NiCD + Star + Cool = ///1
Hyper + NiCD + Star + Silver = ///1
Hyper + NiCD + Star + Gold = ///1
Hyper + NiCD + Star + Noble = ///1
Hyper + NiCD + Star + Tough = ///1
Hyper + NiCD + Star + Wild = ///1
Hyper + NiCD + Star + Cyber = ///1
Hyper + NiCD + Star + Ultra = ///1
Hyper + NiCD + Star + Alkali = ///1
Hyper + NiCD + Air + Cool = ///1
Hyper + NiCD + Air + Silver = ///1
Hyper + NiCD + Air + Gold = ///1
Hyper + NiCD + Air + Noble = ///1
Hyper + NiCD + Air + Tough = ///1
Hyper + NiCD + Air + Wild = ///1
Hyper + NiCD + Air + Cyber = Razor (10)
Hyper + NiCD + Air + Ultra = ///1
Hyper + NiCD + Air + Alkali = ///1
Hyper + NiCD + Cool + Silver = ///1
Hyper + NiCD + Cool + Gold = ///1
Hyper + NiCD + Cool + Noble = ///1
Hyper + NiCD + Cool + Tough = ///1
Hyper + NiCD + Cool + Wild = ///1
Hyper + NiCD + Cool + Cyber = ///1
Hyper + NiCD + Cool + Ultra = ///1
Hyper + NiCD + Cool + Alkali = ///1
Hyper + NiCD + Silver + Gold = ///1
Hyper + NiCD + Silver + Noble = ///1
Hyper + NiCD + Silver + Tough = ///1
Hyper + NiCD + Silver + Wild = ///1
Hyper + NiCD + Silver + Cyber = ///1
Hyper + NiCD + Silver + Ultra = ///1
Hyper + NiCD + Silver + Alkali = ///1
Hyper + NiCD + Gold + Noble = ///1
Hyper + NiCD + Gold + Tough = ///1
Hyper + NiCD + Gold + Wild = Whirlee (15)
Hyper + NiCD + Gold + Cyber = ///1
Hyper + NiCD + Gold + Ultra = ///1
Hyper + NiCD + Gold + Alkali = ///1
Hyper + NiCD + Noble + Tough = ///1
Hyper + NiCD + Noble + Wild = ///1

Hyper + NiCD + Noble + Cyber = ///1
Hyper + NiCD + Noble + Ultra = ///1
Hyper + NiCD + Noble + Alkali = Samurai (15)
Hyper + NiCD + Tough + Wild = ///1
Hyper + NiCD + Tough + Cyber = ///1
Hyper + NiCD + Tough + Ultra = ///1
Hyper + NiCD + Tough + Alkali = ///1
Hyper + NiCD + Wild + Cyber = Fighter (01)
Hyper + NiCD + Wild + Ultra = ///1
Hyper + NiCD + Wild + Alkali = Whirlee (10)
Hyper + NiCD + Cyber + Ultra = ///1
Hyper + NiCD + Cyber + Alkali = ///1
Hyper + NiCD + Ultra + Alkali = ///1
Hyper + Star + Air + Cool = ///1
Hyper + Star + Air + Silver = ///1
Hyper + Star + Air + Gold = WaspBat (01)
Hyper + Star + Air + Noble = BigPir8 (05)
Hyper + Star + Air + Tough = Kinchop (20)
Hyper + Star + Air + Wild = ///1
Hyper + Star + Air + Cyber = ///1
Hyper + Star + Air + Ultra = ///1
Hyper + Star + Air + Alkali = ///1
Hyper + Star + Cool + Silver = DeathK (01)
Hyper + Star + Cool + Gold = ///1
Hyper + Star + Cool + Noble = ///1
Hyper + Star + Cool + Tough = ///1
Hyper + Star + Cool + Wild = ///1
Hyper + Star + Cool + Cyber = ///1
Hyper + Star + Cool + Ultra = ///1
Hyper + Star + Cool + Alkali = ///1
Hyper + Star + Silver + Gold = Reaper (10)
Hyper + Star + Silver + Noble = ///1
Hyper + Star + Silver + Tough = ///1
Hyper + Star + Silver + Wild = ///1
Hyper + Star + Silver + Cyber = ///1
Hyper + Star + Silver + Ultra = ///1
Hyper + Star + Silver + Alkali = ///1
Hyper + Star + Gold + Noble = ///1
Hyper + Star + Gold + Tough = ///1
Hyper + Star + Gold + Wild = ///1
Hyper + Star + Gold + Cyber = ///1
Hyper + Star + Gold + Ultra = ///1
Hyper + Star + Gold + Alkali = ///1
Hyper + Star + Noble + Tough = Owlet (01)
Hyper + Star + Noble + Wild = ///1
Hyper + Star + Noble + Cyber = ///1
Hyper + Star + Noble + Ultra = ///1
Hyper + Star + Noble + Alkali = ///1
Hyper + Star + Tough + Wild = ///1
Hyper + Star + Tough + Cyber = ///1
Hyper + Star + Tough + Ultra = ///1
Hyper + Star + Tough + Alkali = Dinobot (01)
Hyper + Star + Wild + Cyber = Ruby (20)
Hyper + Star + Wild + Ultra = ///1
Hyper + Star + Wild + Alkali = ///1
Hyper + Star + Cyber + Ultra = ///1
Hyper + Star + Cyber + Alkali = ///1
Hyper + Star + Ultra + Alkali = ///1
Hyper + Air + Cool + Silver = ///1
Hyper + Air + Cool + Gold = ///1

Hyper + Air + Cool + Noble = ///1
Hyper + Air + Cool + Tough = ///1
Hyper + Air + Cool + Wild = ///1
Hyper + Air + Cool + Cyber = ///1
Hyper + Air + Cool + Ultra = ///1
Hyper + Air + Cool + Alkali = ///1
Hyper + Air + Silver + Gold = ///1
Hyper + Air + Silver + Noble = ///1
Hyper + Air + Silver + Tough = ///1
Hyper + Air + Silver + Wild = ///1
Hyper + Air + Silver + Cyber = ///1
Hyper + Air + Silver + Ultra = ///1
Hyper + Air + Silver + Alkali = ///1
Hyper + Air + Gold + Noble = Pirate (05)
Hyper + Air + Gold + Tough = ///1
Hyper + Air + Gold + Wild = ///1
Hyper + Air + Gold + Cyber = ///1
Hyper + Air + Gold + Ultra = ///1
Hyper + Air + Gold + Alkali = ///1
Hyper + Air + Noble + Tough = ///1
Hyper + Air + Noble + Wild = ///1
Hyper + Air + Noble + Cyber = ///1
Hyper + Air + Noble + Ultra = ///1
Hyper + Air + Noble + Alkali = ///1
Hyper + Air + Tough + Wild = ///1
Hyper + Air + Tough + Cyber = Mouster (05)
Hyper + Air + Tough + Ultra = ///1
Hyper + Air + Tough + Alkali = Filimen (10)
Hyper + Air + Wild + Cyber = ///1
Hyper + Air + Wild + Ultra = ///1
Hyper + Air + Wild + Alkali = ///1
Hyper + Air + Cyber + Ultra = Fider1 (05)
Hyper + Air + Cyber + Alkali = ///1
Hyper + Air + Ultra + Alkali = ///1
Hyper + Cool + Silver + Gold = ///1
Hyper + Cool + Silver + Noble = ///1
Hyper + Cool + Silver + Tough = ///1
Hyper + Cool + Silver + Wild = ///1
Hyper + Cool + Silver + Cyber = ///1
Hyper + Cool + Silver + Ultra = ///1
Hyper + Cool + Silver + Alkali = ///1
Hyper + Cool + Gold + Noble = ///1
Hyper + Cool + Gold + Tough = ///1
Hyper + Cool + Gold + Wild = ///1
Hyper + Cool + Gold + Cyber = Kinchop (15)
Hyper + Cool + Gold + Ultra = ///1
Hyper + Cool + Gold + Alkali = ///1
Hyper + Cool + Noble + Tough = ///1
Hyper + Cool + Noble + Wild = ///1
Hyper + Cool + Noble + Cyber = ///1
Hyper + Cool + Noble + Ultra = ///1
Hyper + Cool + Noble + Alkali = ///1
Hyper + Cool + Tough + Wild = ///1
Hyper + Cool + Tough + Cyber = ///1
Hyper + Cool + Tough + Ultra = ///1
Hyper + Cool + Tough + Alkali = Jordan (15)
Hyper + Cool + Wild + Cyber = ///1
Hyper + Cool + Wild + Ultra = ///1
Hyper + Cool + Wild + Alkali = ///1
Hyper + Cool + Cyber + Ultra = ///1

Hyper + Cool + Cyber + Alkali = M-Train (05)
Hyper + Cool + Ultra + Alkali = ///1
Hyper + Silver + Gold + Noble = ///1
Hyper + Silver + Gold + Tough = ///1
Hyper + Silver + Gold + Wild = Dinobot (15)
Hyper + Silver + Gold + Cyber = ///1
Hyper + Silver + Gold + Ultra = ///1
Hyper + Silver + Gold + Alkali = ///1
Hyper + Silver + Noble + Tough = ///1
Hyper + Silver + Noble + Wild = ///1
Hyper + Silver + Noble + Cyber = ///1
Hyper + Silver + Noble + Ultra = DriverX (10)
Hyper + Silver + Noble + Alkali = ///1
Hyper + Silver + Tough + Wild = ///1
Hyper + Silver + Tough + Cyber = ///1
Hyper + Silver + Tough + Ultra = ///1
Hyper + Silver + Tough + Alkali = ///1
Hyper + Silver + Wild + Cyber = ///1
Hyper + Silver + Wild + Ultra = ///1
Hyper + Silver + Wild + Alkali = ///1
Hyper + Silver + Cyber + Ultra = Dinobot (05)
Hyper + Silver + Cyber + Alkali = ///1
Hyper + Silver + Ultra + Alkali = ///1
Hyper + Gold + Noble + Tough = ///1
Hyper + Gold + Noble + Wild = ///1
Hyper + Gold + Noble + Cyber = ///1
Hyper + Gold + Noble + Ultra = ///1
Hyper + Gold + Noble + Alkali = ///1
Hyper + Gold + Tough + Wild = ///1
Hyper + Gold + Tough + Cyber = M-Train (10)
Hyper + Gold + Tough + Ultra = ///1
Hyper + Gold + Tough + Alkali = ///1
Hyper + Gold + Wild + Cyber = ///1
Hyper + Gold + Wild + Ultra = ///1
Hyper + Gold + Wild + Alkali = ///1
Hyper + Gold + Cyber + Ultra = ///1
Hyper + Gold + Cyber + Alkali = ///1
Hyper + Gold + Ultra + Alkali = ///1
Hyper + Noble + Tough + Wild = Scooter (10)
Hyper + Noble + Tough + Cyber = ///1
Hyper + Noble + Tough + Ultra = ///1
Hyper + Noble + Tough + Alkali = ///1
Hyper + Noble + Wild + Cyber = ///1
Hyper + Noble + Wild + Ultra = ///1
Hyper + Noble + Wild + Alkali = ///1
Hyper + Noble + Cyber + Ultra = ///1
Hyper + Noble + Cyber + Alkali = ///1
Hyper + Noble + Ultra + Alkali = ///1
Hyper + Tough + Wild + Cyber = Super-1 (01)
Hyper + Tough + Wild + Ultra = ///1
Hyper + Tough + Wild + Alkali = ///1
Hyper + Tough + Cyber + Ultra = ///1
Hyper + Tough + Cyber + Alkali = ///1
Hyper + Tough + Ultra + Alkali = ///1
Hyper + Wild + Cyber + Ultra = ///1
Hyper + Wild + Cyber + Alkali = Minotor (10)
Hyper + Wild + Ultra + Alkali = ///1
Hyper + Cyber + Ultra + Alkali = ///1
Mild + Mangan + NiCD + Star = ///1
Mild + Mangan + NiCD + Air = ///1

Mild + Mangan + NiCD + Cool = ///1
Mild + Mangan + NiCD + Silver = ///1
Mild + Mangan + NiCD + Gold = ///1
Mild + Mangan + NiCD + Noble = Fagin (01)
Mild + Mangan + NiCD + Tough = ///1
Mild + Mangan + NiCD + Wild = ///1
Mild + Mangan + NiCD + Cyber = ///1
Mild + Mangan + NiCD + Ultra = ///1
Mild + Mangan + NiCD + Alkali = ///1
Mild + Mangan + Star + Air = ///1
Mild + Mangan + Star + Cool = Under (05)
Mild + Mangan + Star + Silver = ///1
Mild + Mangan + Star + Gold = ///1
Mild + Mangan + Star + Noble = ///1
Mild + Mangan + Star + Tough = ///1
Mild + Mangan + Star + Wild = ///1
Mild + Mangan + Star + Cyber = ///1
Mild + Mangan + Star + Ultra = ///1
Mild + Mangan + Star + Alkali = ///1
Mild + Mangan + Air + Cool = ///1
Mild + Mangan + Air + Silver = ///1
Mild + Mangan + Air + Gold = ///1
Mild + Mangan + Air + Noble = Inferno (01)
Mild + Mangan + Air + Tough = ///1
Mild + Mangan + Air + Wild = ///1
Mild + Mangan + Air + Cyber = ///1
Mild + Mangan + Air + Ultra = Under (01)
Mild + Mangan + Air + Alkali = ///1
Mild + Mangan + Cool + Silver = ///1
Mild + Mangan + Cool + Gold = ///1
Mild + Mangan + Cool + Noble = ///1
Mild + Mangan + Cool + Tough = ///1
Mild + Mangan + Cool + Wild = ///1
Mild + Mangan + Cool + Cyber = ///1
Mild + Mangan + Cool + Ultra = SpAir-0 (20)
Mild + Mangan + Cool + Alkali = DriverX (20)
Mild + Mangan + Silver + Gold = Deemo (01)
Mild + Mangan + Silver + Noble = ///1
Mild + Mangan + Silver + Tough = ///1
Mild + Mangan + Silver + Wild = ///1
Mild + Mangan + Silver + Cyber = ///1
Mild + Mangan + Silver + Ultra = ///1
Mild + Mangan + Silver + Alkali = ///1
Mild + Mangan + Gold + Noble = ///1
Mild + Mangan + Gold + Tough = ///1
Mild + Mangan + Gold + Wild = ///1
Mild + Mangan + Gold + Cyber = ///1
Mild + Mangan + Gold + Ultra = ///1
Mild + Mangan + Gold + Alkali = ///1
Mild + Mangan + Noble + Tough = ///1
Mild + Mangan + Noble + Wild = ///1
Mild + Mangan + Noble + Cyber = ///1
Mild + Mangan + Noble + Ultra = ///1
Mild + Mangan + Noble + Alkali = ///1
Mild + Mangan + Tough + Wild = ///1
Mild + Mangan + Tough + Cyber = ///1
Mild + Mangan + Tough + Ultra = ///1
Mild + Mangan + Tough + Alkali = ///1
Mild + Mangan + Wild + Cyber = ///1
Mild + Mangan + Wild + Ultra = ///1

Mild + Mangan + Wild + Alkali = ///1
Mild + Mangan + Cyber + Ultra = ///1
Mild + Mangan + Cyber + Alkali = ///1
Mild + Mangan + Ultra + Alkali = Train (01)
Mild + NiCD + Star + Air = Owlet (10)
Mild + NiCD + Star + Cool = ///1
Mild + NiCD + Star + Silver = ///1
Mild + NiCD + Star + Gold = ///1
Mild + NiCD + Star + Noble = SSTBot (01)
Mild + NiCD + Star + Tough = ///1
Mild + NiCD + Star + Wild = ///1
Mild + NiCD + Star + Cyber = ///1
Mild + NiCD + Star + Ultra = SpAir-O (15)
Mild + NiCD + Star + Alkali = ///1
Mild + NiCD + Air + Cool = ///1
Mild + NiCD + Air + Silver = ///1
Mild + NiCD + Air + Gold = ///1
Mild + NiCD + Air + Noble = RboPron (01)
Mild + NiCD + Air + Tough = Chef-Fe (01)
Mild + NiCD + Air + Wild = ///1
Mild + NiCD + Air + Cyber = ///1
Mild + NiCD + Air + Ultra = ///1
Mild + NiCD + Air + Alkali = ///1
Mild + NiCD + Cool + Silver = ///1
Mild + NiCD + Cool + Gold = ///1
Mild + NiCD + Cool + Noble = ///1
Mild + NiCD + Cool + Tough = ///1
Mild + NiCD + Cool + Wild = ///1
Mild + NiCD + Cool + Cyber = ///1
Mild + NiCD + Cool + Ultra = ///1
Mild + NiCD + Cool + Alkali = ///1
Mild + NiCD + Silver + Gold = ///1
Mild + NiCD + Silver + Noble = ///1
Mild + NiCD + Silver + Tough = Chef-Fe (05)
Mild + NiCD + Silver + Wild = ///1
Mild + NiCD + Silver + Cyber = Ping (20)
Mild + NiCD + Silver + Ultra = ///1
Mild + NiCD + Silver + Alkali = ///1
Mild + NiCD + Gold + Noble = ///1
Mild + NiCD + Gold + Tough = ///1
Mild + NiCD + Gold + Wild = ///1
Mild + NiCD + Gold + Cyber = ///1
Mild + NiCD + Gold + Ultra = ///1
Mild + NiCD + Gold + Alkali = ///1
Mild + NiCD + Noble + Tough = ///1
Mild + NiCD + Noble + Wild = ///1
Mild + NiCD + Noble + Cyber = Granit (01)
Mild + NiCD + Noble + Ultra = ///1
Mild + NiCD + Noble + Alkali = ///1
Mild + NiCD + Tough + Wild = ///1
Mild + NiCD + Tough + Cyber = ///1
Mild + NiCD + Tough + Ultra = ///1
Mild + NiCD + Tough + Alkali = ///1
Mild + NiCD + Wild + Cyber = ///1
Mild + NiCD + Wild + Ultra = ///1
Mild + NiCD + Wild + Alkali = Yuki (20)
Mild + NiCD + Cyber + Ultra = I-80 (01)
Mild + NiCD + Cyber + Alkali = Filimen (15)
Mild + NiCD + Ultra + Alkali = ///1
Mild + Star + Air + Cool = Shelby (10)

Mild + Star + Air + Silver = ///1
Mild + Star + Air + Gold = ///1
Mild + Star + Air + Noble = Poochy (05)
Mild + Star + Air + Tough = ///1
Mild + Star + Air + Wild = ///1
Mild + Star + Air + Cyber = ///1
Mild + Star + Air + Ultra = PegSS (01)
Mild + Star + Air + Alkali = ///1
Mild + Star + Cool + Silver = ///1
Mild + Star + Cool + Gold = ///1
Mild + Star + Cool + Noble = Trigon (01)
Mild + Star + Cool + Tough = BigPir8 (20)
Mild + Star + Cool + Wild = Tomuhok (20)
Mild + Star + Cool + Cyber = ///1
Mild + Star + Cool + Ultra = ///1
Mild + Star + Cool + Alkali = ///1
Mild + Star + Silver + Gold = ///1
Mild + Star + Silver + Noble = ///1
Mild + Star + Silver + Tough = ///1
Mild + Star + Silver + Wild = ///1
Mild + Star + Silver + Cyber = ///1
Mild + Star + Silver + Ultra = ///1
Mild + Star + Silver + Alkali = ///1
Mild + Star + Gold + Noble = ///1
Mild + Star + Gold + Tough = ///1
Mild + Star + Gold + Wild = ///1
Mild + Star + Gold + Cyber = ///1
Mild + Star + Gold + Ultra = ///1
Mild + Star + Gold + Alkali = ///1
Mild + Star + Noble + Tough = ///1
Mild + Star + Noble + Wild = ///1
Mild + Star + Noble + Cyber = ///1
Mild + Star + Noble + Ultra = ///1
Mild + Star + Noble + Alkali = DeathK (05)
Mild + Star + Tough + Wild = ///1
Mild + Star + Tough + Cyber = ///1
Mild + Star + Tough + Ultra = ///1
Mild + Star + Tough + Alkali = ///1
Mild + Star + Wild + Cyber = ///1
Mild + Star + Wild + Ultra = ///1
Mild + Star + Wild + Alkali = Mock V (05)
Mild + Star + Cyber + Ultra = ///1
Mild + Star + Cyber + Alkali = ///1
Mild + Star + Ultra + Alkali = ///1
Mild + Air + Cool + Silver = Owlet (05)
Mild + Air + Cool + Gold = ///1
Mild + Air + Cool + Noble = ///1
Mild + Air + Cool + Tough = ///1
Mild + Air + Cool + Wild = ///1
Mild + Air + Cool + Cyber = ///1
Mild + Air + Cool + Ultra = ///1
Mild + Air + Cool + Alkali = ///1
Mild + Air + Silver + Gold = ///1
Mild + Air + Silver + Noble = ///1
Mild + Air + Silver + Tough = ///1
Mild + Air + Silver + Wild = ///1
Mild + Air + Silver + Cyber = ///1
Mild + Air + Silver + Ultra = ///1
Mild + Air + Silver + Alkali = Pegs (05)
Mild + Air + Gold + Noble = ///1

Mild + Air + Gold + Tough = ///1
Mild + Air + Gold + Wild = I-80 (10)
Mild + Air + Gold + Cyber = ///1
Mild + Air + Gold + Ultra = ///1
Mild + Air + Gold + Alkali = ///1
Mild + Air + Noble + Tough = ///1
Mild + Air + Noble + Wild = ///1
Mild + Air + Noble + Cyber = ///1
Mild + Air + Noble + Ultra = ///1
Mild + Air + Noble + Alkali = ///1
Mild + Air + Tough + Wild = ///1
Mild + Air + Tough + Cyber = ///1
Mild + Air + Tough + Ultra = ///1
Mild + Air + Tough + Alkali = ///1
Mild + Air + Wild + Cyber = ///1
Mild + Air + Wild + Ultra = ///1
Mild + Air + Wild + Alkali = ///1
Mild + Air + Cyber + Ultra = ///1
Mild + Air + Cyber + Alkali = ///1
Mild + Air + Ultra + Alkali = ///1
Mild + Cool + Silver + Gold = ///1
Mild + Cool + Silver + Noble = ///1
Mild + Cool + Silver + Tough = ///1
Mild + Cool + Silver + Wild = Boba (01)
Mild + Cool + Silver + Cyber = ///1
Mild + Cool + Silver + Ultra = ///1
Mild + Cool + Silver + Alkali = ///1
Mild + Cool + Gold + Noble = ///1
Mild + Cool + Gold + Tough = ///1
Mild + Cool + Gold + Wild = ///1
Mild + Cool + Gold + Cyber = ///1
Mild + Cool + Gold + Ultra = ///1
Mild + Cool + Gold + Alkali = ///1
Mild + Cool + Noble + Tough = Pirate (20)
Mild + Cool + Noble + Wild = ///1
Mild + Cool + Noble + Cyber = Whirlee (20)
Mild + Cool + Noble + Ultra = ///1
Mild + Cool + Noble + Alkali = ///1
Mild + Cool + Tough + Wild = ///1
Mild + Cool + Tough + Cyber = ///1
Mild + Cool + Tough + Ultra = ///1
Mild + Cool + Tough + Alkali = ///1
Mild + Cool + Wild + Cyber = ///1
Mild + Cool + Wild + Ultra = ///1
Mild + Cool + Wild + Alkali = ///1
Mild + Cool + Cyber + Ultra = ///1
Mild + Cool + Cyber + Alkali = ///1
Mild + Cool + Ultra + Alkali = ///1
Mild + Silver + Gold + Noble = ///1
Mild + Silver + Gold + Tough = ///1
Mild + Silver + Gold + Wild = ///1
Mild + Silver + Gold + Cyber = ///1
Mild + Silver + Gold + Ultra = ///1
Mild + Silver + Gold + Alkali = ///1
Mild + Silver + Noble + Tough = ///1
Mild + Silver + Noble + Wild = ///1
Mild + Silver + Noble + Cyber = ///1
Mild + Silver + Noble + Ultra = ///1
Mild + Silver + Noble + Alkali = ///1
Mild + Silver + Tough + Wild = ///1

Mild + Silver + Tough + Cyber = ///1
Mild + Silver + Tough + Ultra = ///1
Mild + Silver + Tough + Alkali = ///1
Mild + Silver + Wild + Cyber = ///1
Mild + Silver + Wild + Ultra = ///1
Mild + Silver + Wild + Alkali = ///1
Mild + Silver + Cyber + Ultra = ///1
Mild + Silver + Cyber + Alkali = ///1
Mild + Silver + Ultra + Alkali = ///1
Mild + Gold + Noble + Tough = Meddy (15)
Mild + Gold + Noble + Wild = ///1
Mild + Gold + Noble + Cyber = ///1
Mild + Gold + Noble + Ultra = ///1
Mild + Gold + Noble + Alkali = ///1
Mild + Gold + Tough + Wild = ///1
Mild + Gold + Tough + Cyber = DeathK (15)
Mild + Gold + Tough + Ultra = ///1
Mild + Gold + Tough + Alkali = ///1
Mild + Gold + Wild + Cyber = ///1
Mild + Gold + Wild + Ultra = ///1
Mild + Gold + Wild + Alkali = ///1
Mild + Gold + Cyber + Ultra = ///1
Mild + Gold + Cyber + Alkali = ///1
Mild + Gold + Ultra + Alkali = ///1
Mild + Noble + Tough + Wild = ///1
Mild + Noble + Tough + Cyber = ///1
Mild + Noble + Tough + Ultra = ///1
Mild + Noble + Tough + Alkali = ///1
Mild + Noble + Wild + Cyber = ///1
Mild + Noble + Wild + Ultra = ///1
Mild + Noble + Wild + Alkali = ///1
Mild + Noble + Cyber + Ultra = ///1
Mild + Noble + Cyber + Alkali = ///1
Mild + Noble + Ultra + Alkali = ///1
Mild + Tough + Wild + Cyber = ///1
Mild + Tough + Wild + Ultra = ///1
Mild + Tough + Wild + Alkali = ///1
Mild + Tough + Cyber + Ultra = ///1
Mild + Tough + Cyber + Alkali = ///1
Mild + Tough + Ultra + Alkali = ///1
Mild + Wild + Cyber + Ultra = ///1
Mild + Wild + Cyber + Alkali = ///1
Mild + Wild + Ultra + Alkali = ///1
Mild + Cyber + Ultra + Alkali = ArcDemo (01)
Mangan + NiCD + Star + Air = ///1
Mangan + NiCD + Star + Cool = Cannon (05)
Mangan + NiCD + Star + Silver = ///1
Mangan + NiCD + Star + Gold = ///1
Mangan + NiCD + Star + Noble = ///1
Mangan + NiCD + Star + Tough = SunZero (01)
Mangan + NiCD + Star + Wild = ///1
Mangan + NiCD + Star + Cyber = ///1
Mangan + NiCD + Star + Ultra = ///1
Mangan + NiCD + Star + Alkali = ///1
Mangan + NiCD + Air + Cool = Cannon (10)
Mangan + NiCD + Air + Silver = ///1
Mangan + NiCD + Air + Gold = ///1
Mangan + NiCD + Air + Noble = ///1
Mangan + NiCD + Air + Tough = ///1
Mangan + NiCD + Air + Wild = ///1

Mangan + NiCD + Air + Cyber = ///1
Mangan + NiCD + Air + Ultra = ///1
Mangan + NiCD + Air + Alkali = ///1
Mangan + NiCD + Cool + Silver = ///1
Mangan + NiCD + Cool + Gold = ///1
Mangan + NiCD + Cool + Noble = ///1
Mangan + NiCD + Cool + Tough = ///1
Mangan + NiCD + Cool + Wild = ///1
Mangan + NiCD + Cool + Cyber = ///1
Mangan + NiCD + Cool + Ultra = ///1
Mangan + NiCD + Cool + Alkali = ///1
Mangan + NiCD + Silver + Gold = Hexbot (10)
Mangan + NiCD + Silver + Noble = ///1
Mangan + NiCD + Silver + Tough = ///1
Mangan + NiCD + Silver + Wild = Emerald (05)
Mangan + NiCD + Silver + Cyber = Dragon (10)
Mangan + NiCD + Silver + Ultra = ///1
Mangan + NiCD + Silver + Alkali = ///1
Mangan + NiCD + Gold + Noble = ///1
Mangan + NiCD + Gold + Tough = ///1
Mangan + NiCD + Gold + Wild = ///1
Mangan + NiCD + Gold + Cyber = ///1
Mangan + NiCD + Gold + Ultra = Adder (01)
Mangan + NiCD + Gold + Alkali = ///1
Mangan + NiCD + Noble + Tough = ///1
Mangan + NiCD + Noble + Wild = Boarder (05)
Mangan + NiCD + Noble + Cyber = ///1
Mangan + NiCD + Noble + Ultra = ///1
Mangan + NiCD + Noble + Alkali = ///1
Mangan + NiCD + Tough + Wild = ///1
Mangan + NiCD + Tough + Cyber = ///1
Mangan + NiCD + Tough + Ultra = Crysty (05)
Mangan + NiCD + Tough + Alkali = ///1
Mangan + NiCD + Wild + Cyber = ///1
Mangan + NiCD + Wild + Ultra = ///1
Mangan + NiCD + Wild + Alkali = Lil'Goo (10)
Mangan + NiCD + Cyber + Ultra = ///1
Mangan + NiCD + Cyber + Alkali = ///1
Mangan + NiCD + Ultra + Alkali = ///1
Mangan + Star + Air + Cool = ///1
Mangan + Star + Air + Silver = Lobstar (01)
Mangan + Star + Air + Gold = Emerald (10)
Mangan + Star + Air + Noble = ///1
Mangan + Star + Air + Tough = ///1
Mangan + Star + Air + Wild = ///1
Mangan + Star + Air + Cyber = ///1
Mangan + Star + Air + Ultra = ///1
Mangan + Star + Air + Alkali = ///1
Mangan + Star + Cool + Silver = Boarder (10)
Mangan + Star + Cool + Gold = ///1
Mangan + Star + Cool + Noble = ///1
Mangan + Star + Cool + Tough = Woolly (10)
Mangan + Star + Cool + Wild = Lil'Goo (20)
Mangan + Star + Cool + Cyber = ///1
Mangan + Star + Cool + Ultra = Woolly (01)
Mangan + Star + Cool + Alkali = ///1
Mangan + Star + Silver + Gold = ///1
Mangan + Star + Silver + Noble = ///1
Mangan + Star + Silver + Tough = ///1
Mangan + Star + Silver + Wild = ///1

Mangan + Star + Silver + Cyber = Hexbot (01)
Mangan + Star + Silver + Ultra = ///1
Mangan + Star + Silver + Alkali = Gunball (05)
Mangan + Star + Gold + Noble = Gunball (15)
Mangan + Star + Gold + Tough = ///1
Mangan + Star + Gold + Wild = SSTBot (20)
Mangan + Star + Gold + Cyber = ///1
Mangan + Star + Gold + Ultra = ///1
Mangan + Star + Gold + Alkali = ///1
Mangan + Star + Noble + Tough = ///1
Mangan + Star + Noble + Wild = Tokbot (01)
Mangan + Star + Noble + Cyber = ///1
Mangan + Star + Noble + Ultra = ///1
Mangan + Star + Noble + Alkali = ///1
Mangan + Star + Tough + Wild = ///1
Mangan + Star + Tough + Cyber = ///1
Mangan + Star + Tough + Ultra = ///1
Mangan + Star + Tough + Alkali = ///1
Mangan + Star + Wild + Cyber = Hexbot (05)
Mangan + Star + Wild + Ultra = ///1
Mangan + Star + Wild + Alkali = ///1
Mangan + Star + Cyber + Ultra = Woolly (05)
Mangan + Star + Cyber + Alkali = ///1
Mangan + Star + Ultra + Alkali = ///1
Mangan + Air + Cool + Silver = ///1
Mangan + Air + Cool + Gold = ///1
Mangan + Air + Cool + Noble = ///1
Mangan + Air + Cool + Tough = ///1
Mangan + Air + Cool + Wild = ///1
Mangan + Air + Cool + Cyber = ///1
Mangan + Air + Cool + Ultra = ///1
Mangan + Air + Cool + Alkali = Elepon (01)
Mangan + Air + Silver + Gold = ViKing (05)
Mangan + Air + Silver + Noble = ///1
Mangan + Air + Silver + Tough = RushBox (01)
Mangan + Air + Silver + Wild = ///1
Mangan + Air + Silver + Cyber = ///1
Mangan + Air + Silver + Ultra = ///1
Mangan + Air + Silver + Alkali = Skeeto (01)
Mangan + Air + Gold + Noble = ///1
Mangan + Air + Gold + Tough = ///1
Mangan + Air + Gold + Wild = Bould (01)
Mangan + Air + Gold + Cyber = PegSS (10)
Mangan + Air + Gold + Ultra = ///1
Mangan + Air + Gold + Alkali = D-Cell (01)
Mangan + Air + Noble + Tough = ///1
Mangan + Air + Noble + Wild = ///1
Mangan + Air + Noble + Cyber = ///1
Mangan + Air + Noble + Ultra = ///1
Mangan + Air + Noble + Alkali = Shelby (15)
Mangan + Air + Tough + Wild = ///1
Mangan + Air + Tough + Cyber = ///1
Mangan + Air + Tough + Ultra = ///1
Mangan + Air + Tough + Alkali = ///1
Mangan + Air + Wild + Cyber = ///1
Mangan + Air + Wild + Ultra = ///1
Mangan + Air + Wild + Alkali = ///1
Mangan + Air + Cyber + Ultra = Boarder (01)
Mangan + Air + Cyber + Alkali = Ta-Daa (01)
Mangan + Air + Ultra + Alkali = ///1

Mangan + Cool + Silver + Gold = ///1
Mangan + Cool + Silver + Noble = ArcDemo (15)
Mangan + Cool + Silver + Tough = ///1
Mangan + Cool + Silver + Wild = ///1
Mangan + Cool + Silver + Cyber = Poochy (15)
Mangan + Cool + Silver + Ultra = ///1
Mangan + Cool + Silver + Alkali = ///1
Mangan + Cool + Gold + Noble = ///1
Mangan + Cool + Gold + Tough = Under (15)
Mangan + Cool + Gold + Wild = ///1
Mangan + Cool + Gold + Cyber = ///1
Mangan + Cool + Gold + Ultra = Granit (10)
Mangan + Cool + Gold + Alkali = ///1
Mangan + Cool + Noble + Tough = Platnum (01)
Mangan + Cool + Noble + Wild = ///1
Mangan + Cool + Noble + Cyber = ///1
Mangan + Cool + Noble + Ultra = I-80 (20)
Mangan + Cool + Noble + Alkali = ///1
Mangan + Cool + Tough + Wild = Cannon (01)
Mangan + Cool + Tough + Cyber = ///1
Mangan + Cool + Tough + Ultra = ///1
Mangan + Cool + Tough + Alkali = ///1
Mangan + Cool + Wild + Cyber = ///1
Mangan + Cool + Wild + Ultra = ///1
Mangan + Cool + Wild + Alkali = ///1
Mangan + Cool + Cyber + Ultra = ///1
Mangan + Cool + Cyber + Alkali = ///1
Mangan + Cool + Ultra + Alkali = ArcDemo (05)
Mangan + Silver + Gold + Noble = TuTank (05)
Mangan + Silver + Gold + Tough = ///1
Mangan + Silver + Gold + Wild = ///1
Mangan + Silver + Gold + Cyber = PegSS (15)
Mangan + Silver + Gold + Ultra = ///1
Mangan + Silver + Gold + Alkali = ///1
Mangan + Silver + Noble + Tough = Boba (20)
Mangan + Silver + Noble + Wild = ///1
Mangan + Silver + Noble + Cyber = ///1
Mangan + Silver + Noble + Ultra = ///1
Mangan + Silver + Noble + Alkali = Shelby (20)
Mangan + Silver + Tough + Wild = Boba (15)
Mangan + Silver + Tough + Cyber = ///1
Mangan + Silver + Tough + Ultra = ///1
Mangan + Silver + Tough + Alkali = ///1
Mangan + Silver + Wild + Cyber = Skeeto (05)
Mangan + Silver + Wild + Ultra = ///1
Mangan + Silver + Wild + Alkali = ///1
Mangan + Silver + Cyber + Ultra = ///1
Mangan + Silver + Cyber + Alkali = SST1337 (01)
Mangan + Silver + Ultra + Alkali = ///1
Mangan + Gold + Noble + Tough = ///1
Mangan + Gold + Noble + Wild = Mamopon (10)
Mangan + Gold + Noble + Cyber = ///1
Mangan + Gold + Noble + Ultra = ///1
Mangan + Gold + Noble + Alkali = ///1
Mangan + Gold + Tough + Wild = Icarun (15)
Mangan + Gold + Tough + Cyber = ///1
Mangan + Gold + Tough + Ultra = ///1
Mangan + Gold + Tough + Alkali = Train (20)
Mangan + Gold + Wild + Cyber = ///1
Mangan + Gold + Wild + Ultra = ///1

Mangan + Gold + Wild + Alkali = ///1
Mangan + Gold + Cyber + Ultra = ///1
Mangan + Gold + Cyber + Alkali = Pengski (15)
Mangan + Gold + Ultra + Alkali = ///1
Mangan + Noble + Tough + Wild = ///1
Mangan + Noble + Tough + Cyber = ///1
Mangan + Noble + Tough + Ultra = ///1
Mangan + Noble + Tough + Alkali = ///1
Mangan + Noble + Wild + Cyber = Prime (05)
Mangan + Noble + Wild + Ultra = ///1
Mangan + Noble + Wild + Alkali = ///1
Mangan + Noble + Cyber + Ultra = ///1
Mangan + Noble + Cyber + Alkali = ///1
Mangan + Noble + Ultra + Alkali = SSTBot (10)
Mangan + Tough + Wild + Cyber = ///1
Mangan + Tough + Wild + Ultra = ///1
Mangan + Tough + Wild + Alkali = Deemo (15)
Mangan + Tough + Cyber + Ultra = ///1
Mangan + Tough + Cyber + Alkali = ///1
Mangan + Tough + Ultra + Alkali = ///1
Mangan + Wild + Cyber + Ultra = ///1
Mangan + Wild + Cyber + Alkali = ///1
Mangan + Wild + Ultra + Alkali = ///1
Mangan + Cyber + Ultra + Alkali = ///1
NiCD + Star + Air + Cool = ///1
NiCD + Star + Air + Silver = ///1
NiCD + Star + Air + Gold = A-Grav9 (20)
NiCD + Star + Air + Noble = Ninja (05)
NiCD + Star + Air + Tough = ///1
NiCD + Star + Air + Wild = ///1
NiCD + Star + Air + Cyber = ///1
NiCD + Star + Air + Ultra = ///1
NiCD + Star + Air + Alkali = ///1
NiCD + Star + Cool + Silver = ///1
NiCD + Star + Cool + Gold = ///1
NiCD + Star + Cool + Noble = ///1
NiCD + Star + Cool + Tough = Sumo (05)
NiCD + Star + Cool + Wild = ///1
NiCD + Star + Cool + Cyber = ///1
NiCD + Star + Cool + Ultra = Merr-0 (01)
NiCD + Star + Cool + Alkali = Crysty (15)
NiCD + Star + Silver + Gold = Sumito (05)
NiCD + Star + Silver + Noble = Rocker (01)
NiCD + Star + Silver + Tough = ///1
NiCD + Star + Silver + Wild = ///1
NiCD + Star + Silver + Cyber = Gello (10)
NiCD + Star + Silver + Ultra = ///1
NiCD + Star + Silver + Alkali = ///1
NiCD + Star + Gold + Noble = Cobra (10)
NiCD + Star + Gold + Tough = ///1
NiCD + Star + Gold + Wild = ///1
NiCD + Star + Gold + Cyber = ///1
NiCD + Star + Gold + Ultra = Bould (05)
NiCD + Star + Gold + Alkali = Fagin (10)
NiCD + Star + Noble + Tough = Ivan (20)
NiCD + Star + Noble + Wild = Cobra (05)
NiCD + Star + Noble + Cyber = ///1
NiCD + Star + Noble + Ultra = Owlet (20)
NiCD + Star + Noble + Alkali = GigaPon (01)
NiCD + Star + Tough + Wild = Platnum (15)

NiCD + Star + Tough + Cyber = ///1
NiCD + Star + Tough + Ultra = ///1
NiCD + Star + Tough + Alkali = ///1
NiCD + Star + Wild + Cyber = NitBoat (01)
NiCD + Star + Wild + Ultra = Magipon (05)
NiCD + Star + Wild + Alkali = Ivan (10)
NiCD + Star + Cyber + Ultra = ///1
NiCD + Star + Cyber + Alkali = Skeeto (10)
NiCD + Star + Ultra + Alkali = Cellula (01)
NiCD + Air + Cool + Silver = ///1
NiCD + Air + Cool + Gold = ///1
NiCD + Air + Cool + Noble = ///1
NiCD + Air + Cool + Tough = ///1
NiCD + Air + Cool + Wild = ///1
NiCD + Air + Cool + Cyber = Kimera (10)
NiCD + Air + Cool + Ultra = Granit (20)
NiCD + Air + Cool + Alkali = Diane (10)
NiCD + Air + Silver + Gold = ///1
NiCD + Air + Silver + Noble = ///1
NiCD + Air + Silver + Tough = ///1
NiCD + Air + Silver + Wild = RushBox (05)
NiCD + Air + Silver + Cyber = ///1
NiCD + Air + Silver + Ultra = ///1
NiCD + Air + Silver + Alkali = ///1
NiCD + Air + Gold + Noble = ///1
NiCD + Air + Gold + Tough = ///1
NiCD + Air + Gold + Wild = ///1
NiCD + Air + Gold + Cyber = ///1
NiCD + Air + Gold + Ultra = Crysty (20)
NiCD + Air + Gold + Alkali = ///1
NiCD + Air + Noble + Tough = ///1
NiCD + Air + Noble + Wild = ///1
NiCD + Air + Noble + Cyber = ///1
NiCD + Air + Noble + Ultra = Mummy (10)
NiCD + Air + Noble + Alkali = ///1
NiCD + Air + Tough + Wild = ///1
NiCD + Air + Tough + Cyber = ///1
NiCD + Air + Tough + Ultra = ///1
NiCD + Air + Tough + Alkali = ///1
NiCD + Air + Wild + Cyber = Sumo (01)
NiCD + Air + Wild + Ultra = Sumito (01)
NiCD + Air + Wild + Alkali = Curser (05)
NiCD + Air + Cyber + Ultra = Ivan (15)
NiCD + Air + Cyber + Alkali = ///1
NiCD + Air + Ultra + Alkali = ///1
NiCD + Cool + Silver + Gold = Sprouch (01)
NiCD + Cool + Silver + Noble = ///1
NiCD + Cool + Silver + Tough = Boarder (15)
NiCD + Cool + Silver + Wild = ArcDemo (20)
NiCD + Cool + Silver + Cyber = ///1
NiCD + Cool + Silver + Ultra = ///1
NiCD + Cool + Silver + Alkali = ///1
NiCD + Cool + Gold + Noble = WaspBat (20)
NiCD + Cool + Gold + Tough = ///1
NiCD + Cool + Gold + Wild = A-Grav9 (15)
NiCD + Cool + Gold + Cyber = ///1
NiCD + Cool + Gold + Ultra = ///1
NiCD + Cool + Gold + Alkali = ///1
NiCD + Cool + Noble + Tough = ///1
NiCD + Cool + Noble + Wild = ///1

NiCD + Cool + Noble + Cyber = ///1
NiCD + Cool + Noble + Ultra = ///1
NiCD + Cool + Noble + Alkali = ViKing (10)
NiCD + Cool + Tough + Wild = Adder (15)
NiCD + Cool + Tough + Cyber = ///1
NiCD + Cool + Tough + Ultra = Fagin (15)
NiCD + Cool + Tough + Alkali = Adder (05)
NiCD + Cool + Wild + Cyber = Merr-O (10)
NiCD + Cool + Wild + Ultra = ///1
NiCD + Cool + Wild + Alkali = ///1
NiCD + Cool + Cyber + Ultra = ///1
NiCD + Cool + Cyber + Alkali = ///1
NiCD + Cool + Ultra + Alkali = ///1
NiCD + Silver + Gold + Noble = Steamer (15)
NiCD + Silver + Gold + Tough = ///1
NiCD + Silver + Gold + Wild = ///1
NiCD + Silver + Gold + Cyber = ///1
NiCD + Silver + Gold + Ultra = ///1
NiCD + Silver + Gold + Alkali = TuTank (15)
NiCD + Silver + Noble + Tough = Merr-O (15)
NiCD + Silver + Noble + Wild = ///1
NiCD + Silver + Noble + Cyber = Tokbot (10)
NiCD + Silver + Noble + Ultra = PrtoPon (01)
NiCD + Silver + Noble + Alkali = ///1
NiCD + Silver + Tough + Wild = ///1
NiCD + Silver + Tough + Cyber = ///1
NiCD + Silver + Tough + Ultra = Soul (01)
NiCD + Silver + Tough + Alkali = Pengski (20)
NiCD + Silver + Wild + Cyber = Cannon (15)
NiCD + Silver + Wild + Ultra = ///1
NiCD + Silver + Wild + Alkali = ///1
NiCD + Silver + Cyber + Ultra = ///1
NiCD + Silver + Cyber + Alkali = Reaper (15)
NiCD + Silver + Ultra + Alkali = Skeeto (15)
NiCD + Gold + Noble + Tough = Cannon (20)
NiCD + Gold + Noble + Wild = ///1
NiCD + Gold + Noble + Cyber = Soul (05)
NiCD + Gold + Noble + Ultra = ///1
NiCD + Gold + Noble + Alkali = ///1
NiCD + Gold + Tough + Wild = Voltone (05)
NiCD + Gold + Tough + Cyber = ///1
NiCD + Gold + Tough + Ultra = ///1
NiCD + Gold + Tough + Alkali = ///1
NiCD + Gold + Wild + Cyber = X Dog (01)
NiCD + Gold + Wild + Ultra = ///1
NiCD + Gold + Wild + Alkali = ///1
NiCD + Gold + Cyber + Ultra = ///1
NiCD + Gold + Cyber + Alkali = Scorpin (10)
NiCD + Gold + Ultra + Alkali = Gello (01)
NiCD + Noble + Tough + Wild = ///1
NiCD + Noble + Tough + Cyber = ///1
NiCD + Noble + Tough + Ultra = Gello (05)
NiCD + Noble + Tough + Alkali = ///1
NiCD + Noble + Wild + Cyber = ///1
NiCD + Noble + Wild + Ultra = ///1
NiCD + Noble + Wild + Alkali = Chef-Fe (15)
NiCD + Noble + Cyber + Ultra = ///1
NiCD + Noble + Cyber + Alkali = A-Grav9 (05)
NiCD + Noble + Ultra + Alkali = Skeeto (20)
NiCD + Tough + Wild + Cyber = ///1

NiCD + Tough + Wild + Ultra = ///1
 NiCD + Tough + Wild + Alkali = Kimera (05)
 NiCD + Tough + Cyber + Ultra = ///1
 NiCD + Tough + Cyber + Alkali = ///1
 NiCD + Tough + Ultra + Alkali = ///1
 NiCD + Wild + Cyber + Ultra = Hornet (05)
 NiCD + Wild + Cyber + Alkali = ///1
 NiCD + Wild + Ultra + Alkali = Elepon (20)
 NiCD + Cyber + Ultra + Alkali = Steamer (10)
 Star + Air + Cool + Silver = ///1
 Star + Air + Cool + Gold = ///1
 Star + Air + Cool + Noble = ///1
 Star + Air + Cool + Tough = Gidyup (05)
 Star + Air + Cool + Wild = Merr-O (20)
 Star + Air + Cool + Cyber = ///1
 Star + Air + Cool + Ultra = ///1
 Star + Air + Cool + Alkali = ///1
 Star + Air + Silver + Gold = ///1
 Star + Air + Silver + Noble = ///1
 Star + Air + Silver + Tough = Fencer (15)
 Star + Air + Silver + Wild = GigaPon (10)
 Star + Air + Silver + Cyber = ///1
 Star + Air + Silver + Ultra = GGTBot (05)
 Star + Air + Silver + Alkali = ///1
 Star + Air + Gold + Noble = Lobstar (10)
 Star + Air + Gold + Tough = Soul (15)
 Star + Air + Gold + Wild = Shyne (01)
 Star + Air + Gold + Cyber = ///1
 Star + Air + Gold + Ultra = Gatspon (05)
 Star + Air + Gold + Alkali = SunCust (15)
 Star + Air + Noble + Tough = ///1
 Star + Air + Noble + Wild = SST1337 (20)
 Star + Air + Noble + Cyber = ///1
 Star + Air + Noble + Ultra = B-Train (15)
 Star + Air + Noble + Alkali = ///1
 Star + Air + Tough + Wild = Tuten (05)
 Star + Air + Tough + Cyber = ///1
 Star + Air + Tough + Ultra = ///1
 Star + Air + Tough + Alkali = ///1
 Star + Air + Wild + Cyber = Hornet (10)
 Star + Air + Wild + Ultra = ///1
 Star + Air + Wild + Alkali = ///1
 Star + Air + Cyber + Ultra = ///1
 Star + Air + Cyber + Alkali = RevD-Up (05)
 Star + Air + Ultra + Alkali = NexTriK (01)
 Star + Cool + Silver + Gold = Sumito (10)
 Star + Cool + Silver + Noble = ///1
 Star + Cool + Silver + Tough = ///1
 Star + Cool + Silver + Wild = ///1
 Star + Cool + Silver + Cyber = Ta-Daa (15)
 Star + Cool + Silver + Ultra = ///1
 Star + Cool + Silver + Alkali = ///1
 Star + Cool + Gold + Noble = ///1
 Star + Cool + Gold + Tough = RushBox (15)
 Star + Cool + Gold + Wild = X Dog (10)
 Star + Cool + Gold + Cyber = ///1
 Star + Cool + Gold + Ultra = Woolly (20)
 Star + Cool + Gold + Alkali = Dorapon (10)
 Star + Cool + Noble + Tough = Sherman (20)
 Star + Cool + Noble + Wild = ///1

Star + Cool + Noble + Cyber = RevD-Up (10)
Star + Cool + Noble + Ultra = ///1
Star + Cool + Noble + Alkali = ///1
Star + Cool + Tough + Wild = ///1
Star + Cool + Tough + Cyber = ///1
Star + Cool + Tough + Ultra = ///1
Star + Cool + Tough + Alkali = Ta-Daa (10)
Star + Cool + Wild + Cyber = Curser (20)
Star + Cool + Wild + Ultra = ///1
Star + Cool + Wild + Alkali = ///1
Star + Cool + Cyber + Ultra = Magipon (10)
Star + Cool + Cyber + Alkali = ///1
Star + Cool + Ultra + Alkali = ///1
Star + Silver + Gold + Noble = ///1
Star + Silver + Gold + Tough = Cobra (20)
Star + Silver + Gold + Wild = Magipon (15)
Star + Silver + Gold + Cyber = ///1
Star + Silver + Gold + Ultra = ///1
Star + Silver + Gold + Alkali = Sunny (10)
Star + Silver + Noble + Tough = ///1
Star + Silver + Noble + Wild = ///1
Star + Silver + Noble + Cyber = NegaPon (01)
Star + Silver + Noble + Ultra = ///1
Star + Silver + Noble + Alkali = Chef-Fe (20)
Star + Silver + Tough + Wild = ///1
Star + Silver + Tough + Cyber = ///1
Star + Silver + Tough + Ultra = ///1
Star + Silver + Tough + Alkali = ///1
Star + Silver + Wild + Cyber = Tuten (01)
Star + Silver + Wild + Ultra = ///1
Star + Silver + Wild + Alkali = GGtBot (01)
Star + Silver + Cyber + Ultra = WaxHawk (01)
Star + Silver + Cyber + Alkali = D-Cell (10)
Star + Silver + Ultra + Alkali = Yokomo (01)
Star + Gold + Noble + Tough = ///1
Star + Gold + Noble + Wild = Soul (10)
Star + Gold + Noble + Cyber = ///1
Star + Gold + Noble + Ultra = ///1
Star + Gold + Noble + Alkali = ///1
Star + Gold + Tough + Wild = ///1
Star + Gold + Tough + Cyber = ///1
Star + Gold + Tough + Ultra = ///1
Star + Gold + Tough + Alkali = ///1
Star + Gold + Wild + Cyber = ///1
Star + Gold + Wild + Ultra = ///1
Star + Gold + Wild + Alkali = ///1
Star + Gold + Cyber + Ultra = Centaur (01)
Star + Gold + Cyber + Alkali = Taker (05)
Star + Gold + Ultra + Alkali = Gatspon (01)
Star + Noble + Tough + Wild = Centaur (10)
Star + Noble + Tough + Cyber = SST1337 (15)
Star + Noble + Tough + Ultra = ///1
Star + Noble + Tough + Alkali = Icarun (20)
Star + Noble + Wild + Cyber = ///1
Star + Noble + Wild + Ultra = Draco (05)
Star + Noble + Wild + Alkali = ///1
Star + Noble + Cyber + Ultra = ///1
Star + Noble + Cyber + Alkali = Dorapon (15)
Star + Noble + Ultra + Alkali = Woolly (15)
Star + Tough + Wild + Cyber = ///1

Star + Tough + Wild + Ultra = ///1
Star + Tough + Wild + Alkali = ///1
Star + Tough + Cyber + Ultra = B-Cell (01)
Star + Tough + Cyber + Alkali = ///1
Star + Tough + Ultra + Alkali = ///1
Star + Wild + Cyber + Ultra = ///1
Star + Wild + Cyber + Alkali = ///1
Star + Wild + Ultra + Alkali = ///1
Star + Cyber + Ultra + Alkali = Lobstar (05)
Air + Cool + Silver + Gold = ///1
Air + Cool + Silver + Noble = ///1
Air + Cool + Silver + Tough = ///1
Air + Cool + Silver + Wild = 0-Count (05)
Air + Cool + Silver + Cyber = Ta-Daa (20)
Air + Cool + Silver + Ultra = ///1
Air + Cool + Silver + Alkali = ///1
Air + Cool + Gold + Noble = ///1
Air + Cool + Gold + Tough = Gidyup (20)
Air + Cool + Gold + Wild = GigaPon (20)
Air + Cool + Gold + Cyber = ///1
Air + Cool + Gold + Ultra = ///1
Air + Cool + Gold + Alkali = NexTriK (05)
Air + Cool + Noble + Tough = Sumito (15)
Air + Cool + Noble + Wild = ///1
Air + Cool + Noble + Cyber = 0-Count (01)
Air + Cool + Noble + Ultra = ///1
Air + Cool + Noble + Alkali = ///1
Air + Cool + Tough + Wild = ///1
Air + Cool + Tough + Cyber = ///1
Air + Cool + Tough + Ultra = ///1
Air + Cool + Tough + Alkali = ///1
Air + Cool + Wild + Cyber = WaxHawk (15)
Air + Cool + Wild + Ultra = ///1
Air + Cool + Wild + Alkali = VolTone (15)
Air + Cool + Cyber + Ultra = El Seed (05)
Air + Cool + Cyber + Alkali = ///1
Air + Cool + Ultra + Alkali = ///1
Air + Silver + Gold + Noble = ///1
Air + Silver + Gold + Tough = Leaky (10)
Air + Silver + Gold + Wild = ///1
Air + Silver + Gold + Cyber = Titania (20)
Air + Silver + Gold + Ultra = Timzup (15)
Air + Silver + Gold + Alkali = GGtBot (10)
Air + Silver + Noble + Tough = Kogal (15)
Air + Silver + Noble + Wild = Boomer (10)
Air + Silver + Noble + Cyber = ///1
Air + Silver + Noble + Ultra = ///1
Air + Silver + Noble + Alkali = ///1
Air + Silver + Tough + Wild = ///1
Air + Silver + Tough + Cyber = ///1
Air + Silver + Tough + Ultra = ///1
Air + Silver + Tough + Alkali = Trigon (10)
Air + Silver + Wild + Cyber = ///1
Air + Silver + Wild + Ultra = ///1
Air + Silver + Wild + Alkali = SunZero (05)
Air + Silver + Cyber + Ultra = ///1
Air + Silver + Cyber + Alkali = PrtoPon (15)
Air + Silver + Ultra + Alkali = El Seed (01)
Air + Gold + Noble + Tough = ///1
Air + Gold + Noble + Wild = ///1

Air + Gold + Noble + Cyber = ///1
Air + Gold + Noble + Ultra = ///1
Air + Gold + Noble + Alkali = ///1
Air + Gold + Tough + Wild = 0-Count (10)
Air + Gold + Tough + Cyber = ///1
Air + Gold + Tough + Ultra = ///1
Air + Gold + Tough + Alkali = ///1
Air + Gold + Wild + Cyber = ///1
Air + Gold + Wild + Ultra = ///1
Air + Gold + Wild + Alkali = ///1
Air + Gold + Cyber + Ultra = ///1
Air + Gold + Cyber + Alkali = ///1
Air + Gold + Ultra + Alkali = ///1
Air + Noble + Tough + Wild = ///1
Air + Noble + Tough + Cyber = SunZero (10)
Air + Noble + Tough + Ultra = Viggy (10)
Air + Noble + Tough + Alkali = Flicker (10)
Air + Noble + Wild + Cyber = ///1
Air + Noble + Wild + Ultra = ///1
Air + Noble + Wild + Alkali = ///1
Air + Noble + Cyber + Ultra = ///1
Air + Noble + Cyber + Alkali = ///1
Air + Noble + Ultra + Alkali = Taker (10)
Air + Tough + Wild + Cyber = GGTBot (15)
Air + Tough + Wild + Ultra = ///1
Air + Tough + Wild + Alkali = Magipon (20)
Air + Tough + Cyber + Ultra = ///1
Air + Tough + Cyber + Alkali = ///1
Air + Tough + Ultra + Alkali = ///1
Air + Wild + Cyber + Ultra = ///1
Air + Wild + Cyber + Alkali = ///1
Air + Wild + Ultra + Alkali = ///1
Air + Cyber + Ultra + Alkali = Gidyup (15)
Cool + Silver + Gold + Noble = AirRaid (01)
Cool + Silver + Gold + Tough = ///1
Cool + Silver + Gold + Wild = ///1
Cool + Silver + Gold + Cyber = ///1
Cool + Silver + Gold + Ultra = ///1
Cool + Silver + Gold + Alkali = ///1
Cool + Silver + Noble + Tough = ///1
Cool + Silver + Noble + Wild = ///1
Cool + Silver + Noble + Cyber = Sumo (10)
Cool + Silver + Noble + Ultra = El Seed (15)
Cool + Silver + Noble + Alkali = ///1
Cool + Silver + Tough + Wild = ///1
Cool + Silver + Tough + Cyber = NegPonX (01)
Cool + Silver + Tough + Ultra = ///1
Cool + Silver + Tough + Alkali = ///1
Cool + Silver + Wild + Cyber = ///1
Cool + Silver + Wild + Ultra = Robby (15)
Cool + Silver + Wild + Alkali = ///1
Cool + Silver + Cyber + Ultra = Sunny (15)
Cool + Silver + Cyber + Alkali = ///1
Cool + Silver + Ultra + Alkali = ///1
Cool + Gold + Noble + Tough = ///1
Cool + Gold + Noble + Wild = ///1
Cool + Gold + Noble + Cyber = Disco Q (01)
Cool + Gold + Noble + Ultra = ///1
Cool + Gold + Noble + Alkali = ///1
Cool + Gold + Tough + Wild = Boom-B1 (10)

Cool + Gold + Tough + Cyber = ///1
Cool + Gold + Tough + Ultra = ///1
Cool + Gold + Tough + Alkali = ///1
Cool + Gold + Wild + Cyber = ///1
Cool + Gold + Wild + Ultra = ///1
Cool + Gold + Wild + Alkali = ///1
Cool + Gold + Cyber + Ultra = ///1
Cool + Gold + Cyber + Alkali = Hornet (20)
Cool + Gold + Ultra + Alkali = NegaPon (15)
Cool + Noble + Tough + Wild = ///1
Cool + Noble + Tough + Cyber = ///1
Cool + Noble + Tough + Ultra = VoltTone (20)
Cool + Noble + Tough + Alkali = Diane (20)
Cool + Noble + Wild + Cyber = ///1
Cool + Noble + Wild + Ultra = ///1
Cool + Noble + Wild + Alkali = ///1
Cool + Noble + Cyber + Ultra = Viper2 (20)
Cool + Noble + Cyber + Alkali = ///1
Cool + Noble + Ultra + Alkali = ///1
Cool + Tough + Wild + Cyber = ///1
Cool + Tough + Wild + Ultra = RockerZ (20)
Cool + Tough + Wild + Alkali = ///1
Cool + Tough + Cyber + Ultra = ///1
Cool + Tough + Cyber + Alkali = Musashi (10)
Cool + Tough + Ultra + Alkali = RockerZ (15)
Cool + Wild + Cyber + Ultra = ///1
Cool + Wild + Cyber + Alkali = Viper2 (15)
Cool + Wild + Ultra + Alkali = ///1
Cool + Cyber + Ultra + Alkali = ///1
Silver + Gold + Noble + Tough = ///1
Silver + Gold + Noble + Wild = ///1
Silver + Gold + Noble + Cyber = ///1
Silver + Gold + Noble + Ultra = ///1
Silver + Gold + Noble + Alkali = Yokomo (15)
Silver + Gold + Tough + Wild = ///1
Silver + Gold + Tough + Cyber = ///1
Silver + Gold + Tough + Ultra = ///1
Silver + Gold + Tough + Alkali = ///1
Silver + Gold + Wild + Cyber = ///1
Silver + Gold + Wild + Ultra = Musashi (15)
Silver + Gold + Wild + Alkali = ///1
Silver + Gold + Cyber + Ultra = Gatspon (15)
Silver + Gold + Cyber + Alkali = ///1
Silver + Gold + Ultra + Alkali = Shyne (20)
Silver + Noble + Tough + Wild = ///1
Silver + Noble + Tough + Cyber = Sprouch (15)
Silver + Noble + Tough + Ultra = Boom-B1 (15)
Silver + Noble + Tough + Alkali = ///1
Silver + Noble + Wild + Cyber = ///1
Silver + Noble + Wild + Ultra = ///1
Silver + Noble + Wild + Alkali = Sprouch (10)
Silver + Noble + Cyber + Ultra = AirRaid (10)
Silver + Noble + Cyber + Alkali = Draco (20)
Silver + Noble + Ultra + Alkali = ///1
Silver + Tough + Wild + Cyber = ///1
Silver + Tough + Wild + Ultra = ///1
Silver + Tough + Wild + Alkali = ///1
Silver + Tough + Cyber + Ultra = ///1
Silver + Tough + Cyber + Alkali = B-Cell (20)
Silver + Tough + Ultra + Alkali = ///1

Silver + Wild + Cyber + Ultra = ///1
Silver + Wild + Cyber + Alkali = ///1
Silver + Wild + Ultra + Alkali = ///1
Silver + Cyber + Ultra + Alkali = ///1
Gold + Noble + Tough + Wild = ///1
Gold + Noble + Tough + Cyber = Musashi (20)
Gold + Noble + Tough + Ultra = ///1
Gold + Noble + Tough + Alkali = ///1
Gold + Noble + Wild + Cyber = ///1
Gold + Noble + Wild + Ultra = ///1
Gold + Noble + Wild + Alkali = ///1
Gold + Noble + Cyber + Ultra = ///1
Gold + Noble + Cyber + Alkali = ///1
Gold + Noble + Ultra + Alkali = ///1
Gold + Tough + Wild + Cyber = ///1
Gold + Tough + Wild + Ultra = 0-Count (20)
Gold + Tough + Wild + Alkali = ///1
Gold + Tough + Cyber + Ultra = ///1
Gold + Tough + Cyber + Alkali = ///1
Gold + Tough + Ultra + Alkali = ///1
Gold + Wild + Cyber + Ultra = ///1
Gold + Wild + Cyber + Alkali = Gundarn (15)
Gold + Wild + Ultra + Alkali = ///1
Gold + Cyber + Ultra + Alkali = ///1
Noble + Tough + Wild + Cyber = Sun-02 (15)
Noble + Tough + Wild + Ultra = ///1
Noble + Tough + Wild + Alkali = ///1
Noble + Tough + Cyber + Ultra = ///1
Noble + Tough + Cyber + Alkali = ///1
Noble + Tough + Ultra + Alkali = ///1
Noble + Wild + Cyber + Ultra = ///1
Noble + Wild + Cyber + Alkali = Kojiro (15)
Noble + Wild + Ultra + Alkali = ///1
Noble + Cyber + Ultra + Alkali = Kogal (20)
Tough + Wild + Cyber + Ultra = ///1
Tough + Wild + Cyber + Alkali = ///1
Tough + Wild + Ultra + Alkali = ///1
Tough + Cyber + Ultra + Alkali = ///1
Wild + Cyber + Ultra + Alkali = Boomer (20)

END