

SEAVILIZATION

Shelkers

Generate
Anemonia
★

Output

Anemonia

Move: Flow

Storage: 2

Skills

Synthesys

Fusion

Barrier

Generate
Shelfactor
★★★★

Output

+

Switch to
Second Level

Generate
Krabster
★★

Output

Krabster

Move: 4

Storage: 2

Skills

Eating

Breaking

Melting

Generate
Wave

Output

Notes



= Barrier