**Soda Combos**

**Astro Cell**

**Team: Matt Mills, Jared Matachun, Jamie Roeger, Ryan Black, Zach Spitzer**

**Soda + Soda:** - Incredibly fast movement speed (15 seconds), followed up by a 10 second sugar crash where movement speed is quartered

**Soda + Refined Metal: Titanaide** - Slower movement, but players cannot be stopped and searched for 10 seconds, and are immune to traps that stun/stop them.

**//Soda + Warden’s Finger: Finger Lickerish** - For thirty seconds, you can traverse restricted areas without being marked for arrest

**Soda + Plastic: Fossil Fountain**- Gives the player an item that is a short ranged projectile that can stun guards. Lasts a minute;

**Soda +Taser = Electric Lemonade**- Fast Movement and if Player walks past guard they are stunned for 5 seconds. - duration:15 seconds

**Soda + nunchucks = Forbidden Juicetsu** - invisible for 15 seconds and can use 3 nunchucks with half the duration of regular nunchucks effect;

**Soda + book = think And tonic -** Map shows location of where people are for 20 seconds.doesnt show who it is but shows if a room is being occupied.

**Soda + Meteorite = BombsAway -** drops smoke bomb on player location. Duration:10 seconds

**Soda + Bedsheet = Dr. Stealther -** makes prisoner’s movement sound quieter for 20 seconds.

**Soda + soap = ListerClean Dream -** Any guard who searches you next will come up with nothing.- duration 25 seconds or when searched.