|  |  |  |
| --- | --- | --- |
| **Placement traps** | | |
| **Trap** | **Effect** | **Hero avoids by** |
| Oil slick | Reduce friction of hero | Chance to jump over? |
| flame | Lights area, makes hero avoid space | Burns out in 10 seconds |
| breakable wall | Makes hero not able to pass through space | Breakable |
| Toolkit | Can make a target trap interactable | - |
| Snakes/spiders/rats | Makes hero run opposite direction | Chance to jump over? |
| TNT/bomb | Destroy section of floor | Can jump over |
| torch | Places new light source | - |
| Hazard bomb | Makes targeted trap sticky or gas | - |
| Fire bomb | Makes targeted trap a flame trap | - |
| Freeze bomb | Makes targeted trap a freeze trap | - |

|  |  |  |
| --- | --- | --- |
| **Pre-Set traps** | | |
| **Trap** | **Effect** | **Damage** |
| Breakable Ladder | breaks when clicked | -1 HP if fall |
| Sticky Ladder | Hero slowly climbs |  |
| Flame Ladder | Hero drops off ladder | -1 HP |
| Frozen Ladder | Hero freezes in place |  |
| Breakable Platform | breaks when clicked |  |
| Sticky Platform | Hero slowly walks |  |
| Flame Platform | Hero runs over it | -1 HP |
| Frozen Platform | Hero freezes in place |  |
| Spike Grate | Hero jumps off it | -1 HP |
| Flame Grate | Hero runs over it | -1 HP |
| Gas Grate | Hero slowly walks | -1 HP |
| Freeze Grate | Hero freezes in place |  |
| Oil Drum | Reduces player friction |  |
| Dummy Ladder | Can’t be interacted with by player |  |
| Dummy Grate | Can’t be interacted with by player |  |
| Fan | Pushes hero in opposite direction |  |
| Breakable wall | Hero must take time to destroy it |  |
| Boulder | Hero runs from it | -1 HP if hit |
| Falling | Hero stunned for a second | -1 HP |
| **Chests** | | |
| Heart | - | +1 HP |
| Pickaxe | Breaks cracked walls faster |  |
| Toolkit | Can disable a trap |  |
| Spring | Double Jump |  |
| Bullet | Hero Moves faster |  |
| Black Torch | Lower Player vision temporarily |  |