Level	Туре	Max Ro	Max t	Destructible	Add Notes	Presets
1.1	small	9x7	15	0.15-0.25	first level so bomb with no flame up -> feels beter to have less destructibles	-total number of room 4-5 -number of item room 1-1 -number of building room 1-1 -distance to boss room 3-4
1.1	medium	11x11	20	0.15-0.25		
1.1	shop	9x9	15	0.1-0.2		
1.1-1.2	hard	11x11	20	0.2-0.2	Redneck are allowed here	
1.2	small	9x9	20	0.2-0.25		-total number of room 4-5 -number of item room 1-1 -number of building room 1-1 -distance to boss room 4-5
1.2	medium	11x11	25	0.2-0.2		
1.2	shop	11x11	20	0.1-0.2		
2.1	medium big	11x11 13x13	30 35	0.1-0.2 0.05-0.15		-total number of room 5-7 -number of item room 1-1 -number of building room 1-2 -distance to boss room 4-5
2.1	shop	?	25	0.1-0.15		
2.1-2.2	hard	11x11	35	0.15-0.2	Gattling Gun are allowed here	
			0.5	0.0.05		-total number of room 5-8 -number of item room 1-1 -number of building room 1-2 -distance to boss room 5-6
2.2	medium	11x11	35	0.2-0.25		-distance to boss room 5-0
2.2	medium big	11x11 13x13	35 45	0.2-0.25		-distance to boss room 5-0
						-distance to boss foom 5-0
2.2	big	13x13	45	0.15-0.25		-distance to boss foom 5-0

3.1	medium	11x11	35	0.2-0.25	-total number of room 7-8 -number of item room 1-1 -number of building room 1 -distance to boss room 5-6	-2
<b>.</b>				***	-distance to boss room 5-0	
3.1	big	13x13	45	0.2-0.25		
3.1	huge	15x15	50	0.2-0.2		
3.1	shop	?	30	0.15-0.2		
3.2	medium	11x11	35	0.2-0.25	-total number of room 7-9 -number of item room 1-1 -number of building room 1 -distance to boss room 5-7	
3.2	big	13x13	45	0.2-0.25	distance to possible in a r	
3.2	huge	15x15	50	0.2-0.2		
3.2	shop	?	30	0.15-0.2		
3.2	SHOP	· ·	30	0.15-0.2		
					-total number of room 7-9 -number of item room 1-1 -number of building room 1	-2
4.1	medium	11x11	35	0.2-0.25	-distance to boss room 5-6	
4.1	big	13x13	45	0.2-0.25		
4.1	huge	15x15	50	0.2-0.2		
4.1	shop	?	30	0.15-0.2		
4.2	medium	11x11	35	0.2-0.25	-total number of room 7-10 -number of item room 1-1 -number of building room 1 -distance to boss room 5-7	-2
4.2	big	13x13	45	0.2-0.25		
4.2	huge	15x15	50	0.2-0.2		
4.2	shop	?	30	0.15-0.2		
7.4	SHOP	:	30	0.10-0.2		

Name	Life	Level Discover	Hardness scale of 3	total (((life+l	Attentions	Mini boss Ideas	old gold	new gold system	view range	speed	spot duration	charge speed	Shoot settings
Farmer	1	1	1	7.50		-Destroy Destructibles	5-10	6-10	4	0.5	0.5	0	
Pyjama	1	1	1	8.25		-Follows you	2-8	5-8	5	0.25	1	0	
Goat	1	1	1	8.25		-Throught fire	5-10	5-10	5	0.25	0.5	8	
Redneck	2	2	3	10.00		-Shoot farther away -destroy 2 destructibles if aligned	10-15	8-12	3	0.75	0.25	0	instant
Evil Goat	1	2	3	12.50	<= 2 / room		10-20	10-13	5	1.5	0.25	7	
Bombthrower	1	2	3	12.00	<= 2 / room	- Fire 45°	10-20	8-12	5	1	0.5	0	instant
Bandit	1	3	1	10.00		- Shoot twice	10-20	7-11	4	1	0.25	0	0.5 sec
Coyote	1	3	2	12.00		- dash once - two life	7-15	7-11	5	1	0.5	5	
Gattling Gun	2	4	2	13.00	<= 2 / room	- Shoot longer - Destroy destructibles - shoot 4 directions - faster	10-20	8-11	5	0	0.25	0	fire speed : 0.15 cool down : 2 Range : 5 shots : 10
Golddigger	2	4	3	19.00	<= 4/room	- Augmented area - Tornado	10-20	8-11	7	3	0.5	6	
Trapper	2	5	2	14.75		-more traps	10-20	6-11	5	0.75	0.75	0	instant
Wolf	1	5	3	16.00		-jumps 2 destructibles	10-20	7-9	6	1	0.5	3	
Shaman	2	6	1	17.00		-more traps	15-30	7-10	5	3	0.5	0	
Boar	2	6	2	18.00	<= 3/room	-can switch lines	15-25	7-10	7	1	0.25	5	
Native	1	7	2	16.00		-can block 2 sides	15-25	8-11	5	1	0.5	0	instant
Gattling Big Guy Winter Shaman	3	7 7	3 2	21.00 16.75	<= 3/room	- Shoot longer - Destroy destructibles - shoot 4 directions - faster	20-35	9-12 8-11	7 5	1 0.75	0.5	0	0.5 0.25
Bosses													
Goat	3	1	2	6.00			25-75	40-60	10	6	0.25	9	
Flame Thrower	3	2					50-100	55-65	5	5	0.5	0	
Gold Digger	3	3	2	8.00			50-125	60-70	7	3	0.5	6	
Boss2	3	4	4	11.00			50-150	65-75	0	3	0.25	5	

Life, Hardness scale of 3, view range, charge speed et shoot speed

Life Hardness scale of 3 view range charge speed

Item Name	% of chance of finding objet in levels (No, Low, Medium, High)	Gold	Mana	Category	Effect	shop	crates	silver	gold
	lvl 1 - Doesn't make sens to find it on level 1 Should be there if you want to go back to old bomb Appeir chance is :								
Regular bomb	IvI 1: No - IvI 2: low - >= IvI3 : medium	70		Bomb	Boom	1		1	
Nitro bomb	medium any level	140		Bomb	Flame goes through destructibles	1		1	1
Power bomb	Ivl 1: No - Ivl 2: 0 - Ivl 3: low - >=Ivl 4: medium Should not be found in gold Chest	420		Bomb	Flame fills the lane	1			
Power nitro bomb				Bomb	Flame goes through destructibles Flame fills the lane	-	-	-	-
detonator bomb	lvl 1 : No - >=lvl 2: medium	165		Bomb	Detonator bomb	1			
Snake Bomb		100		Bomb	Can be piloted like a snake	-	-	-	-
Seeker Bomb	Ivl 1: No - Ivl 2: 0 - Ivl 3: low - >=Ivl 4: medium	260		Bomb	Looks for the closest enemy	1			1
Nuclear Bomb	Ivl 1: No - Ivl 2: low - >= Ivl3 : medium Should not be found in gold Chest	195	45	Bomb	Explodes in a diamond shape	1			
Timer Bomb	any level	130		Bomb	It's timer can be set	1		1	1
Moonshine Bomb	lvl 1 : low - >=lvl 2: medium	90		Bomb	Death from above!	1		1	1
Nitro Moonshine	Ivl 1: No - Ivl 2: low - >= Ivl3 : medium	170		Bomb	Ain't no barrel stopping this one!	1		1	
Power Moonshine	Ivl 1: No - Ivl 2: low - >= Ivl3 : medium	310		Bomb	Fills lanes with fire. Deadly!	1			1
Power Nitro Moonshine	Ivl 1: No - Ivl 2: 0 - Ivl 3: low - >=Ivl 4: medium Should not be found in gold Chest	410		Bomb	The ultimate weapon of destruction!	1			
Shaman's call	medium any level	160		Passive	Resurrect in the previous room	1			1
Hunter's knife	medium any level	110		Passive	Kills an enemy when on the same tile	1			1
Мар	low any level	95		Passive	shows the entire map	1			1
Prospector's charm		I		Passive	increase the amount of gold you get by X%	-	-	-	-
Speed boost	medium any level	120		Passive	Increases your speed a tiny bit	1		1	1
AmmoPouch		I		Pasive	Better equipment from the go.	-	-	-	-
Broom		1		Passive	destroys all destructibles when a room is cleared	-	-	-	-
Wife's memento		1		Passive	Revive	-	-	-	-
DowsingRod		I		Passive	This fine piece of equipment will be worth the effort.	-	-	-	-
Wife's perfume		1		Passive	Here scent keeps your spirit up.	-	-	-	-
Perfume Tank		1		Passive	Revenge makes your spirit stronger	-		-	-
Spurred boots		1		Passive	No need for a horse when equpping these.	-	-	-	-
Roll	lvl 1: high - >=lvl 2: medium	80		Ability	dodge standard projectiles and flame (if roll ends on a flame then the flame hits)	1			1
Jump	lvl 1: high - >=lvl 2: medium	80		Ability	jump over one destructible, fails if more than one destructible is lined up	1			1

Bomb Up	Can only find 3 by crates  Rest is with the shop  medium on any level	Depending on the one you have  1: 80 2:130 3:180 4:230 5:280 6:320 7:380		Powerup	Drop more bombs	1	1		
Flame Up	Can only find 3 by crates Rest is with the shop medium on any level	Depending on the one you have  1:80 2:130 3:180 4:230 5:280 6:320 7:380		Powerup	Increase the flame power of your bomb	1	1		
		Depending on the one you bo	ıaht						
Heart	Can only find 1 by crates	1 : 140 2 : 220 3 : 270 4 : 330	agiit	Health	Increases and restores your health	1			1
Meat	medium on any level	60		Health	Restores 1 heart of health	1	1		
Mana Refill	medium on any level	60		Mana	Restores Few Mana	1	1		
Barrel	medium on any level	15	15	Special	Does nothing, stands there, mighty and woody	1		1	
Barrel Explosive	medium on any level	25	19	Special	like a regular bomb				
Barrel Nitro	medium on any level	35	24	Special	like a nitro bomb				
Barrel Power	medium on any level	40	24	Special	like a power bomb				
Barrel Power Nitro	Should not be found in crates	50	28	Special	like a super nitro bomb	1		1	
Colt	Should not be found in crates	95	33	Special	Can shoot enemies and bombs	1			
Shotgun	Should not be found in crates	95	34	Special	Like the Colt but can also destroy nearby destructibles	1			
Camouflage	medium on any level	75	20	Special	turns into an invulnerable solid block	1		1	
Traps	medium on any level	55	17	Special	Snappy little things	1		1	
					Total :	Shop	Crate	Silver	Gold
						28	4	10	12

Level	Small	medium	big	huge	total playable	shop	item	boss	start	total of room
1.1 - Ranch (IvI1)	35	7	/	1		16	22	1	1	
1.1-1.2 - Ranch	1									
					43					
1.2 Ranch (IvI2)	25	15		1		14	19	1	11	
					40					
2.1 Desert (IvI3)	/	23	6	1		10	17	1	11	
2.1-2.2 - Desert	1	4	1	1						
					34					
2.2 Desert (IvI4)	/	19	7	4		11	19	1	11	
					30					
3.1 - Forest (IvI5)	/	19	8	3		10	16	1	12	
					30					
3.2 - Forest (IvI6)	/	21	3	1	25	10	16	1	12	
4.1 - Snow (IvI7)	1	18	8	0	26	10	15	1	11	
4.2 - Snow (Ivl8)	1	19	5	1	25	13	16	1	11	
	61	145	38	9	253	94	140	8	80	585
Multiplayer maps	10									