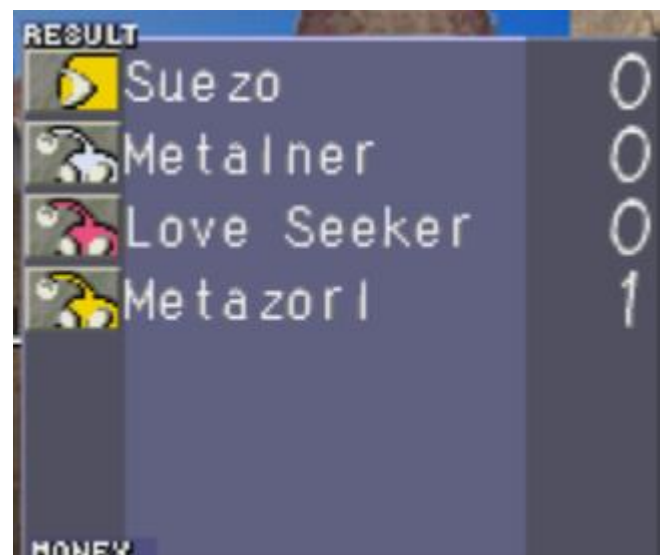


All tests are Zuum/Suezo + Metalner/Pixie w/ Crab's Claw. I modified each result to be 0% then changed one or a few results at a time to see the changes. Results are from 50 attempts.

Test 1



Mustardy	0
FairySaurian	0
Dixie	0
Zuum	0
Pink Eye	0
Pixie	0
Vanity	0



RESULT	
Suezo	0
Metalner	0
Love Seeker	0
Metazorl	1


Results: 50 Mustardy

Comments: Due to results of later tests I'm very confident that Metazorl is impossible to acquire here and it actually passes its 1% over to Mustardy for some reason.

Test 2



Mustardy	0
FairySaurian	0
Dixie	0
Zuum	0
Pink Eye	0
Pixie	0
Vanity	0



RESULT	
Suezo	0
Metalner	0
Love Seeker	1
Metazorl	0

Results: 50 Mustardy

Comments: This one shows that it's not just the last slot that gets affected by this bug, we can create the same effect by putting a 0 after the 1% result. Result is 50 Mustardy regardless of which monster we assign the 1% to if all others are 0%. Without memory editing we can't actually get a 0 but this is still of interest.

Test 3



A screenshot of a game interface showing a list of monsters and their corresponding counts. The monsters are Mustardy, FairySaurian, Dixie, Zuum, Pink Eye, Pixie, and Vanity. Each monster has a small icon to its left and a count to its right. The counts are all 0.

Mustardy	0
FairySaurian	0
Dixie	0
Zuum	0
Pink Eye	0
Pixie	0
Vanity	0



A screenshot of a game interface showing a list of monsters and their corresponding counts. The monsters are Suezo, Metalner, Love Seeker, and Metazorl. Each monster has a small icon to its left and a count to its right. The counts are Suezo: 0, Metalner: 0, Love Seeker: 1, and Metazorl: 1.

Suezo	0
Metalner	0
Love Seeker	1
Metazorl	1

Results: 21 Mustardy, 29 Love Seeker

Comments: Suddenly Love Seeker is possible, but Metazorl is still impossible. Looks like Metazorl is still adding 1% to Mustardy. This is close enough we can be pretty confident it's 50/50 between Mustardy and Love Seeker, I'm sure if we ran a good sample size we'd see the numbers converge.

Test 4



A screenshot of a game interface showing a list of monsters and their corresponding counts. The monsters are Mustardy, FairySaurian, Dixie, Zuum, Pink Eye, Pixie, and Vanity. Each monster has a small icon to its left and a count to its right. The counts are Mustardy: -1, FairySaurian: 0, Dixie: 0, Zuum: 0, Pink Eye: 0, Pixie: 0, and Vanity: 0.

Mustardy	-1
FairySaurian	0
Dixie	0
Zuum	0
Pink Eye	0
Pixie	0
Vanity	0



A screenshot of a game interface showing a list of monsters and their corresponding counts. The monsters are Suezo, Metalner, Love Seeker, and Metazorl. Each monster has a small icon to its left and a count to its right. The counts are Suezo: 0, Metalner: 0, Love Seeker: 1, and Metazorl: 1.

Suezo	0
Metalner	0
Love Seeker	1
Metazorl	1

Results: 50 Love Seeker

Comments: Now Mustardy has disappeared. Still looks like 1% is taken from the final monster and added to the first.

Test 5

RESULT		
	Mustardy	-2
	FairySaurian	0
	Dixie	0
	Zuum	0
	Pink Eye	0
	Pixie	0
	Vanity	0
MONEY		

RESULT		
	Suezo	0
	Metalner	0
	Love Seeker	1
	Metazorl	2
MONEY		

Result: 50 Metazorl

Comments: This one makes it look like it's actually the final 1% that gets added to mustardy rather than 1% from the final monster. That doesn't make sense in combination with the next test however. **Outside of this test the rule of (Metazorl - 1%, Mustardy + 1%) holds true.**

Test 6

RESULT		
	Mustardy	-1
	FairySaurian	0
	Dixie	0
	Zuum	0
	Pink Eye	0
	Pixie	0
	Vanity	0
MONEY		

RESULT		
	Suezo	0
	Metalner	0
	Love Seeker	1
	Metazorl	2
MONEY		

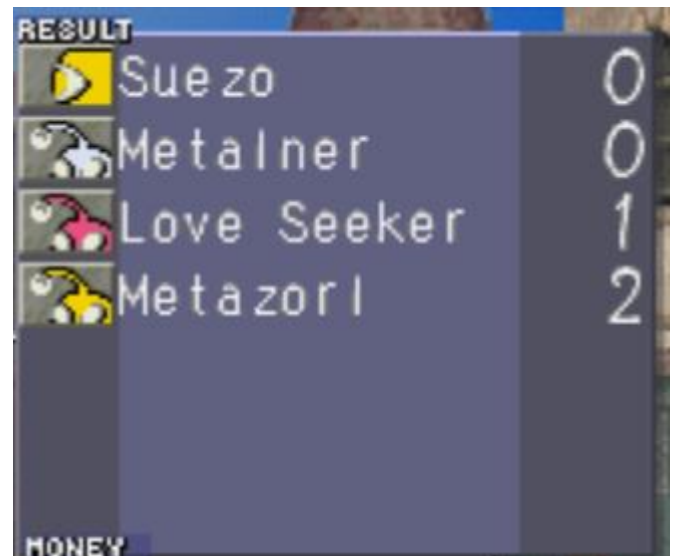
Result: 28 Love Seeker, 22 Metazorl

Comments: Looks like 1% is taken from metazorl and added to mustardy again. Again we'd need a bigger sample size to be sure but this is probably a 50/50 between Love Seeker and Metazorl

Test 7



Mustardy	0
FairySaurian	0
Dixie	0
Zuum	0
Pink Eye	0
Pixie	0
Vanity	0



RESULT	
Suezo	0
Metalner	0
Love Seeker	1
Metazorl	2

Result: 16 Mustardy, 14 Love Seeker, 20 Metazorl

Comment: Also looks like 1% is taken from metazorl and added to mustardy. This one also needs bigger sample size ideally.