Upgrade Design

Points Awarded:

75 – Tanked!

25 – Vehi-ka-Boom!

10 – Enemy Down!

5 – Helping Gun!

2 – [no message AI kill]

Shop

-Main-

* Pistols – 200
* Rocket Launchers - 200
* Repair the Tank – 700
* Rocket Ammo – 30
* Mine Ammo – 30

-Characters-

* 10 Health – 5
* Refill Health – Price Specific
* Ammo – 1 per Bullet

3 stages for each, except for speed

* Clip Size Upgrade
* Damage Upgrade
* Max Health Upgrade, up to 200
* Running Speed
* Revive Time