

| Dummy settings | | Legend enemies spawn | | Level design (Easy) | | | | | | | Level design (Normal) | | | | | | |
|-------------------------|---------------|------------------------------|---|---------------------|------------------|--------------|------------|----------|-------|--|-----------------------|------------------|--------------|------------|----------|-------|--|
| Spawn distance offset | 100 | 1° Enemies number | | Wave N | Trigger distance | Enemies type | Spawn zone | Quantity | Timer | | Wave N | Trigger distance | Enemies type | Spawn zone | Quantity | Timer | |
| Spawn settings | | Tourist | 0 | Wave 0 | 175 | 1 | 0 | 1 | 3 | | Wave 0 | 175 | 1 | 0 | 1 | 4 | |
| Bound Z | x -18 y 30 | Charger-faun | 1 | | | 1 | 2 | 1 | 0 | | | | 1 | 2 | 2 | 0 | |
| Additional Spawn Offset | 15 | Sneaky-faun | 2 | Wave 1 | 200 | 2 | 0 | 1 | 3 | | Wave 1 | 200 | 2 | 0 | 1 | 4 | |
| Bonus settings | | Tough-faun | 3 | | | 2 | 2 | 1 | 0 | | | | 2 | 2 | 2 | 0 | |
| Points to trigger bonus | 10 | Throwing-faun | 4 | | | 1 | 0 | 1 | 0 | | | | 1 | 0 | 1 | 0 | |
| Middel level settings | | Medusa | 5 | Wave 2 | 225 | 2 | 1 | 1 | 6 | | Wave 2 | 225 | 2 | 1 | 1 | 5 | |
| Middel level pause | TRUE | 2° Entrance | | | | 2 | 0 | 1 | 0 | | | | 2 | 0 | 1 | 0 | |
| Trigger distance | 450 | Only right | 0 | | | 1 | 1 | 1 | 0 | | | | 1 | 1 | 1 | 0 | |
| Pause duration | 3 | Only left | 1 | Wave 3 | 250 | 4 | 0 | 1 | 4 | | Wave 3 | 250 | 4 | 0 | 1 | 5 | |
| Boss trigger settings | | right- left | 2 | | | 4 | 1 | 1 | 0 | | | | 4 | 1 | 1 | 0 | |
| Boss offset | 50 | left-right | 3 | | | 5 | 0 | 2 | 4 | | | | 1 | 0 | 1 | 0 | |
| Boss dialogue duration | 1 | 3° Quantity | | Wave 4 | 275 | 5 | 1 | 2 | 4 | | Wave 4 | 275 | 5 | 0 | 2 | 3 | |
| Boss camera settings | | N°of enemy spawn from 0 to 9 | | | | 5 | 1 | 2 | 4 | | | | 5 | 1 | 2 | 4 | |
| Field of view | 40 | 4° Spawn Position | | | | 5 | 0 | 2 | 0 | | | | 5 | 1 | 4 | 3 | |
| Camera offset | x 0 y 0 z -10 | Points from 0 to 650 | | | | 1 | 0 | 1 | 0 | | | | 5 | 0 | 4 | 0 | |
| | | | | Wave 5 | 300 | 2 | 1 | 1 | 0 | | Wave 5 | 300 | 1 | 0 | 2 | 0 | |
| | | | | | | 4 | 1 | 1 | 0 | | | | 2 | 1 | 1 | 0 | |
| | | | | Wave 6 | 325 | 3 | 0 | 1 | 5 | | Wave 6 | 325 | 4 | 1 | 1 | 0 | |
| | | | | | | 3 | 2 | 1 | 0 | | | | 3 | 0 | 1 | 5 | |
| | | | | | | 1 | 2 | 1 | 0 | | | | 3 | 2 | 1 | 0 | |
| | | | | Wave 7 | 350 | 4 | 3 | 2 | 5 | | | | 4 | 3 | 1 | 0 | |
| | | | | | | 1 | 0 | 1 | 4 | | | | 1 | 2 | 1 | 0 | |
| | | | | | | 5 | 0 | 3 | 3 | | | | 4 | 3 | 2 | 5 | |
| | | | | Wave 8 | 375 | 5 | 1 | 3 | 3 | | Wave 7 | 350 | 2 | 1 | 0 | 0 | |
| | | | | | | 3 | 2 | 1 | 0 | | | | 1 | 0 | 1 | 4 | |
| | | | | Wave 9 | 400 | 1 | 0 | 1 | 0 | | | | 5 | 0 | 3 | 3 | |
| | | | | | | 4 | 0 | 1 | 4 | | | | 5 | 1 | 3 | 3 | |
| | | | | Wave 10 | 425 | 1 | 1 | 1 | 0 | | | | 3 | 2 | 1 | 0 | |
| | | | | | | 4 | 1 | 1 | 4 | | | | 1 | 0 | 1 | 0 | |
| | | | | Wave 12 | 500 | 3 | 1 | 1 | 0 | | | | 4 | 3 | 1 | 6 | |
| | | | | | | 1 | 2 | 2 | 7 | | | | 5 | 2 | 4 | 0 | |
| | | | | | | 4 | 1 | 1 | 4 | | | | 0 | 0 | 1 | 0 | |
| | | | | Wave 13 | 525 | 5 | 0 | 2 | 3 | | Wave 9 | 400 | 3 | 0 | 1 | 0 | |
| | | | | | | 5 | 1 | 2 | 5 | | | | 1 | 1 | 1 | 0 | |
| | | | | | | 5 | 0 | 3 | 3 | | | | 4 | 0 | 1 | 4 | |
| | | | | Wave 14 | 550 | 5 | 1 | 3 | 5 | | Wave 10 | 425 | 1 | 1 | 1 | 0 | |
| | | | | | | 5 | 1 | 4 | 3 | | | | 4 | 1 | 1 | 4 | |
| | | | | Wave 15 | 575 | 5 | 0 | 4 | 5 | | | | 1 | 2 | 3 | 0 | |
| | | | | | | 1 | 2 | 3 | 0 | | Wave 12 | 500 | 3 | 1 | 0 | 0 | |
| | | | | Wave 16 | 600 | 2 | 1 | 1 | 5 | | | | 1 | 2 | 3 | 7 | |
| | | | | | | 1 | 1 | 2 | 0 | | | | 4 | 3 | 2 | 0 | |
| | | | | Wave 17 | 625 | 2 | 0 | 1 | 0 | | | | 2 | 3 | 2 | 0 | |
| | | | | | | 0 | 2 | 1 | 0 | | | | 5 | 0 | 2 | 3 | |
| | | | | Wave 18 | 650 | 3 | 2 | 1 | 5 | | | | 5 | 1 | 2 | 3 | |
| | | | | | | 5 | 0 | 2 | 4 | | | | 5 | 0 | 4 | 3 | |
| | | | | | | 5 | 1 | 2 | 3 | | | | 5 | 1 | 4 | 5 | |
| | | | | Wave 19 | 675 | 0 | 0 | 1 | 6 | | | | 5 | 1 | 6 | 3 | |
| | | | | | | 5 | 1 | 3 | 0 | | | | 5 | 0 | 6 | 5 | |
| | | | | Wave 20 | 700 | 4 | 0 | 2 | 5 | | | | 5 | 0 | 8 | 3 | |
| | | | | | | 4 | 1 | 2 | 0 | | | | 5 | 1 | 8 | 0 | |
| | | | | Wave 21 | 725 | 3 | 2 | 2 | 6 | | Wave 13 | 525 | 1 | 2 | 4 | 0 | |
| | | | | | | 1 | 0 | 1 | 0 | | | | 2 | 3 | 3 | 0 | |
| | | | | | | 2 | 3 | 2 | 5 | | | | 1 | 0 | 1 | 0 | |
| | | | | Wave 22 | 750 | 3 | 2 | 1 | 0 | | | | 4 | 0 | 1 | 5 | |
| | | | | | | 4 | 0 | 1 | 7 | | | | 1 | 1 | 2 | 0 | |
| | | | | Wave 23 | 775 | 0 | 3 | 1 | 0 | | | | 2 | 0 | 2 | 0 | |
| | | | | | | 4 | 0 | 1 | 0 | | | | 0 | 2 | 1 | 0 | |
| | | | | | | 0 | 3 | 1 | 0 | | | | 3 | 2 | 2 | 5 | |
| | | | | Wave 24 | 800 | 1 | 2 | 2 | 0 | | | | 5 | 0 | 2 | 3 | |
| | | | | | | 1 | 3 | 3 | 0 | | | | 0 | 0 | 1 | 6 | |
| | | | | | | 1 | 2 | 2 | 0 | | | | 5 | 1 | 3 | 3 | |
| | | | | | | 1 | 3 | 3 | 0 | | | | 5 | 0 | 3 | 3 | |
| | | | | | | 1 | 3 | 3 | 0 | | | | 5 | 1 | 3 | 0 | |
| | | | | | | 1 | 2 | 2 | 0 | | | | 1 | 2 | 3 | 6 | |
| | | | | | | 1 | 3 | 3 | 0 | | | | 2 | 3 | 3 | 6 | |
| | | | | | | 1 | 3 | 3 | 0 | | | | 3 | 2 | 2 | 0 | |
| | | | | | | 1 | 2 | 2 | 0 | | | | 4 | 0 | 3 | 6 | |
| | | | | | | 1 | 3 | 3 | 0 | | | | 4 | 1 | 3 | 0 | |
| | | | | | | 3 | 2 | 2 | 6 | | | | 3 | 2 | 2 | 6 | |
| | | | | | | 1 | 0 | 1 | 0 | | | | 1 | 0 | 1 | 0 | |
| | | | | | | 2 | 1 | 2 | 0 | | | | 2 | 1 | 2 | 0 | |
| | | | | | | 4 | 0 | 1 | 7 | | | | 4 | 0 | 1 | 7 | |
| | | | | | | 5 | 1 | 3 | 3 | | | | 5 | 1 | 3 | 3 | |
| | | | | | | 5 | 0 | 3 | 3 | | | | 5 | 0 | 3 | 3 | |
| | | | | | | 0 | 3 | 1 | 0 | | | | 0 | 3 | 1 | 0 | |
| | | | | | | 1 | 2 | 2 | 0 | | | | 1 | 2 | 2 | 0 | |
| | | | | | | 1 | 3 | 3 | 0 | | | | 1 | 3 | 3 | 0 | |
| | | | | | | 1 | 2 | 2 | 0 | | | | 1 | 2 | 2 | 0 | |
| | | | | | | 1 | 3 | 3 | 0 | | | | 1 | 3 | 3 | 0 | |
| | | | | | | 1 | 2 | 2 | 0 | | | | 1 | 2 | 4 | 0 | |
| | | | | | | 0 | 3 | 1 | 0 | | | | 0 | 3 | 1 | 0 | |
| | | | | | | 1 | 2 | 2 | 0 | | | | 1 | 2 | 2 | 0 | |
| | | | | | | 1 | 3 | 3 | 0 | | | | 1 | 3 | 3 | 0 | |
| | | | | | | 1 | 2 | 2 | 0 | | | | 1 | 2 | 4 | 0 | |

| Level boundries | | Legend enemies spawn | | Level design | |
|-----------------|-----|----------------------|-------------|--------------|----------|
| Numb | 3 | 1° Enemies number | | Wave N | 1° 2° 3° |
| Launchxpos | 250 | Seagull | 0 | Wave 0 | 121 |
| Launchypos | 800 | Octopus (red) | 1 | Wave 1 | 221 |
| Launchzsco | 50 | Octopus (pink) | 2 | Wave 2 | 311 |
| Total enemy | 45 | Shark (blue) | 3 | Wave 3 | 411 |
| Bonus Out Numb | 5 | Shark (green) | 4 | Wave 4 | 421 |
| | | Cannon boat (red) | 5 | Wave 5 | 21 |
| | | Cannon boat (yellow) | 6 | Wave 6 | 221 |
| | | Tentacle C1 | 7 | Wave 7 | 121 |
| | | Tentacle C2 | 8 | Wave 8 | 422 |
| | | Tentacle D0 | 9 | Wave 9 | 21 |
| | | Tentacle D45 | 10 | Wave 10 | 421 |
| | | Tentacle S0 | 11 | Wave 11 | 122 |
| | | Tentacle S45 | 12 | Wave 12 | 511 |
| | | 2° Entrance | | Wave 13 | 521 |
| | | Sec before spawn | from 0 to 9 | Wave 14 | 122 |
| | | 3° Qantity | | Wave 15 | 221 |
| | | N°of enemy spawn | from 0 to 9 | Wave 16 | 322 |
| | | | | Wave 17 | 621 |
| | | | | Wave 18 | 821 |
| | | | | Wave 19 | 21 |
| | | | | Wave 20 | 411 |
| | | | | Wave 21 | 521 |
| | | | | Wave 22 | 121 |
| | | | | Wave 23 | 321 |
| | | | | Wave 24 | 221 |
| | | | | Wave 25 | 621 |
| | | | | Wave 26 | 321 |
| | | | | Wave 27 | 221 |
| | | | | Wave 28 | 421 |
| | | | | Wave 29 | 1121 |
| | | | | Wave 30 | 221 |
| | | | | Wave 31 | 121 |
| | | | | Wave 32 | 321 |
| | | | | Wave 33 | 221 |
| | | | | Wave 34 | 321 |
| | | | | Wave 35 | 711 |
| | | | | Wave 36 | 421 |
| | | | | Wave 37 | 1211 |
| | | | | Wave 38 | 1011 |
| | | | | Wave 39 | 222 |
| | | | | Wave 40 | 511 |
| | | | | Wave 41 | 311 |
| | | | | Wave 42 | 312 |
| | | | | Wave 43 | 112 |
| | | | | Wave 44 | 222 |
| | | | | Wave 45 | 1011 |
| | | | | Wave 46 | 811 |
| | | | | Wave 47 | 711 |
| | | | | Wave 48 | 1211 |
| | | | | Wave 49 | 1111 |

| Level boundaries | | Legend enemies spawn | | Level design | |
|-----------------------|-----|----------------------|-------------|--------------|----------|
| Road segment size | 250 | 1° Enemies number | | Wave N | 1° 2° 3° |
| Segment around player | 3 | Sheep-biker (Black) | 0 | Wave 0 | 222 |
| Move road Speed | 350 | Sheep-biker (White) | 1 | Wave 1 | 11 |
| Total enemy | 35 | Medusa | 2 | Wave 2 | 121 |
| | | Buffalo-biker | 3 | Wave 3 | 121 |
| | | Bull-biker | 4 | Wave 4 | 212 |
| | | 2° Entrance | | Wave 5 | 21 |
| | | Sec before spawn | from 0 to 9 | Wave 6 | 121 |
| | | 3° Quantity | | Wave 7 | 321 |
| | | N°of enemy spawn | from 0 to 9 | Wave 8 | 212 |
| | | | | Wave 9 | 121 |
| | | | | Wave 10 | 22 |
| | | | | Wave 11 | 212 |
| | | | | Wave 12 | 421 |
| | | | | Wave 13 | 221 |
| | | | | Wave 14 | 22 |
| | | | | Wave 15 | 221 |
| | | | | Wave 16 | 121 |
| | | | | Wave 17 | 11 |
| | | | | Wave 18 | 211 |
| | | | | Wave 19 | 311 |
| | | | | Wave 20 | 211 |
| | | | | Wave 21 | 21 |
| | | | | Wave 22 | 22 |
| | | | | Wave 23 | 211 |
| | | | | Wave 24 | 21 |
| | | | | Wave 25 | 213 |
| | | | | Wave 26 | 421 |
| | | | | Wave 27 | 231 |
| | | | | Wave 28 | 21 |
| | | | | Wave 29 | 22 |
| | | | | Wave 30 | 331 |
| | | | | Wave 31 | 211 |
| | | | | Wave 32 | 211 |
| | | | | Wave 33 | 111 |
| | | | | Wave 34 | 421 |
| | | | | Wave 35 | 221 |
| | | | | Wave 36 | 221 |
| | | | | Wave 37 | 221 |
| | | | | Wave 38 | 231 |
| | | | | Wave 39 | 231 |

| Level boundaries | | Legend enemies spawn | | Level design | |
|----------------------------|-------------------|----------------------|-------------|--------------|----------|
| Total enemy | 60 | 1° Enemies number | | Wave N | 1° 2° 3° |
| X start | 50 | Mama flying pig | 0 | Wave 0 | 322 |
| Background 1 (Sky) | | Arpies | 1 | Wave 1 | 323 |
| Size | 70 | Missile | 2 | Wave 2 | 31 |
| Around Player | 3 | Flying pig | 3 | Wave 3 | 31 |
| Speed | 0.15 | Flower | 4 | Wave 4 | 322 |
| Pos ref | x:-30 y:3 z:25 | Jet | 5 | Wave 5 | 323 |
| Starting | 2 | 2° Entrance | | Wave 6 | 42 |
| Mid-one | 4 | Sec before spawn | from 0 to 9 | Wave 7 | 141 |
| Background 2 (Countryside) | | 3° Quantity | | Wave 8 | 313 |
| Size | 22 | N°of enemy spawn | from 0 to 9 | Wave 9 | 313 |
| Around Player | 6 | | | Wave 10 | 32 |
| Speed | 0.25 | | | Wave 11 | 132 |
| Pos ref | x:-16 y:-8 z:24.5 | | | Wave 12 | 32 |
| Starting | 6 | | | Wave 13 | 31 |
| Mid-one | 11 | | | Wave 14 | 132 |
| Background 3 (Montains) | | | | Wave 15 | 32 |
| Size | 30 | | | Wave 16 | 131 |
| Around Player | 5 | | | Wave 17 | 311 |
| Speed | 0.5 | | | Wave 18 | 542 |
| Pos ref | x:-10 y:-21 z:5.5 | | | Wave 19 | 23 |
| Starting | 3 | | | Wave 20 | 132 |
| Mid-one | 6 | | | Wave 21 | 12 |
| Background 1 (Village) | | | | Wave 22 | 131 |
| Size | 30 | | | Wave 23 | 531 |
| Around Player | 3 | | | Wave 24 | 311 |
| Speed | 1 | | | Wave 25 | 532 |
| Pos ref | x:-5 y:-20 z:-10 | | | Wave 26 | 332 |
| Starting | 7 | | | Wave 27 | 22 |
| Mid-one | 9 | | | Wave 28 | 131 |
| | | | | Wave 29 | 21 |
| | | | | Wave 30 | 533 |
| | | | | Wave 31 | 325 |
| | | | | Wave 32 | 121 |
| | | | | Wave 33 | 21 |
| | | | | Wave 34 | 325 |
| | | | | Wave 35 | 522 |
| | | | | Wave 36 | 132 |
| | | | | Wave 37 | 23 |
| | | | | Wave 38 | 323 |
| | | | | Wave 39 | 523 |
| | | | | Wave 40 | 132 |
| | | | | Wave 41 | 324 |
| | | | | Wave 42 | 522 |
| | | | | Wave 43 | 311 |
| | | | | Wave 44 | 311 |
| | | | | Wave 45 | 132 |
| | | | | Wave 46 | 523 |
| | | | | Wave 47 | 31 |
| | | | | Wave 48 | 522 |
| | | | | Wave 49 | 133 |
| | | | | Wave 50 | 533 |
| | | | | Wave 51 | 24 |
| | | | | Wave 52 | 315 |
| | | | | Wave 53 | 523 |
| | | | | Wave 54 | 241 |
| | | | | Wave 55 | 213 |