[Items-Main]

[Web Blaster]::{

[Descr]::{ This blaster will completely wrap and encase the target head-to-toe in a thick webbing }

[Game]:: {

Wrap target with webbing, causing permanent paralysis of the target

[In depth game mechanics]::

}

[aynu-component]::

}

[Keraunos Stun gun]:: {

[Descr]::{Uses lightning to shock and incapacitate your target, leaving their body at your mercy}

[aynu-component]::

}

[Karaya's Guard]:: {

[Descr]::{ offers complete protection from all your foe's powers, items, and anything else}

[aynu]:: { }

}

[Theron Guard]

[Elemental Blast]::{

[Game]::{ Does [thing] for each icon you have }

[aynu]:: { }

}

[Aeroblast]

[Adamantium]::{

[game]::{element used for crafting}

[aynu]::{ }

}

[Argon]

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[catalogue of Aynu stat components and their possible aynu values (similar to item catalogue), and the aynu code required to give them game-dev and game-play-meaning/value/things/[...]/[more to develop]]

[develop pure aynu items, structs, [game-things], ..., [more to develop] and all other pure aynu game-things, and everything about them in the game and all of their [game-dev/aynu-game-dev] and everything necessary to give them game-dev and game-play meaning/value/things/[Iulion]/[Adrion]/[aynu]/[aynu-game-concepts/theory/things]/[aynu-game-dev-theory]/[aynu-game-universe-things]/[aynu...]/[aynu]-[aynu]/.../[more to develop]]

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