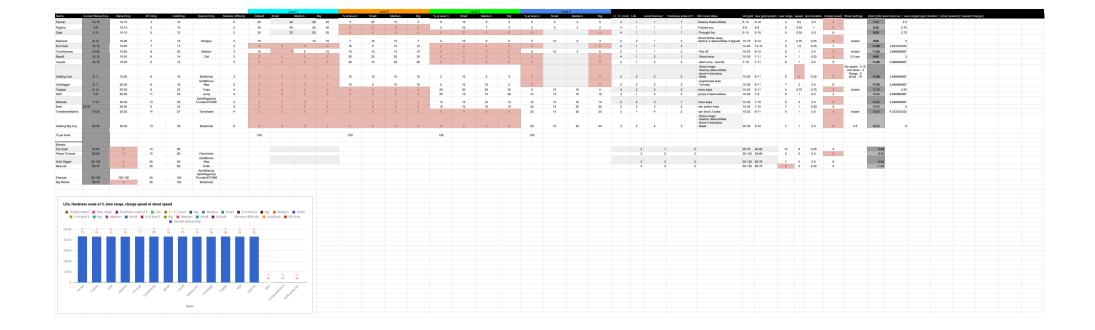
Level	Туре	Max Room size	Max total ennemies points	Destructibles %	Add Notes	Presets
1	small	9x7	15	0.15-0.25	first level so bomb with no flame up -> feels beter to have less destructibles	-total number of room 4-5 -number of item room 1-1 -number of building room 1-1 -distance to boss room 3-4
1	medium	11x11	20	0.15-0.25		
1	shop	9x9	15	0.1-0.2		
1	hard	11x11	20	0.2-0.2	Redneck are allowed here	
2.1	medium	11x11	30	0.1-0.2		-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	big	13x13	35	0.05-0.15		
2.1	shop	?	25	0.1-0.15		
2.1-2.2	hard	11x11	35	0.15-0.2	Gattling Gun are allowed here	
2.2	medium	11x11	35	0.2-0.25		-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	big	13x13	45	0.15-0.25		
2.2	huge	15x15	50	0.15-0.2		
2.2	shop	?	30	0.15-0.2		
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 1-2 -distance to boss room 5-6
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		

Level	Туре	Max Room size	Max total ennemies points	Destructibles %	Add Notes	Presets
						-total number of room 7-9 -number of item room 1-1 -number of building room 1-2
3.2	medium	11x11	35	0.2-0.25		-distance to boss room 5-7
3.2	big	13x13	45	0.2-0.25		
3.2	huge	15x15	50	0.2-0.2		
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		
						-total number of room 7-10 -number of item room 1-1 -number of building room 1-2
4.2	medium	11x11	35	0.2-0.25		-distance to boss room 5-7
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		

Level	Туре	Destructibles %	Add Notes	Presets
1	Small	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
	Medium	0.15-0.25		
	Big	0.1-0.2		
	Shop	0.2-0.2	Redneck are allowed here	
2	Small	0.1-0.2		-total number of room 5-7 -number of item room 1-1 -number of building room 1-2 -distance to boss room 4-5
	Medium	0.05-0.15		
	Big	0.1-0.15	Gattling Gun are allowed here	
	Shop	0.15-0.2		
3	Small	0.2-0.25		-total number of room 5-8 -number of item room 1-1 -number of building room 1-2 -distance to boss room 5-6
	Medium	0.15-0.25		

Level	Туре	Destructibles %	Add Notes	Presets
	Big	0.15-0.2		
	Shop	0.15-0.2		
4	Small	0.2-0.25		-total number of room 7-8 -number of item room 1-1 -number of building room 1-2 -distance to boss room 5-6
	Medium	0.2-0.25		
	Big	0.2-0.2		
	Shop	0.15-0.2		

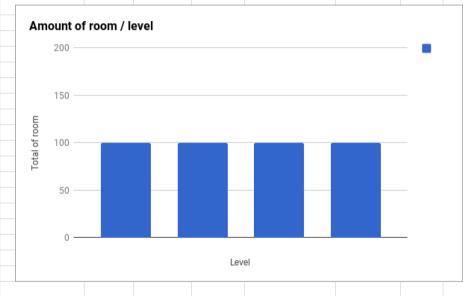


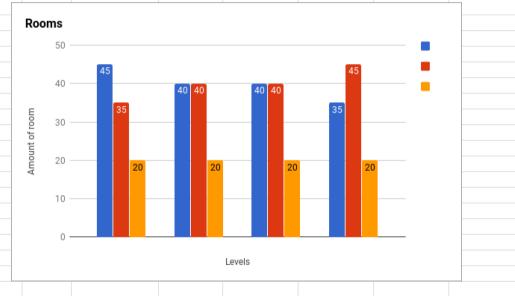
Item Name	% of chance of finding objet in levels (No, Low, Medium, High)	Gold	Mana	Category	Effect	shop	crates	silver	gold
Regular bomb	lvl 1 - Doesn't make sens to find it on level 1 Should be there if you want to go back to old bomb Appeir chance is: lvl 1: No - lvl 2: low - >= lvl3: medium	70		Bomb	Boom	1		1	
Nitro bomb	medium any level	140		Bomb	Flame goes through destructibles	1		1	1
Power bomb	lvl 1: No - lvl 2: 0 - lvl 3: low - >=lvl 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	IvI 1: No - IvI 2: Iow - >= IvI3 : 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	IvI 1 : low - >=IvI 2: medium	90		Bomb	Death from above!	1		1	1
Nitro Moonshine	IvI 1: No - IvI 2: low - >= IvI3 : medium	170		Bomb	Ain't no barrel stopping this one!	1		1	
Power Moonshine	IvI 1: No - IvI 2: low - >= IvI3 : medium	310		Bomb	Fills lanes with fire. Deadly!	1			1
Power Nitro Moonshine	lvl 1: No - lvl 2: 0 - lvl 3: low - >=lvl 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		1		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		1		Pasive	Better equipment from the go.	-	-	-	-
Broom		1		Passive	destroys all destructibles when a room is cleared	-	-	-	-
Wife's memento		1		Passive	Revive	-	-	-	-
DowsingRod		1		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 Can only find 3 by crates	1: 80 2: 130 3: 180 4: 230 5: 280 6: 320 7: 380 Depending on the one you have 1: 80 2: 130 3: 180 4: 230		Powerup	Drop more bombs	1	1		
Flame Up	Rest is with the shop medium on any level	5 : 280 6 : 320 7 : 380		Powerup	Increase the flame power of your bomb	1	1		
		Depending on the one you bought							
Heart	Can only find 1 by crates	1 : 140 2 : 220 3 : 270 4 : 330		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	· ·	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	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)	1	23	6	1		10	17	1	11	
2.1-2.2 - Desert	1	4	1	1						
					34					
2.2 Desert (IvI4)	1	19	7	4		11	19	1	11	
					30					
3.1 - Forest (lvl5)	1	19	8	3		10	16	1	12	
					30					
3.2 - Forest (IvI6)	1	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									

Level	Small	Medium	Big	Total Standart	Shop	Secret	Item	Start	Total of Room
Ranch (IvI1)	45	35	20	100	30	6	53	1	
ranor (WII)		- 55	20	100				'	
Desert (IvI2)	40	40	20	100	20	6	53	22	
F (4.10)	10	40	00	400				0.4	
Forest (IvI3)	40	40	20	100	20	6	53	24	
Snow (IvI4)	35	45	20	100	27	6	53	35	
	160	160	80	400					827
Multiplayer maps	12								





	Item Room Type	%	Amount of room / %	Actual Amount Level 1	Actual Amount Level 2	Actual Amount Level 3	Actual Amount Level 3
Total of item room			50	50	50	50	50
	Gold	30	15	15	15	15	15
	Coin	28	14	14	14	14	14
	Pinata	20	10	10	10	10	10
	Gold Pinata	10	5	5	5	5	5
	Gold Coin	10	5	5	5	5	5
	Gold Coin Pinata	2	1	1	1	1	1
	Timer Chest		3	3	3	3	3
		100	50				