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| Name |  | Modifies | Behaviour |
| Ice Shard |  | 10% enemy speed reduction | Fires from anti body as an arrow would. Slowest bullet in the game 25% movement difference between this and standard fire? |
| Laser |  | 100% damage increase | Takes a second or two to charge. Once fired a beam of laser will shoot out of the direction which the player is facing will last for a couple of seconds and fade |
| Rocket |  | 40% Damage increase | Fired from player (possibly homing rockets?) will rise and dive in flight - Faster than standard fire |
| Missile |  | 25% Damage increase | 30% movement decrease. Blows up 3 seconds after firing AOE damage |
| Orb |  | 100% Damage within a 4-pixel radius of player | Orbits player if an enemy come into a 4 pixel distance of the player they will be killed by the orbs |
| Shuriken |  | 15% Damage Increase | Fires in a straight line Damage reduces over distance travelled |
| Bullet |  | Fire Rate increase 30%  Damage 10% | Machine gun |
|  |  |  |  |
| Beads |  | 5% health increase to player | Vs all diseases |
| Choloform |  | Decrease enemy movement and spawn rate – 15% | Can be used on all diseases |
| Water |  | 25% increase to spawn rate of cholera. | Does not affect other diseases |
| Needle |  | 15% spawn and movement speed decrease to typhus | Doesn’t not affect other diseases |
| Saw |  |  |  |