**Upgrades & Perks List**

**I. Pickup Locations**

**Upgrade 1:** Shed Area (Part 1)

**Upgrade 2:** Hills (Part 2)

**Upgrade 3:** Cabin Second Floor (Part 3)

**Upgrade 4:** Store 3 (Part 4)

**Upgrade 5:** Under Bridge(Part 4)

**Upgrade 6:** Well After Boss Room (Part 5)

**Upgrade 7:** Fog Area (Part 6)

**Upgrade 8:** Floor 2 Front Room (Part 7)

**Upgrade 9:** Floor 3 Back Room (Part 7)

**Upgrade 10:** Basement 2, Middle Top Room (Part 7)

**II. Perk Descriptions**

**Flashlight Perks**

1. **ID: 1**

**Name:** Battery Capacity 1

**Description:** Increases the max charge of the flashlight.

**Affect:** Max Charge += 25

**Prerequisites:** None

1. **ID: 2**

**Name:** Battery Capacity 2

**Description:** Further increases the max charge of the flashlight.

**Affect:** Max Charge += 25

**Prerequisites:** Battery Capacity 1

1. **ID: 3**

**Name:** Battery Capacity 3

**Description:** Further increases the max charge of the flashlight.

**Affect:** Max Charge += 50

**Prerequisites:** Battery Capacity 1, Battery Capacity 2

1. **ID: 4**

**Name:** Efficient Batteries 1

**Description:** Decreases the rate at which the flashlight loses power.

**Affect:** Decharge Rate -= 0.25

**Prerequisites:** Battery Capacity 1

1. **ID: 5**

**Name:** Efficient Batteries 2

**Description:** Further decreases the rate at which the flashlight loses power.

**Affect:** Decharge Rate -= 0.25

**Prerequisites:** Battery Capacity 1, Efficient Batteries 2

1. **ID: 6**

**Name:** Limitless Power

**Description:** The flashlight never loses power and will stay on indefinitely.

**Affect:** Discharge Rate = 0

**Prerequisites:** All other flashlight perks

**Pistol Perks**

1. **ID: 7**

**Name:** Pistol Damage 1

**Description:** Increases damage done by the pistol.

**Affect:** Pistol Damage += %10

**Prerequisites:** None

1. **ID: 8**

**Name:** Pistol Damage 2

**Description:** Further increases damage done by the pistol.

**Affect:** Pistol Damage += %10

**Prerequisites:** Pistol Damage 1

1. **ID: 9**

**Name:** Pistol Damage 3

**Description:** Further increases damage done by the pistol.

**Affect:** Pistol Damage += %10

**Prerequisites:** Pistol Damage 1, Pistol Damage 2

1. **ID: 10**

**Name:** Pistol Magazine 1

**Description:** Increases the size of the pistol’s magazine.

**Affect:** Pistol Magazine += 2

**Prerequisites:** None

1. **ID: 11**

**Name:** Pistol Magazine 2

**Description:** Further increases the size of the pistol’s magazine.

**Affect:** Pistol Magazine += 2

**Prerequisites:** Pistol Magazine 1

1. **ID: 12**

**Name:** Pistol Magazine 3

**Description:** Further increases the size of the pistol’s magazine.

**Affect:** Pistol Magazine += 2

**Prerequisites:** Pistol Magazine 1, Pistol Magazine 2

**Rifle Perks**

1. **ID: 13**

**Name:** Rifle Damage 1

**Description:** Increases the damage done by the rifle.

**Affect:** Rifle Damage += %5

**Prerequisites:** None

1. **ID: 14**

**Name:** Rifle Damage 2

**Description:** Further increases the damage done by the rifle.

**Affect:** Rifle Damage += %5

**Prerequisites:** Rifle Damage 1

1. **ID: 15**

**Name:** Rifle Reload 1

**Description:** Decreases reload speed of the rifle.

**Affect:** Rifle Reload -= %5

**Prerequisites:** Rifle Damage 1

1. **ID: 16**

**Name:** Rifle Reload 2

**Description:** Further decreases reload speed of the rifle.

**Affect:** Rifle Reload -= %5

**Prerequisites:** Rifle Damage 1, Rifle Reload 1

1. **ID: 17**

**Name:** Rifle Magazine 1

**Description:** Increases the magazine size of the rifle.

**Affect:** Rifle Magazine += 2

**Prerequisites:** Rifle Damage 1

1. **ID: 18**

**Name:** Rifle Magazine 2

**Description:** Further increases the magazine size of the rifle.

**Affect:** Rifle Magazine += 2

**Prerequisites:** Rifle Damage 1, Rifle Magazine 1

**Health Perks**

1. **ID: 19**

**Name:** Health Increase 1

**Description:** Increases max health.

**Affect:** Max Health += 25

**Prerequisites:** None

1. **ID: 20**

**Name:** Health Increase 2

**Description:** Further increases max health.

**Affect:** Max Health += 25

**Prerequisites:** Health Increase 1

1. **ID: 21**

**Name:** Health Increase 3

**Description:** Further increases max health.

**Affect:** Max Health += 50

**Prerequisites:** Health Increase 1, Health Increase 2

1. **ID: 22**

**Name:** Health Pickup Increase 1

**Description:** Increases health gained from health pickups.

**Affect:** Max Health += 10

**Prerequisites:**

1. **ID: 23**

**Name:** Health Pickup Increase 2

**Description:** Further increases health gained from health pickups.

**Affect:** Max Health += 10

**Prerequisites:** Health Increase 1, Health Pickup Increase 1