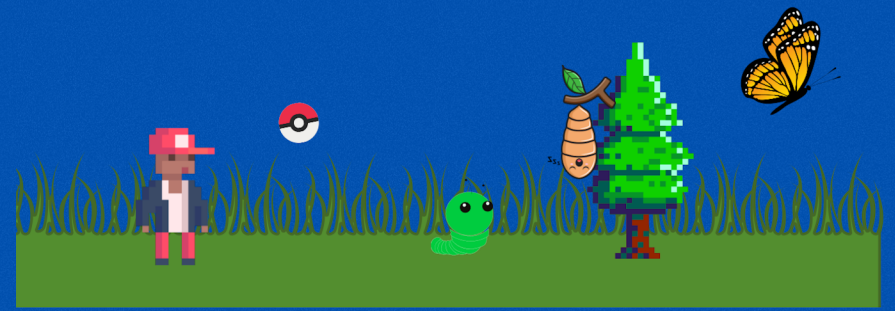


# BITLINK BYTES



## POCKET MONSTER DESIGNER

1. CHOOSE YOUR MONSTER'S ELEMENTAL TYPE
2. CHOOSE YOUR MONSTER'S INSPIRATION
3. DRAW YOUR MONSTER'S THREE STAGES

INSPIRATION: \_\_\_\_\_  
ELEMENT: \_\_\_\_\_

INSPIRATION: \_\_\_\_\_  
ELEMENT: \_\_\_\_\_

INSPIRATION: \_\_\_\_\_  
ELEMENT: \_\_\_\_\_

NAME \_\_\_\_\_

1ST STAGE

NAME \_\_\_\_\_

2ND STAGE

NAME \_\_\_\_\_

3RD STAGE