**ENEMIES OF BLENDERMAN IN DETAIL**

NOTE: \*ALL ENEMIES SHALL BE PRESUMED TO DEAL DAMAGE WHEN THE PLAYER MAKES PHYSICAL CONTACT WITH THEM UNLESS OTHERWISE STATED\*

\*NUMERICAL VALUES ARE SUBJECT TO CHANGE AS GAME DEVELOPS\*

Ranges:

Very Low (< 10), Low (10 – 25), Med (25 – 50), High (51 – 80), Very High (< 80)

Very Small (< 32x32), Small (32x32), Med (100x100), Large(256x144), Very Large(> 256x144)

Very Slow(<= 0.5, 32 seconds) , Slow (1.0, 16 seconds),Normal (1.6, 10 seconds), Fast(2.5, 7 seconds), Very Fast (> 2.5, 6 seconds)

Very Short, Short, Med, Long, Very Long

**CATEGORY – HOUSEHOLD APPLIANCE**

**Enemies under the HOUSEHOLD APPLIANCE category are regarded as relatively low-level enemies that resemble sentient household objects. These beings have come to life as a result of the cataclysm caused by MainFrame although they lack a clear conscience and will aimlessly attack BlenderMan. These enemies are the most found types of enemies, even more so in the early game.**

1. CHAIRMANDER – A SENTIENT CHAIR THAT PACKS A HELL OF A BITE

Chairmander enemies resemble chairs with a large maw that bites. They’ve no appendages and bounce around the levels by their four legs. They come in all sorts of different shapes and colors but are otherwise the same thing. They have a mean expression like a rabid dog (think Chain Chomps but meaner <https://www.mariowiki.com/Chain_Chomp>). They deal melee damage by biting.

1. STOOLANDER – A SENTIENT STOOL THAT LIKES HOPPING

Stoolander enemies resemble stools. They’ve no appendages and bounce around the levels on their 4 legs. They have an otherwise mischievous expression and bounce around excitedly. They attack by jumping and crashing down on their foes (think Thwomps <https://www.mariowiki.com/Thwomp>) . However, their attack is slow and predictable.

1. UTENSIL BOYS – SENTIENT UTENSILS THAT ARE DUMB

Utensil Boys are sentient utensils ranging from knives, forks, and spoons that randomly hop around and are silly. They usually follow each other in small packs and play around (think Mites <https://www.ssbwiki.com/Mite>). They lack any sort of expression and just stupidly hop around. They deal damage by any physical means necessary (poking, stabbing, kicking, punching)

1. HATESEAT– SENTIENT LOVESEAT THAT HAS TURNED QUITE MURDEROUS

Hatechairs are sentient loveseats that are on a murderous rampage after years of being sat on by fat people. They are larger than chairmanders and attack by tackling. They move slowly around the map but when they sight the player, they will quickly hasten their chase to deal repeated tackles. Their sight range is poor, but they become very tenacious once they catch sight of the player and will follow him even to its own death. They have a grim expression when they’re idly moving around but become very enraged when giving chase (think The Bully <https://www.zeldadungeon.net/wiki/Bully>).

1. BLENDERFOLK – COOKING BLENDERS UNLIKE BLENDERMAN

Blenderfolk are sentient cooking blenders (like BlenderMan), except they don’t have his intelligence and act only out of revenge for being enslaved as simple blenders. They behave normally and are only out for themselves. They too will give chase to vittles and will try to consume them so the player must be extra aggressive towards BlenderFolk. They range in different shapes and sizes and have different expressions. They don’t care to give chase to BlenderMan but will defend themselves if attacked.

1. VACUUMAN – SENTIENT VACCUM WITH NARCOLEPSY

Vacuuman enemies are vacuums notorious for sucking up just about everything, even BlenderMan’s special attacks! Although, they spend most of their time asleep and will only awaken when some poor being happens to stroll past it. Afterward, it stays awake and predictably patrols around sucking up anything in its path. It will eventually fall back asleep. It’s recommended to attack it via ranged attacks from behind to prevent Vacuuman from awakening.

1. BROOMDOOM – SENTIENT BROOMSTICK WITH A VENGENANCE

BroomDoom enemies resemble broomsticks that bounce around. Once they spot the player, they attack by sweeping a small area ahead and behind of them so ranged attacks are encouraged. They do have a small vulnerable opening before they attack so the player, if skilled enough, can close the distance and do melee damage on them. BroomDooms, although tough, become very vulnerable when their weakness is exposed and capitalized on. They also patrol around predictably but will follow the player for a short distance. Having multiple BroomDooms gang up on the player will cause for a very bad time.

1. MOPHEAD – SENTIENT MOPSTICK WITH A SAD ATTITUDE

MopHead enemies resemble mopsticks that slowly slop around the maps. They don’t follow the player and follow a fixed trajectory. Essentially, they act snail-like and only damage the player when he touches one. They display a sad expression and wallow in their own filth. The poor things.

1. WASHERBASHER – A WASHING MACHINE ON THE ROAD TO BOXING CHAMPIONSHIPS

WasherBasher enemies resemble washing machines with two massive boxing gloves. They are very aggressive and will close the distance to the player to bash him with its gloves. They have an overconfident attitude and have a “shimmy” style in their walks, as if they’re constantly in a fighting stance (think Hot Rod <https://www.khwiki.com/Hot_Rod#:~:text=The%20Hot%20Rod%20(%E3%83%9B%E3%83%83%E3%83%88%E3%83%AD%E3%83%83%E3%83%89,appear%20in%20the%20Timeless%20River.)>

1. DRYERDYER – A DRYING MACHINE WITH AN UPSET STOMACH

Dryerdyer enemies resemble laundry drying machines. They have an uncontrollable fiery breath that constantly shoots fireballs. They patrol back and forth hoping sometime soon they’ll be rid of this pain.

1. COUCH POTATOES – WITHOUT A PURPOSE, THEY FOLLOW THEIR GOD

Couch potatoes enemies resemble tiny potatoes without any facial expressions. Like utensil boys, they have a mischievous nature and travel in packs. However, they follow their leader, the Sofa Grump enemies. They will gang up on anyone too close to their god but without a leader, they will quickly panic and scatter.

1. SOFA GRUMP – A GRUMPY COUCH THAT’S ALWAYS LOOKING FOR A SNACK

Sofa Grump enemies resemble large sofa couches with a grump attitude. They constantly scour the lands with their couch potatoes army looking for another thing to swallow into their cushions. They attack the player by ramming and due to their larger size move slowly. And because of these physical traits, they can pose a great threat to the player as they can kickback the player off stages.

**CATEGORY – HUMAN NORMY**

**Enemies under the HUMAN NORMY category are regarded as relatively medium-level enemies that resemble human civilians. These are otherwise normal people (but obviously with exaggerated traits and appearances) that are defending themselves from the technological cataclysm sparked by MainFrame. These enemies will attack BlenderMan and enemies under the HOUSEHOLD APPLIANCE category, to simulate the ongoing “war” between the sentient appliances and humans. These enemies appear in the early game but will eventually become scarce throughout the game, notably after LEVEL 5, THE DOWNTOWN DISTRICT.**

1. BRAT – A MISCHEVIOUS CHILD WITH A SLINGSHOT

Brat enemies resemble small children (approx. ages 4-8) that use slingshots as their weapon. They display mischievous expressions and are highly energetic and random enemies. Although they can jump and will follow BlenderMan, they are prone to falling off edges.

1. SPOILED BRAT – A HIGHLY ANNOYING LITTLE S\*\*THEAD

Spoiled Brat enemies resemble Brat enemies in appearance except are perceived to be bit older (approx. ages 9-13). They use baseball bats as weapons and they move faster, are more tenacious in pursuits, and will not fall off edges. These enemies are meant to aggravate the player by their quick and random behaviors (but not too much!).

1. BOTHERED MAN – A MIDDLE-AGED MAN IN HIS MID-LIFE CRISIS

Bothered Man enemies resemble middle-aged family men suffering a mid-life crisis. Thus, they have melancholic expressions and move about much slower than their spoiled children. They deal physical damage to BlenderMan by punching or kicking as they do not wield weapons.