~~- Chests that drop 1-2 uncommon+ items.~~

~~- Fix controls\*~~

~~- Remove death penalty~~

~~- Nerf the drop rates to ~1/12 not ~2/5~~

~~- Buff commons lower range a bit~~

~~- Cube grants HP and Shield powerups.~~

- Fairly rare.

- [Test] Zoom in the camera

- Optional upgrades: captains, golems, and chests drop these things called "Components". 3 of them let you upgrade your shield

- Grants the choice of +10% health, 10% recharge rate, -10%(?) recharge delay. Probably upgraded in the hub at a work bench.

- Also a couple of unique powerups later on. You get these when you do a particular upgrade 3 times. Their themes match the thing they’re unlocked after.

~~- After a boss kill, you get new weapons and subtypes.~~