

DESIGN

Food Type	Effect	ART
A - Steroids	Inc. A stat	muscle mass/definition overall size
B - Mutagen	Inc. B stat	Extra limbs, claws w/e becomes more "beast-like"
C - Carrots	Inc. Hunger, Inc C stat	Bigger eyes
D - Nuts	Inc. Hunger, Inc D stat	Bigger brain
Meds	Effect	
Laxatives	Halves C&D	
Ipecac	Halves Hunger	
Soy	Halves A	
Iod	Halves B	
Stats	Effect	Evo. Mods.
Hunger	- determines the ammount of food needed - 0 -> game over H>70% - exhausted Decreases over time Food increases H meter (variable depending on food)	Inc. base Hunger 25
A	>70% -> Starving	Inc. Hunger 5
B	>70% -> Rad Poisoning	Inc. All 10
C		Inc. Hunger 25
D	>70% -> Satiaded	Inc. Hunger 15