* Guns
  + Regular Bubble Gun
    - Low Damage, Medium Fire Rate, Medium Range
    - Starter Gun, Common
    - Shoots 1 Bubble straight until it hits or goes out of range.
  + Assault Bubble Gun
    - Low Damage, High Fire Rate, Medium Range
    - Common
    - Shoots 1 Bubble in a very tiny cone (straight with small random angle variations).
  + Bubble Shotgun
    - Low to High Damage, Low Fire Rate, Low Range
    - Rare, Cone Shot
    - Shoots 5 – 7 Bubbles in a Cone. Each Bubble applies damage.
    - Applies a short knockback to user and target.
  + Bubble Beam Thrower
    - Low to High Damage, High Fire Rate, Low Range
    - Rare, Beam Blast
    - Shoots 20 – 30 Bubbles in a Continuous Variable Stream. Each Bubble applies damage.
  + Bubble Bomb Launcher
    - High Damage, Low Fire Rate, High Range
    - Rare, Explosive Bubbles
    - Shoots 1 Mega Bubble in an arc (45 degree). Explodes on Death and deals damage to each Player in a small radius.
  + Bubble Sniper
    - High Damage, Low Fire Rate, High Range
    - Rare,
    - Shoots 1 Bubble straight
    - Bubble does not die upon impact. Only dies when it goes out of range. (It can hit multiple players in a line)
* Melees
  + Baseball Bat
    - High Damage, Medium Fire Rate, Low Range
    - Common, Melee
    - Whacks people. Applies knockback on target
* Items
  + Star
    - Increased Jump and Speed.
    - Restore Health
  + Cake
    - Increased Size
    - Increased Health
  + Bubble Shield
    - Gives Invulnerable for a bit
  + Bubble Mine
    - Throw to create an Active Mine
    - Active Mine – When a player collides with it, it damages all players in a small radius and knocks them back
  + Anvil
    - Decreased Jump
    - No knockback