STEREOTYPED 2D

Uncle Remus’

‘Seven Lairs of Bullet Hell’

1. Story
   1. ‘The Great Race War has begun…and everyone did what was right in their own eyes.’  
        
      Ladies and Gentlemen, boys and girls. Are you ready for another exciting game of…’Seven Lairs of Bullet Hell’, with your old friend Uncle Remus?’  
        
      A real time reality TV show for the post race war family.  
        
      A trail holding the most ruthless of meanies, maniacs, and murders. All for a chance for weapons, armor, cash prizes, and most importantly freedom. That is…If you survive all Seven Lairs of Bullet Hell.’
2. GAME START
   1. Begin each stage in the starting room.
   2. On the first floor starting room there will be a large computer that will give you a quick worded tutorial of what the rules are.
      1. Rule #1
         1. Movement
            1. Left
            2. Right
            3. Duck
            4. Jump
            5. Roll
         2. Shooting
            1. Aiming
            2. R mouse button – Shooting

Ammo/Reloading

* + - * 1. L mouse button – Grenade

5 second delay

* + - 1. Items
         1. Junk
         2. Key Cards
         3. Grenades
         4. Health Packs
         5. “Junk Chips”
      2. Upgrades
         1. Gun Modifications
         2. Stereotypifier
      3. Audience Request
         1. Audience will from time to time send in requests for you to do, with a reward for doing it.
         2. Not doing it within the time limit will relinquish prize.

Types of Requests

Don’t buy any items from store.

Don’t take any power ups.

Kill civilians

Use a grenade to kill an enemy.

Kill with a Head shot

(If HP is low) Don’t pick up any health containers

Kill something with a grenade

(If NPC is around) Kill npc

* + - 1. Audience Approval Meter
         1. Good Ratings

Audience will tell you to do things…so do them.

Do things to impress the audience

Kill as much as you can…especially the innocent.

Blow stuff up

* + - * 1. Bad Ratings

Don’t do things to impress the audience

Don’t kill innocent people.

* + - * 1. What does the meter do

High Rating

Audience will then give you random good things time to time.

Low Rating

Will select from a random list of bad things to happen in a room…called an incident.

If you rating remains low even after the incident…audience will select from a random list again until your rating changes.

1. Player Death
   1. On the death of player, Uncle Remus will pop up and says something about the episode.
   2. Uncle Remus will introduce a commercial…this is a real world commercial that will hopefully give company money.
      1. Use google adsense is one idea to get commercials.
      2. Maybe going to companies and asking if we can advertise for them, then create unique ads for their companies.
      3. RapidFire is another ad company.
   3. After commercial Uncle Remus will pop up again and make a random comment about the commercial.
2. Contestant Types
   1. Player will choose from a list of randomly created contestants with various info. That info will raise or lower certain abilities.
   2. Race Stereotypes
      1. (Black) Hood Disease- Deal poison damage on touch.
         1. Poison Damage
            1. 1 dps for 3 seconds
      2. (Black) Finger Licking Good- All HP upgrades look like Chicken.
         1. HP upgrades are doubled.
      3. (Black)Oppression- When activated
         1. All stats up 3
         2. All weapon damage increased by +5
         3. Lasts one room.
      4. (Asian) Tiger Mom- you do more damage in melee.
         1. Melee Damage
            1. +5 melee damage
      5. (Asian) Ninten Bot- You have an Anime style robot to protect you.
         1. Laser Damage
            1. 3 range damage
      6. (Asian) Gun dam Style-
         1. You’re dance moves have a chance to charm enemies to your side if you are next to them.
         2. 3 seconds after stopping you begin to dance…you have a chance to charm your enemies.
      7. (White) White Privilege- All locked stores are open for you.
         1. You need no keys to open stores.
      8. (White) White Power- Do more damage too any nonwhite opponent.
         1. +3 to damage
      9. (White) White Men Can’t Jump- +3 to Jump height
      10. (Jew) Control the media- You lose less audience when playing badly.
      11. (Jew) Jewish Nose- You gain double junk from junk drops.
      12. (Jew) Khazar- All “Junk Chips” gained are increased by 1.
      13. (Latin) Scar Face- Chems give double benefit…both good and bad.
      14. (Latin)Latin Flair- attacks pierce through targets…not walls
      15. (Latin)Border Crosser- Speed up.
          1. Speed will increase over time the more you move.
          2. Stops increasing once the player stops moving.
      16. Special Races
          1. Mutt
             1. Hood Tiger

You’re melee hits do poison damage

* + - * 1. White Enough

Pay less at stores

* + - * 1. Mulatto

Speed Up

Jump Up

Chance to Charm enemies when hitting them.

* + - 1. Albino
         1. Pink Eye

Chance better items chest will drop

+3 Accuracy

* + - * 1. Light sensitivity

Accuracy decreases in as light gets brighter

Accuracy and Damage increase in darkness.

* + - * 1. Miracle Blood

Immune to Poisons

Immune to Radiation

* 1. Random Stat Creator
     1. During character creation, each contestant will place 10 points in various stats.
     2. All base stats begin at
        + 1. HP = 25
          2. Every other stat begins at 1.
          3. The various Mods can only be acquired once per character roll.
        1. Step 1
           1. Male or Female
        2. Step 2
           1. Skin color
        3. Step 3 (Assign stat points)
           1. HP increased by 25
           2. Melee Damage +1
           3. Gun Damage +1
           4. Bullet Range +1
           5. Bullet Speed +1
           6. Firing Speed +1
           7. Accuracy +1
           8. Total Ammo +5
           9. Movement Speed +1
           10. Jump Height +1
           11. Armor

Get 1 random Armor Mod

* + - * 1. Cyborg

Get 1 random Cyborg Armor part

* + - * 1. DNA Mod

Get 1 random DNA Mod

* + - * 1. Gun Mod

Get 1 random Gun Mod

* + - * 1. Melee Mod

Get 1 random Melee Mod

* + - * 1. Grenade Mod

Get 1 random Grenade Mod

* + - * 1. Super

Get 1 random Super Ability

1. Inventory
   1. DNA Mod
   2. Melee Mods Slots
      1. 5
   3. Gun Mod Slots
      1. 5
   4. Grenade Mods Slots
      1. 3
   5. Armor Mods Slots
      1. 4
   6. Backpack Mods
      1. 8 Slots
2. Stats
   1. Melee Damage
      1. The amount of damage done with melee weapon
   2. Gun Damage
      1. Total number of damage a bullet does
   3. Bullet Range
      1. How far a bullet travels
   4. Bullet Speed
      1. How fast a bullet travels after it leaves the gun.
   5. Firing Speed
      1. The rate your gun fires a bullet
   6. Accuracy
      1. How wide or thin your aim cone is.
      2. A wide cone increases chances of inaccuracy.
      3. A thine cone decrease chances of inaccuracy
   7. Total Ammo
      1. How much ammo a clip has before reload
   8. Ammo Clip
      1. Restores total ammo full…you can have a maximum of 3 depending on items.
   9. Movement Speed
      1. How fast it takes to go from walking to running.
   10. Jump Height
       1. How high a player can jump
   11. Health
       1. How much damage you take before you die.
   12. Armor
       1. Extra health you can gain from armor.
   13. Recharging Shield
       1. Icons that represent one hit each.
       2. One recharges once every newly discovered room.
   14. Audience Votes
       1. Depending on how you play, do what the audience wants you to do, the audience will either give you gifts or nothing.
       2. During the game, you will get random request from audience…some easy some hard. Some timed based some not.
       3. At the beginning of each level…(never the first level)…Audience will drop packages in a random room (Depending on how well they did on the previous level), the higher the rating the better gift quality. The lower the rating you will probably get nothing or maybe its booby-trapped.
   15. Score
       1. During play, the player will gain points for killing baddies. When he dies or completes the game the total number of points scored will be calculated and listed on a score board.
       2. Points can be increased by making the game harder by spinning the ‘Wheel of Torcher’
       3. There might be online score board that measures not only points but time.
       4. Audience Level gives you more bonus to your points
       5. Multipliers are also gained to increase score
   16. Luck and Cursed
       1. During the game player can stack up luck items that increases chances of treasure, rewards, and item drops when enemies die.
       2. Lowering your Luck makes you cursed that come with consequences.
       3. LUCK
          1. Increased chance for mini games
          2. Increased common treasures
          3. Increased Key drops
          4. More Chem drops
          5. Increased Rare treasures
          6. Better Chem drop types
          7. Better Store items
          8. Increased Health Pack Drops
          9. Increased chance AI companion will appear
          10. All Enemies have a chance of dropping stereotypes
       4. CURSED
          1. Lower chance of mini games
          2. Lower chance of gold treasures
          3. Worse chem quality
          4. Enemies do more damage
          5. Less health pack drops
          6. Gun jams randomly
          7. Grenades fail to blow up
          8. Less gold treasure drops
          9. More rare mobs
          10. Increased chances enemy raid events will occurs
          11. Jynx appears to sell you cursed items
3. Environmental Objects and Hazards
   1. Crates
      1. Random chance to find an item.
      2. More than likely you will get nothing.
   2. Explosive Barrel
      1. Explodes if hit too much.
   3. Radioactive Barrel
      1. Explodes with toxic goo.
   4. Metal Box
      1. Can’t be destroyed
      2. Hurts if it falls on you.
   5. Propane Tank
      1. If struck…will fly around spewing fire and then blow up.
   6. Rusty Safe
      1. Chance that a few Junk falls out.
   7. Silver Safe
      1. Higher chance that a lot of Junk falls out.
      2. Or a small chance of a mod.
   8. Gold Safe
      1. You will get some Junk.
      2. Or a higher chance for a mod.
   9. Ropes
      1. Use to Climb up and down.
   10. Spikes
       1. Damages if you fall on them
   11. Pressure Spikes
       1. Will rise seconds after stepping into the trap.
   12. Land Mines
       1. Will slow you down for a time if you take direct damage.
   13. Bear Trap
       1. Will Stun you for 1.5 seconds
       2. Will lower Movement speed to 1.
       3. Must shoot trap off.
   14. Electric Grid
       1. Damages and stuns if you touch them
   15. Spining Blades
       1. Blades will appear randomly and travel; Horizontally, Vertically, Diagonally, or Slow home in on player…Ricochet off the wall.
   16. Metal Claw
       1. A moving claw that tries to grab player and pull him back…claw can be shot to ground, but it gets back up after awhile.
   17. Jump Pads
       1. Launches players into the sky.
4. Common Items
   1. Junk = Currency that can be used during “Game Show Mode” or “Mission Mode”
      1. Small = 1…common
      2. Medium = 5…Uncommon
      3. Large = 25….very rare
   2. Blue Key Card = Opens Locked doors
   3. Grenades = Blows up after 5 seconds…can keep for shorter throws.
      1. Can be used to blow up shut doors
   4. Small Health Pack = Heals +10 Life
   5. Large Health Pack = Heals +30 Life
   6. Clip = Restores total ammo.
   7. Junk Chips = Currency used in the store.
      1. White = 1
      2. Pink = 3
      3. Red = 5
      4. Green = 25
      5. Blue = 50
      6. Black = 100
      7. Purple = 500
5. Gun Mods
   1. Rubber bullet- \*
      1. bullets bounce off walls.
      2. Cost = 20
   2. Point Blank\*
      1. Do more damage to targets that are closer to you with your guns.
      2. Cost = 30
   3. Contra- (Enemy Drop)
      1. Fires 2 additional shots in a diagonal direction.
      2. Bullet Range +1
      3. Cost = 25
   4. Venom Jacket- (Enemy Drop)
      1. does poison projectile damage.
      2. Cost = 10
   5. Explosive Tip-
      1. Explodes on impact
      2. +2 Explosive Damage
      3. Firing Speed – 1
      4. Cost = 30
   6. Dual Blaster- (Enemy Drop)
      1. You shoot two vertical bullets…
      2. Bullet Range +1
      3. Cost = 35
   7. Hunter Bullets- (Enemy Drop)
      1. Follows target.
      2. Bullet Speed +2
      3. Bullet Range +1
      4. Cost = 27
   8. Scope- (Enemy Drop)
      1. Bullet Range+1
      2. +10 Ammo
      3. Adds a laser pointer
      4. Accuracy +2
      5. Cost = 15
   9. Strange Round Blade (RARE)\*
      1. Chance to throw an alien blade toward you enemies that returns to you.
      2. Cost = 75
   10. Phase Bullet
       1. Increased Bullet Speed +1
       2. Bullets flies through all enemies.
       3. Cost = 20
   11. Sniper \*
       1. Bullet Damage +2
       2. Bullet Speed +1
       3. Reload +3
       4. Accuracy +2
       5. Cost = 25
   12. Shotgun- (Enemy Drop)
       1. You fire 8 small bullets in a cone shape.
       2. Smaller projectiles
       3. +1 bullet damage
       4. +1 reload
       5. -5 fire rate
       6. -50 ammo
       7. Cost = 35
   13. Uzi- #
       1. Bullet Damage -1
       2. +2 fire rate
       3. -1 reload
       4. You can now hold down fire button
       5. +50 ammo…minimum of 2 ammo
       6. Cost = 35
   14. Laser\*
       1. You shoot a single stream of energy.
       2. -30 ammo
       3. Bullet Damage +4
       4. Lose ammo for a charge meter…no charge no firing.
       5. Cost = 40
   15. Wave (RARE)\*
       1. Your bullets produce sound waves
       2. Damage -2
       3. Bullet Speed -3
       4. Accuracy +1
       5. Chance to make enemies vomit
       6. Chance to make enemies explode damaging nearby enemies.
       7. Cost = 130
   16. Chillax-
       1. Ice bullet that Slows enemies.
       2. +1 gun damage
       3. +1 firing rate
       4. Bullet speed -2
       5. Cost = 15
   17. Taser-(Enemy Drop)
       1. Electrical bullet that stuns enemies.
       2. -2 range damage
       3. +1 Firing Rate
       4. +1 Bullet Speed
       5. Cost = 20
   18. Sparkler- \*
       1. chance that your bullets will burn targets with fire
       2. Fire burst- 1 dps for 3 seconds to anyone near inflected enemy.
       3. Cost = 15
   19. Mind Warp- (RARE) \*
       1. Chance hit to confuse enemies.
       2. 5% chance per bullet hit.
       3. Lasts 3 seconds
       4. Cost = 100
   20. Leech bullet-
       1. Chance to steal health from enemies.
       2. -20 ammo
       3. Cost = 25
   21. Precision Shot- (RARE)\*
       1. shots sometimes do double.
       2. Bullet Range +2
       3. Cost = 200
   22. Large Ammo Clip (Enemy Drop)
       1. +50 ammo
       2. Cost = 15
   23. Rambo’s Clip- (RARE)\*
       1. The gun fire never seems to end.
       2. Cost = 300
   24. Trick Shot-
       1. Bullets have a chance to bounce off enemies.
       2. Cost = 30
   25. Curved Bullet- (Enemy Drop)
       1. Bullets travel at a curved angle
       2. Cost = 5
   26. Shielded Tip (RARE) \*
       1. Bullets can bash other bullets out of the air once.
       2. Cost = 100
   27. Incendiary Bullets
       1. Bullets have a chance to explode leaving behind a burning flame.
       2. Cost = 25
   28. Silencer- (Enemy Drop)
       1. Smaller bullets
       2. +1 faster fire rate
       3. +3 Bullet Speed
       4. +10 ammo
   29. Brittle Bullet (Enemy Drop)
       1. Bullets shatter in 6 directions on contact with enemies, does less damage.
       2. Cost = 35
   30. Chillax
       1. Bullets leave behind an icy residue that slows opponents.
       2. Bullet Speed -2
       3. Bullet Damage +1
       4. Cost = 15
   31. Bomb Buster- \*
       1. Enemies have a chance to explode upon hit.
       2. Cost = 40
   32. Anti-Gravity Rounds-
       1. randomly lifts enemies in air….can’t move but can still fire.
       2. Doesn’t work on mechs, droids, or robots.
       3. Cost = 20
   33. Needler \*
       1. Lower damage but fires at faster rate, homes in on enemies
       2. Range Damage -1
       3. Firing Speed +3
       4. Cost = 45
   34. Imploder- Chance to trigger an explosion on enemy death. (RARE)\*
       1. You have a 20% chance cause an enemy to explode on death.
       2. 5 damage
       3. Cost = 100
   35. Spinner
       1. Chance to fire out a sphere that’s sprays area with bullets in a counter clockwise rotation.
       2. Cost = 35
   36. Launcher
       1. You fire a grenade that explodes after 3 seconds if it doesn’t make contact with an enemy.
       2. Cost = 40
   37. Charge- energy builds up in your gun…the next time you fire it will release a powerful blast. Must stop firing to charge. (RARE) \*
       1. Charge up damage…200%
       2. +30 Ammo
       3. Disables automatic firing
       4. Cost = 300
   38. Oni charge- bullets are slower but larger bullets and damage
       1. Bullet Speed -4
       2. Larger bullet size
       3. Bullet damage +3
       4. Cost = 35
   39. Poppers
       1. After a bullet hits, smaller pellets will fly out and explode on contact with floor or enemies.
       2. Cost = 25
   40. Rubber Cement
       1. Bullets can coat the floor with a sticky substance that slows enemies down…with a chance to stop them altogether.
       2. Cost = 30
   41. Magnum (Enemy Drop)
       1. Knock Back
       2. +1 Bullet Speed
       3. +15 Ammo
       4. Cost = 20
   42. Grinder (RARE)\*
       1. Shoot out a spinning blade…blade continues to spin even after contact with enemy for a few seconds.
       2. Cost = 250
   43. Mini Gun \*
       1. Damage -2
       2. Fire Rate +3
       3. Bullet Speed +2
       4. Accuracy -2
       5. Ammo +50
       6. Movement Speed -1
       7. Cost = 50
   44. Sonic Rounds- \*
       1. knock enemies back
       2. Stuns near by enemies
       3. +20 ammo
       4. Cost = 35
   45. Lightning Buster
       1. Sends a stream of electrical energy that stuns opponents.
       2. Bolts pass though enemies.
       3. +1 Gun Damage
       4. +3 Firing Rate
       5. Cost = 40
   46. Rebounder
       1. Chances that shot will bounce off of one enemy to another and back three times.
       2. Ammo +10
       3. Cost = 50
   47. Heavy Bullets \*
       1. Bullets lose trajectory and accuracy for extra damage and firing rate
       2. +3 Gun damage
       3. +1 firing rate
       4. +1 Reload
       5. +25 ammo
       6. Cost = 50
   48. Twister (DLC)
       1. Bullets travel in a circular motion.
   49. Crap (DLC)
       1. Fire out random crap at enemies
       2. Bullets are replaced by random stuff.
6. Melee Mods
   1. Punch Out \*
      1. Melee Damage up +1
      2. Chance to push enemies away after a melee hit.
      3. Cost = 10
   2. Knock Out (Enemy Drop)
      1. Melee Damage up
      2. Chance to stun opponent
      3. Cost = 20
   3. Live Wire \*
      1. Melee Damage can Stun
      2. +1 Electrical Damage
      3. Cost = 20
   4. Hot Poker (Enemy Drop)
      1. Melee Damage can burn
      2. +1 Fire Damage
      3. Cost = 20
   5. Ice Pick (Enemy Drop)
      1. Melee Damage can slow opponent
      2. +1 Ice Damage
      3. Cost = 20
   6. Hanzo’s Blade- (RARE) \*
      1. melee strike sometimes does double.
      2. Cost = 200
   7. Trick Cut- Melee hit has a chance to drop enemies grenade. (RARE)
      1. 15% Chance
      2. Cost = 100
   8. Shiv-(Rare) \*
      1. Chance to stab multiple times on a melee attack
      2. 10% chance to stab an enemy 3 times in a row.
      3. Cost = 200
   9. Rusty Knife (Enemy Drop)
      1. +3 Melee Damage
      2. +1 Poison Damage
      3. Cost = 30
   10. OJ’s Knife (Enemy Drop)
       1. You restore +25 hp for every white woman you kill.
       2. Cost = 25
   11. Anaconda (Enemy Drops)
       1. Melee Range extended
       2. +5 melee damage
       3. Cost = 30
   12. Mike’s Gloves
       1. You lose the knife for punches
       2. Can do combo’s
       3. +1 to damage with every combo
       4. Cost = 40
   13. Adamantium Claws (RARE)\*
       1. You lose the knife for sharp claws
       2. Can do combo’s
       3. +3 to damage with every combo
       4. Chance to cause bleed damage
       5. Cost = 300
   14. Heavy Stab \*
       1. Melee hit has a chance to make enemy bleed…can reveal invisible enemies
       2. Cost = 30
   15. Heavy Hand
       1. Slow melee attack speed, but does more damage.
       2. Cost = 30
   16. Shack Weight \*
       1. Faster melee attack speed, but lower damage
       2. Cost = 30
   17. Chain Saw (Enemy Drop)
       1. Your blade becomes a chain saw
       2. Hold melee attack down to hit continually.
       3. Cost = 50
   18. Laser blade- chance to kill opponent instantly. (RARE)\*
       1. 10% chance
       2. +10 melee damage
       3. Doesn’t work on bosses
       4. Cost = 500
   19. Extended blade- (Enemy Drop)
       1. Melee Range extended
       2. Cost = 15
   20. #1 Head Band (RARE) \*
       1. Chance to drain hp
       2. +5 melee damage
       3. +5 movement speed
       4. Cost = 130
   21. Vibrating blade- Charge a melee attack \*
       1. Hold for 3 seconds to double damage.
       2. Cost = 40
   22. Energized Blade\*
       1. When your HP is at full, your melee attacks will shoot out a sharp pulse of energy.
       2. Cost = 35
   23. Cleave
       1. After hitting you also hit the closes target next to you.
       2. Cost = 30
   24. Exploding Blade \*
       1. Chance to create an explosion that leaves behind a burning residue.
       2. Cost = 40
   25. Small Knifes (Enemy Drop)
       1. When you melee attack you throw your knife at enemies. You stab them normally if they are up close.
       2. Cost = 50
   26. Splatter (RARE) \*
       1. Melee +1
       2. Chance to do double melee damage
       3. Cost = 100
   27. Ninja Skills
       1. Chance while rolling through an enemy to damage them with melee damage.
       2. Cost = 45
   28. Radiated Slice
       1. Chance on enemy death for them to explode in a cloud of radiation.
       2. Cost = 30
   29. Bulls Eye
       1. Hold for 2 seconds and release to throw weapon.
       2. Chance to cause bleed damage.
       3. Cost = 15
   30. BackStab
       1. Hit enemy with melee from behind and do double damage.
       2. Chance to stun.
       3. Cost = 50
   31. Ghost Dogs Blade- Chance while firing to summon ghost dog that slices your enemies.
       1. 5% chance to do melee damage to opponent
   32. Blood Blade
       1. You gain 10 hp after every 3 kills.
       2. Cost = 20
   33. (DLC) Tendon Rip
       1. You slow enemies down.
   34. (DLC) Disembowel
       1. Lower enemy HP to 1
   35. (DLC) Knife Trick
       1. You throw three blades at once.
   36. (DLC) Mind Blade
       1. While not attacking with melee a swirling mystical blade encircles around your body.
   37. (DLC) Throat Slit
       1. Stops enemies from talking….instead its replaced with (Gurgle gurgle)
       2. +1 melee damage
   38. (DLC) Boomerang Blade
       1. Throw your knife that quickly comes back towards you.
   39. (DLC) Grab N Stab
       1. Hold an enemy and continually stab them.
   40. (DLC)
7. Grenade Mods
   1. Fire Ballz
      1. Grenades leave behind a fiery gas once it explodes.
      2. Cost = 15
   2. Radiated Grenade-
      1. leaves a trail of toxic gas when thrown.
      2. +2 Poison Dps for 5 seconds
      3. Cost = 20
   3. Poison Grenade- (Enemy Drop)
      1. Explodes into a toxic cloud
      2. +3 Posion Dps for 5 seconds
      3. Cost = 25
   4. Spiked grenade- (Enemy Drop)
      1. spreads shrapnel
      2. +10 Shrapnel damage
      3. Cost = 50
   5. Eruption\*
      1. Grenades erupt in a vertical blast that last longer and burns
      2. Cost = 20
   6. Junk Grenade (RARE) \*
      1. You spend 1-5 junk to improve grenade damage by 1-5.
      2. Explodes in Shrapnel
      3. Cost = 70
   7. Cross Fire
      1. Grenades erupt in a cross
      2. Cost = 20
   8. Magnet Grenade- \*
      1. Attracts to metal enemies as well as attracts bullets.
      2. Cost = 10
   9. Big grenade- Huge explosion (Enemy Drop)
      1. Double explosion size
      2. +1 Increased grenade damage
      3. Cost = 35
   10. Proximity Grenade-
       1. Grenades won’t explode until an enemy is nearby.
       2. Cost = 15
   11. Nuke Grenade- Larger grenade explosion (RARE) \*
       1. +5 explosion damage
       2. +2 posion dps for 5 seconds
       3. + grenade damage
       4. Cost = 200
   12. Sticky Grenade
       1. Sticks to your enemies
       2. Cost = 10
   13. Detonator (Enemy Drop)
       1. Explodes grenades when you detonate it.
       2. Cost = 50
   14. Flubber-
       1. Grenades bounce off walls.
       2. Cost = 15
   15. Black Grenade- (RARE)
       1. Pulls enemies toward it before exploding
       2. Cost = 70
   16. Gas Grenade
       1. Leaves behind a thick cloud that reduces accuracy to 1
       2. Cost = 5
   17. Mines
       1. Turns grenades into land mines
       2. Cost = 15
   18. Beam Grenade \*
       1. While the timer is ticking, it releases a beam that rotates around for a few seconds damaging any enemy within it.
       2. Cost = 30
   19. Tracking Grenade
       1. Grenades track onto all enemies.
       2. Cost = 40
   20. Spider Mines (RARE)\*
       1. Turns grenades into spider mines…moves towards enemies before exploding.
       2. Cost = 100
   21. EMP (RARE)
       1. Release a second explosion of magnetic energy that shuts down all electronic enemies in radius.
       2. Cost = 60
   22. Ice Blast
       1. Release a second explosion that freezes enemies in its radius.
       2. Cost = 20
   23. Laser Bomb
       1. Releases a second explosion that sends out lasers that burns through opponents that touch them.
       2. Cost = 30
   24. Anti Black Bomb
       1. A bomb that does more damage to black people
       2. Cost = 20
   25. Anti White Bomb
       1. A bomb that does more damage to white people
       2. Cost = 20
   26. Anti Asian Bomb
       1. A bomb that does more damage to Asian people
       2. Cost = 20
   27. Anti Latin Bomb
       1. A bomb that does more damage to Latin people
       2. Cost = 20
   28. Cluster Bomb
       1. Sends out exploding shrapnel.
       2. Cost = 30
   29. Flash
       1. Sends out a blinding light that makes enemies stumble around.
       2. Cost = 15
   30. Thunder Bolt
       1. Sends out an 8 directional blast of thunder
       2. Cost = 25
   31. Mustard Gas
       1. Fills the surrounding area with a poisonous gas…poisons all enemies once every 5 seconds.
       2. Cost = 35
   32. Incendiary (Rare)
       1. The blast causes enemies to catch on fire and burn until dead.
       2. Anyone that touches the inflamed enemy will also catch on fire.
       3. Cost = 145
   33. Fire Flies
       1. Blast releases radioactive flies that home in on enemies.
       2. Cost = 30
   34. Hate Gas
       1. Causes enemies to attack one another.
       2. Cost = 30
   35. Nitroglycerin
       1. Slows enemies that touch in for 20 seconds.
       2. Cost = 50
   36. Multi Rocket
       1. Sends out multiple rockets on detonation.
       2. Cost = 35
8. Armor Mods
   1. Cyborg head- \*Increased accuracy. Lower damage.
      1. Give away humanity?
         1. Give away +25 of your Max HP
         2. Gain Lowers all damage by 1, +1 chargeable shield, Accuracy increased
      2. Shield absorbs incoming damage once…Recharges after every room.
      3. Cost = 55
   2. Cyborg arm-\*  increased melee damage. Climb walls.
      1. Give away humanity?
         1. Give away +25 of your Max HP
         2. Gain Climb Walls, Increased melee damage, 1 rechargeable Shield.
         3. Shield absorbs incoming damage once…Recharges after every room.
         4. Cost = 55
   3. Cyborg body-\* lowers all damage by 5, + 1 chargeable shield, increased firing rate
      1. Give away humanity?
         1. Give away +50 of Max HP
      2. Gain Increased fire rate, Lowers all damage by 5, rechargeable shield.
      3. Shield absorbs incoming damage once…Recharges after every room.
      4. Cost = 55
   4. Cyborg Leg-\*
      1. Give away humanity?
         1. Give away +25 of your Max HP
         2. Gain Increased jump height, increased movement speed, +1 chargeable shield.
         3. Shield absorbs incoming damage once…Recharges after every room.
         4. Cost = 55
   5. Scary Mask- (RARE) (Enemy Drop)
      1. You absorb some bullet when hit dealing 0 damage.
      2. On absorption, your next melee hit does +25 damage
      3. Cost = 165
   6. Soldier Outfit-\*
      1. Extra Armor, lower enemy damage.
      2. Cost = 40
   7. Prisoner Outfit-(Enemy Drop)
      1. Melee damage up
      2. Range Up
      3. Armor +10
      4. Cost = 30
   8. Spiked Shoulder Pads- #
      1. Armor +25
      2. Enemies take damage if they touch you.
      3. Cost = 30
   9. Metal Leggins \*
      1. +1 Movement Speed
      2. Armor +25
      3. Cost = 30
   10. Leather Jacket (E)
       1. +2 Movement Speed
       2. Armor +10
       3. Cost = 15
   11. Cowboy Hat \*
       1. +1 Bullet Speed
       2. +1 Accuracy
   12. Muggers Mask
       1. +3 Movement Speed
       2. Gain extra +1 junk on a junk drop
       3. Cost = 20
   13. Motorcycle Helmet \*
       1. +40 Armor
       2. -1 movement Speed
       3. Cost = 25
   14. Scavengers Hoodie (Enemy Drop)
       1. Armor +10
       2. Movement Speed +2
       3. Cost = 15
   15. Tinted Shades (Enemy Drop)
       1. Armor + 5
       2. Accuracy +1
       3. Cost = 10
   16. Alltron’s Armor (RARE)\*
       1. +100 Armor
       2. +1 Regenerative Shield
       3. Cost = 200
   17. Sub Zero Suit (RARE) \*
       1. HP -25
       2. This suit changes your body to feed off the cold
       3. Any damage you take freezes those around you.
       4. Cost = 90
   18. Baseball Cap (Enemy Drop)
       1. Armor +10
       2. Melee damage +1
       3. Cost = 15
   19. Cybernetic Goggles \*
       1. Fires lasers from eyes from time to time.
       2. +25 Armor
       3. Cost = 30
   20. Ninja Scarf (RARE) \*
       1. Armor +10
       2. Movement Speed +1
       3. Melee damage +1
       4. Jump Height +1
       5. Firing Rate +1
       6. Cost = 105
   21. Engineer Googles (Enemy Drop)
       1. Explosive Damage +1
       2. Armor +10
       3. Cost = 25
   22. Red Bandana (Enemy Drop)
       1. Armor +10
       2. Fire Rate +1
       3. Bullet Speed +1
       4. Cost = 25
   23. Cybernetic eye (Eye) \*
       1. - Increased accuracy (RARE)
       2. Lose Humanity?
       3. -50 Health
       4. +3 Accuracy
       5. Chance to do double damage.
       6. Can see secret doors.
       7. Cost = 100
   24. Tinted Goggles (Enemy Drop)
       1. Armor +15
       2. Increased Accuracy
       3. Cost = 15
   25. Bounty Hunter’s Helmet (Enemy Drop)
       1. Increased Accuracy
       2. Gain +1 Bonus Junk on kills
       3. Cost =20
   26. Bullet proof vest-
       1. Low chance to ignore damage
       2. +25 to shield.
       3. Cost = 30
   27. Bombers Jacket (Enemy Drop)
       1. 20 grenades
       2. Cost = 30
   28. Biker Helmet (Enemy Drop)
       1. +50 Armor
       2. +20 Ammo
       3. Cost = 50
   29. Launcher- boost high in the air.
       1. Duck and jump to activate
       2. Cost = 30
   30. Fortune Cookie
       1. Gives a random fortune.
       2. Random events happen depending on the fortune.
   31. Eye Patch (Enemy Drop)
       1. Speed up
       2. Melee damage up
       3. Cost = 25
   32. Gun Tits (Enemy Drop)
       1. Shoots a stream of bullets ahead of you.
       2. Armor +20
       3. Cost = 30
   33. Dick Gun (Enemy Drop)
       1. Auto shoots a diagonal bullet.
       2. Armor +20
       3. Cost = 30
   34. Leather Boots (Enemy Drop)
       1. Movement Speed +
       2. Cost = 15
   35. Leather Pants
       1. +10 Armor
       2. Cost = 15
   36. Bond’s Watch- (RARE) \*
       1. Things seem to miss you from time to time.
       2. Cost = 300
   37. Power Armor (RARE)\*
       1. +100 Armor
       2. Ignores first hit damage in every room.
       3. Booster
       4. -5 Speed
       5. Cost = 500
   38. Power Helmet (RARE)\*
       1. +50 Armor
       2. +5 Accuracy
       3. -3 Speed
       4. Cost = 300
   39. Power Gauntlets (RARE)\*
       1. +5 melee
       2. Can grab to walls
       3. Grapple Hook
       4. +20 Armor
       5. Cost = 300
   40. Power Boots (RARE)\*
       1. Falling from long distances creates a strong force that damages enemies and pushes them back.
       2. Take no damage from spikes
       3. +25 Armor
       4. Increased jump height
       5. -3 Speed
       6. Cost = 300
   41. Metal Heels
       1. Take no damage from spikes
       2. +10 armor
       3. -1 Jump Height
       4. Cost = 40
   42. Exo suit- (Enemy Drop)
       1. increased jump range,
       2. +25 Armor.
       3. Cost = 40
   43. Fire feet- \*
       1. leave a firy stream behind you
       2. Cost = 30
   44. Oily Boots \*
       1. Leaves a black trail of oil that slows opponents.
       2. Cost = 15
   45. Sprinkler
       1. Your gun fire pivots right to left.
   46. Spiked Boots- (Enemy Drop)
       1. By pressing down when in the air. You can slam on top of enemies causing damage
       2. +10 armor
       3. Cost = 25
   47. Incomplete Tool Kit (Enemy Drop)
       1. Chance to repair droids for free.
       2. Cost = 30
   48. Metal Arm (Enemy Drop)
       1. -10 hp
       2. Can grab enemies and throw them.
       3. Can climb walls
       4. -1 Jump Height
       5. Cost = 50
   49. Gas Mask (Enemy Drop)
       1. Armor +10
       2. Immune to poison gas
       3. Cost = 35
   50. Radiation Suit (Enemy Drop)
       1. Armor +10
       2. Reduces poison damage by 50%
       3. Cost = 35
   51. Indian Jacket \*
       1. +25 hp
       2. Accuracy +1
       3. Cost = 30
   52. Weapon Engineers
       1. Weapon Mod slots increased to 8
       2. Cost = 50
   53. (DLC) Dead President
   54. (DLC) Jordan’s
       1. Jump +10
       2. Non damage fire appears while you are in the air.
9. Backpack Mods
   1. Umbrella \*
      1. Slow Fall
      2. Cost = 5
   2. Anti-Gravity Shoes- \*
      1. double jump
      2. Cost = 20
   3. Crown of the Mercenary King
      1. Each kill drops money.
      2. Cost = 25
   4. Crown of Vegas
      1. Each Kill drops “Junk Chips”
      2. Cost = 50
   5. Vegan Meal
      1. You can’t stand meat.
      2. +20 HP
      3. +2 Movement Speed
      4. Cost = 20
   6. Shrinking Machine (RARE) \*
      1. You are very small
      2. +5 Movement Speed
      3. Honey I shrunk myself
      4. Cost = 100
   7. Shoulder Laser \*
      1. fires a high beam of energy
      2. Cost = 35
   8. Shield (Enemy Drop)
      1. When you duck a shield grows from ground.
      2. Shield HP: 15
      3. Doesn’t block explosions.
      4. If destroyed, returns in next room change.
      5. Cost = 25
   9. Rocket Shoes-
      1. Dash forward by double tapping.
      2. Cost = 30
   10. Calculator (RARE)
       1. Things are finally adding up.
       2. 50% off all items
       3. Cost = 100
   11. 241 (RARE)
       1. 2 items drop instead of one
       2. Cost = 200
   12. Helpful Midget (RARE) \*
       1. A midget is strapped to your back, Shoots straight behind you.
       2. Always has your back
       3. Cost = 70
   13. Hot Tamale
       1. Speed Increased
       2. +25 hp
       3. Cost = 20
   14. Large Clip
       1. Increased ammo capacity +50
       2. Cost = 15
   15. Anti Air Laser \*
       1. Fires a long beam that destroys incoming missiles…or anything else in its path.
       2. Can be upgraded 2 times.
       3. Cost = 40
   16. Homing missile- \*
       1. multiple rockets...homes in...slow
       2. Cost = 35
   17. Rocket pack- (Enemy Drop)
       1. can fly as long as you press jump...limited
       2. Cost = 50
   18. Animal Lover
       1. Hitting an enemy animal will cause them to attack other enemies.
   19. Broken Cloaking Device (RARE) \*
       1. Turn invisible.
       2. Activate by holding down the duck button for 3 seconds
       3. You will remain invisible for 5 seconds after activation.
       4. Enemies stop attacking…and look for you
       5. Cost = 200
   20. Flash Light \*
       1. Lights up dark rooms.
       2. Cost = 5
   21. Energized small magazine\*
       1. Ammo capacity down
       2. Fire Speed Up
       3. Damage Up
       4. Cost = 35
   22. Rusty Lock Pick
       1. 25% chance to open up a chest without a keycard
       2. Cost = 30
   23. Backpack
       1. Items slots increased to 16 Slots
       2. Cost = 50
   24. GPS\*
       1. You see secret rooms
       2. Cost = 20
   25. Anorexic \*
       1. Smaller hit box
       2. Low melee damage
       3. Chance to vomit food that you eat
       4. Cost = 10
   26. Black Widow
       1. Do more damage to male opponents.
       2. Cost = 15
   27. Working Cloaking Device (Very RARE) &&
       1. You reappear when you attack and disappear 2 seconds later.
       2. Cost = 300
   28. Wife Beater (Enemy Drop)
       1. Do more damage to female opponents.
       2. Cost = 15
   29. Weird Wrist Watch (RARE) \*
       1. Time seems to freeze from time to time
       2. Once every room.
       3. Cost = 135
   30. Snowdin App
       1. You know where secret rooms are located.
       2. Cost = 25
   31. Shield Generator (RARE)\*
       1. Restores an extra shield per new room
       2. Cost = 110
   32. Force Field- (RARE) \*
       1. an extra layer of protection. Recharges after every kill.
       2. Cost = 250
   33. Solar field-
       1. regains power after killing enemies.
       2. Cost = 30
   34. Time Bubble- Creates a single bouncing time bubble that slows anything inside it.
       1. Cost = 40
   35. The Pen (RARE) \*
       1. 50% of melee damage is added to your range damage.
       2. You lose the ability to use melee.
       3. Cost = 300
   36. Liquid Nitrogen Tubes (RARE)\*
       1. Combined with the Sub Zero Suit, this increases the wears abilities.
       2. With Subzero Suit
          1. HP +75
          2. Increased damage Frost burst
          3. An aura around you freezes anyone around you.
          4. Melee attacks Freeze enemies
       3. Without Sub Zero Suit
          1. Chance to freeze opponents when hit
       4. Cost = 200
   37. Latte- (Enemy Drop)
       1. Speed up
       2. Cost = 5
   38. Castro’s Cigar (RARE)
       1. Speed Down
       2. Fire Range Up
       3. Range Damage Up
       4. Fire Rate Up
       5. Cost = 100
   39. Old Eye Patch
       1. -1 accuracy
       2. +2 Melee Damage
       3. Cost = 10
   40. Contacts
       1. +3 Accuracy
       2. Cost = 10
   41. Color Blind (Enemy Drop)
       1. Screen turns black and white
       2. +2 damage to all races
       3. Cost = 10
   42. Broken Force Field
       1. Shield absorbs incoming damage once.
       2. Recharges after every room.
       3. Cost = 30
   43. Side missile- (Enemy Drop)
       1. Single missile...small explosion...faster rate.
       2. Cost = 25
   44. Multiple Homing missiles
       1. Multiple missiles fly and explode on target.
       2. Very slow rate.
       3. Cost = 30
   45. Fight Club Magazine \*
       1. +5 Melee Damage
       2. Cost = 40
   46. Bounty Hunter’s License (RARE) (Enemy Drop)
       1. You gain Junk from each kill
       2. Normal enemies give 2
       3. Elite Enemies give 5
       4. Bosses Give 7
       5. Cost = 100
   47. Uncle Remus Syrup (RARE) \*
       1. “It drips with racism”
       2. Gain +100 HP
       3. Cost = 100
   48. Rear Shield \*
       1. A plasma shield protects your back.
       2. Disappears after first hit…but reappears in next room.
       3. Cost = 30
   49. Broken Repulser Shield- \*
       1. A shield has a chance to appear around you, Bullets are deflected.
       2. Cost = 15
   50. Homing Jammer- \*
       1. homing missiles have a hard time tracking you
       2. Cost = 25
   51. Lottery Ticket \*
       1. Doubles your current Junk
       2. Cost = 15
   52. Home Made Death Ray \*
       1. Will send down a beam of fire every 10 seconds.
   53. Electric Prongs (Enemy Drop)
       1. Every hit releases a bolt of electricity
       2. You release a stream of electricity every time you are hit
       3. Electricity stuns and does damage
       4. Cost = 10
   54. Rocket Launcher- (Enemy Drop)
       1. Single missile...large explosion...slow fire rate.
   55. Mech Battery- \*
       1. Charges Super moves quicker.
   56. Tent
       1. You heal 60% of health after you beat a level.
   57. Ragged Sleeping Bag \*
       1. You heal 40% of health after you beat a level.
   58. Necronomicon (RARE)
       1. Enemies you kill have a chance to resurrect and be your undead servants.
   59. Bottle of Pills (RARE)
       1. Grants a random effect for the entire stage
   60. Poisonous Bottle\*
       1. Melee weapons cause poison damage
       2. + 10 poison
   61. Ammo Stash
       1. You can hold up to 7 ammo clips.
   62. Radioactive Water
       1. -25 Hp
       2. 75% chance to avoid radioactive mutation
   63. Purity Ring (DLC)
       1. Everystep you take has a chance to lower radiation.
       2. Immune to radioactive mutation.
   64. Righteous Indignation (DLC)
       1. A spinning saw rotates around your body.
   65. Performance Inhancing Drugs (DLC)
   66. Tether
       1. Attach a tether between two points.
10. DNA Mods
    1. Dweller Lungs \*
       1. Inhaling Radiation heals you over time.
    2. Fire Mind
       1. You have a chance to mentally throw a ball of fire.
       2. Fire Damage +1
       3. Burning Damage +2
    3. Pyromaniac (Very Rare) \*
       1. You really really really love fire.
       2. Fire Damage +3
       3. All damage increases when you are in fire or set on fire.
          1. +5
       4. You are immune to burning damage for the first 5 seconds.
    4. Spider Senses
       1. You can detect incoming projectiles
    5. Right Handed
       1. After shooting with your gun, your next melee attack does double damage for 3 seconds.
    6. Left Handed
       1. After slashing with your sword, you next gun attacks do double damage for 3 seconds.
    7. Ambidextrous (RARE)
       1. If enemies are close to you, you will automatically slash with your sword while shooting.
       2. +5 melee damage
       3. +5 Range damage
       4. Must have right handed and left handed to use this Stereotype.
    8. Silver Tongue
       1. You are good at bargaining and Negotiating.
       2. Lowers cost of Mercenary.
    9. Hard Corp DNA \*
       1. You gain the ability to slide on the ground.
    10. Fashionista (RARE)
        1. You gain additional mod slots. (Melee, Gun, DNA, Grenade)
    11. Tinkerer \*
        1. You have a chance to gain 1 grenade every time you pick up junk.
    12. Popper (RARE) \*
        1. The less money you have the more damage you do.
        2. You gain +1 weapon damage every 20 junk you don’t have.
    13. Quick Draw- (Enemy Drop)
        1. You reload 50% fast.
        2. Increased Accuracy
    14. Joan Rivers Skin
        1. Gain +50 HP
    15. Stem Cells
        1. Gain +25
    16. Decker (Enemy Drop)
        1. All Droids do increased damage.
    17. V.A.T.S- Time seems to slow down from time to time when bullets are near you.
    18. Hitler’s Mustache (Enemy Drop)
        1. Do more damage to nonwhite opponents.
    19. Body Builder (Enemy Drop)
        1. Melee attacks do more damage
        2. Bigger hit box
    20. Druggie (Enemy Drop)
        1. Gain double from any Chem use
    21. Born Again (RARE)
        1. Come back upon death.
        2. Replaces current items with random new ones.
    22. Daily Double (Wheel of Torcher)\*
        1. Chance to do double damage with each hit.
    23. There is no Spoon-
        1. You have an invisible front shield that has a chance to stopping bullets in there tracks.
    24. Trigger Happy (Enemy Drop)
        1. Increased firing rate
        2. Increased ammo by 25
        3. -2 to range damage
    25. Grease Monkey (Enemy Drop)
        1. All Droids fire faster
        2. You’re have a bad smell
    26. Gang Banger (Enemy Drop)
        1. Fire Rate up
        2. Damage Up
        3. Accuracy Down
    27. Marksman (Enemy Drop)
        1. Chance to
           1. Slow enemy
        2. Do double damage
    28. Verbal Bully (Enemy Drop)
        1. Words will hurt you.
        2. If enemy is nearby you, you have a chance to cause human enemies to run away.
    29. Scavenger\*
        1. More random items drop from destructible objects.
    30. Healthy Lung (Enemy Drop)
        1. Exercise is paying off.
        2. Increase base health by 25.
        3. +1 Jump Height
        4. +1 Movement Speed
    31. Weapon X (RARE)
        1. You gain 1 hp every 10 seconds
        2. Lowers Radiation Exposer by 5 every Room
    32. Sewer King (Very RARE)
        1. You spawn sewer people that fight for you.
    33. Nano Vains \*
        1. HP +25
        2. Armor +20
    34. Bishops Mark
        1. Damage taking charges Charge items
    35. Chozo DNA (RARE) (Enemy Drop)
        1. Unlock
        2. Can Shrink to a spinning ball
        3. Drop mines on the ground inside of bullets while in spinning ball form.
    36. Samus Spin (Enemy Drop)
        1. Jumping causes you to spin while electrified.
    37. Genetically Enhanced- \*
        1. all stats up
    38. T-3000 Skeleton- (Very RARE) \*
        1. Lose -100 Total HP
        2. Can’t take if you have any cyborg parts
        3. Can dissolve into a puddle of metal.
        4. Increase fire rate
        5. Increased jump height
           1. +4 lives
        6. Increased damage against fire.
    39. Junk King (RARE)\*
        1. The more junk you have the more damage you do
        2. You gain +1 weapon damage for every 20 junk you have.
    40. Austin’s Mojo
        1. Chance to charm enemy female.
    41. Genetic Vitality (RARE) @@
        1. Randomizes all skills
        2. +50 hp
    42. Croach DNA \*
        1. + 10 HP
        2. + 50 Armor
        3. Movement Speed + 3
        4. +1 melee damage
    43. Bolt-
        1. Speed up movement +3
    44. P.O.W
        1. HP +20
        2. Ammo +25
        3. Accuracy +1
    45. Human Skins (Very RARE) (Enemy Drop)
        1. +30 hp
        2. +3 melee damage
        3. Summons radioactive flies that attack enemies.
    46. Hiroshima Survivor (Very RARE)\*
        1. You burn with radiation
        2. AOE of poison damage.
    47. Leech Worm (Enemy Drop)
        1. A worm is attached to your body at the cost of some life. The worm lashes onto enemies…draining them of there hp giving it back to you.
        2. HP -30
    48. Fallout
        1. You release a toxic gas into the air from time to time…poisoning near by enemies.
    49. Irishman’s Foot-
        1. better chance of getting treasure chests.
    50. Chem Rage- (Enemy Drop)
        1. Increased +10 melee damage and +10 Increased movement speed after using a Chem.
        2. Last 1 min seconds.
    51. Cannibal (Mouth) (Enemy Drop)
        1. Enemies have a chance to drop hearts which restore +10 health.
    52. Survivalist
        1. Gain double of any 1 Health Item.
    53. Lucky Rabbits Foot- (RARE)
        1. better chance of getting treasure chests.
    54. Kleptomaniac
        1. Sometimes you get the itch to steal.
        2. Chance on kill to drop more items.
    55. Platinum Balls (RARE)
        1. +100 Armor
    56. Bum Rage
        1. Damage increases the less money you have
    57. Ninja Like (Enemy Drop)
        1. Rolling now dodges explosive damage.
    58. Telepath- (Enemy Drop)
        1. you see everything. You see the entire map…except secret rooms.
    59. Computer Nerd
        1. You know a lot about computers
        2. When near a turret, turret fights with you.
    60. Computer Hacker (RARE)\*
        1. When near an enemy Droids or Turret, they will fight with you
    61. Watermelon (RARE) (Enemy Drop)
        1. You become black.
    62. Wanton (RARE)
        1. You become Asian
    63. Jedi Skills (Very RARE)
        1. You attack twice with a single melee swing
    64. Soccer Ball (RARE)
        1. You become Latin
    65. Lynch Rope (RARE)
        1. You become White
    66. Alltron’s Head (Very RARE)\*
        1. Fires a beam with a chance for mind control
    67. Energy Vampire
        1. Kills sometimes recharge energy shields.
    68. Bad Rations (Enemy Drop)
        1. Heals +20 HP after every new room
    69. Devil May Cry
        1. Slow fall as you shoot your gun….not while reloading.
    70. Overcharge- \*
        1. builds up damage the more your bullets hit target.
        2. .1 damage for each hit up to +5 damage
        3. Damage reduces if enemies are not hit.
    71. Chem Stash (Enemy Drop)
        1. 6 chems drop around you
    72. Gun Foo- (RARE)\*
        1. Other hand is armed with Machine gun and fires at random enemies.
        2. Does base damage of your gun…no upgrades
    73. Baseball Arm- (Enemy Drop)
        1. Reflect enemies attacks with melee attack
        2. +1 melee damage
    74. Adamantium Bones (RARE)\*
        1. Must have “Weapon X”
        2. Chance on hit ignore all damage
    75. Yellow Fever- (Very RARE)\*
        1. Psionic ability allows you to shoot bullets that follow enemies.
        2. Enemy has a chance to run in fear
    76. Suicidal (Enemy Drop)
        1. Gain Damage and Speed increase with all weapons when life is 10% or lower.
    77. Black Face- Black characters hit you for more…but you do more damage to every other race.
    78. White Face- White characters hit you for more…but you do more damage to every other race.
    79. Psyco (Eyes) (Enemy Drop)
        1. Damage increases by +5 for 10 seconds after every kill.
        2. You have an itch to kill an innocent.
    80. Abuser (Enemy Drop)
        1. Hits have a chance to turn enemies to your side for a time.
    81. Cold Blooded
        1. You can’t be freeze
    82. Warm Blooded
        1. You can’t be burned
    83. Iron Belly
        1. Can’t be knocked back.
        2. -1 Jump Height
    84. Pacifist
        1. You can disarm an enemy with their weapon for 3 seconds
    85. Amurica
        1. +1 Range Weapon
        2. If white
           1. Does +1 extra damage to all blacks enemies
        3. If Black
           1. Does +1 extra damage to all white enemies
    86. Chinese DNA
        1. +2 melee damage
        2. Made in China
    87. Japanese DNA
        1. +2 damage to all Droids
        2. Will be Japanese
    88. Mexican DNA
        1. +2 Movement Speed
    89. Brazilian DNA
        1. +1 Melee Damage
        2. +1 Jump
    90. African DNA
        1. +2 Jump
    91. Samoan DNA
        1. HP +25
    92. Russian DNA
        1. All attacks have a chance to freeze targets
    93. Canada DNA
        * 1. Immune to Frozen.
    94. Feminist Frequency(DLC)
        1. You can produce a screeching sound when hit…damaging all male enemies.
    95. Riggs (DLC)
        1. The Bloody Doctor will attach a mini man to your back.
    96. Biggs (DLC)
        1. The Bloody Doctor will attach a mini man to your chest
    97. Body Builder (DLC)
        1. +50 HP
        2. -1 Speed
    98. Waste Lander (DLC)
        1. +10 hp
        2. +1 Accuracy
        3. -2 melee attack
        4. 15% chance to avoid radioactive mutation.
    99. Prayer Warrior (DLC)
        1. Every time you get hit you have a chance to pray.
        2. Chance a random item you need appears.
    100. Computer Skillz (DLC)
         1. -2 melee attack
         2. -25 Hp
         3. Machines drop +5 junk when killed
    101. Computer Teckky (DLC)
         1. Increased chance of getting cards
    102. Truck Lover (DLC)
         1. Bullet speed -3
         2. Range damage +1
         3. Increased bullet size
    103. Car Lover (DLC)
         1. Bullet speed +3
         2. Firing Speed +1
         3. +1 Reloading
    104. Cutter (DLC)
         1. Damage increases the closer you are to death.
    105. Born Jhihadist (DLC)
         1. Increased grenade damage
    106. Vegitarian (DLC)
         1. -2 melee attack
         2. +25 HP
         3. +1 Movement Speed
    107. Trick Shots (Enemy Drop)
         1. Chance while firing in one direction to also firing in the opposite direction.
         2. +10 ammo
    108. Meat Eater
         1. +1 Melee
         2. -10 HP
         3. -1 Movement Speed
         4. All damage you take is lowered by 1
    109. Jewish Blood
         1. Find more gold.
         2. Junk value is increased by +1
    110. Zionist
         1. Iron Dome-
         2. You have a drone that fires missiles at enemies as well as tries to intercept rockets.
    111. Being an Atheist
         1. Audience Rating increases slowly.
         2. + 10 to HP the more Stereotypes you receive.
    112. Being a Believer
         1. +2 Bullet Speed
         2. + 2 Audience Rating
         3. Negative chems have no effect on you.
    113. Slut
         1. +1 damage per second for 3 seconds…poison blood
         2. +1 movement speed
         3. -10 HP
    114. Rap Music
         1. +2 Firing Speed
         2. +1 Reload Speed.
         3. +1 Melee Damage
    115. Porn Addict
         1. +1 bullet speed
         2. -1 Movement Speed
         3. +2 Explosion size
    116. Pervy Stalker
         1. +1 Movement Speed
         2. +5 Speed when crouch walking
         3. -5 to damage when crouched
    117. Fame
         1. Gain +1 to junk when Audience meter is full.
    118. Likes Showing off
         1. Gain +1 to Audience when you blow stuff up.
    119. Sniping Stuff
         1. +2 Accuracy when ducking.
    120. Acrobatics
         1. +2 to melee damage 3 seconds after a roll.
    121. Eagle Eye
         1. +2 to Range damage for 3 seconds after a roll
    122. Drug Addict
         1. Effects of chems have a chance to double effect when used.
    123. Jihad
         1. +2 Movement Speed
         2. +2 Grenade Damage
    124. Pyrotech
         1. 50% less damage from grenades
         2. +2 Explosion size
    125. Abstinence
         1. +1 Firing Speed
         2. +1 Movement Speed
    126. Eboli
         1. Chance on Touch to poison enemy.
    127. Gun Nut
         1. Gain +3 extra clips.
    128. Stunt Double
         1. +20 ammo
         2. +1 explosion damage
    129. Robot Geek
         1. Do +3 damage to all robots and droids
    130. Remus’ Biggest Fan
         1. Less negative tiles on wheel of torture
    131. Pot Smoker
         1. -10 hp
         2. +3 Accuracy
         3. +1 Movement Speed
         4. +1 Jump
    132. S.P.E.C.I.A.L (DLC)
         1. All stats +1
    133. Purple Mind (DLC)
         1. You have a psych field around you.
         2. Randomly tell enemies what to do and they do it.
    134. Technopath (DLC)
         1. Chance on hit to control a robot or droid.
11. Mutant Traits
    1. Too much radiation can cause genetic defections in your DNA mods…either taking over an unused box or corrupting a used box. Mutations can only be removed by lowing your RAD counter.
    2. Mutating
       1. Rerolls all Mutant Traits.
    3. Lasher
       1. Extended a limb that strikes at opponents causing poison damage.
    4. Croach Eggs
       1. You grow croach eggs…chance to hatch one full grown croach that will fight for you.
    5. Acid Blood
       1. Spray your acid blood when hit.
    6. Poison Claw
       1. Melee hits do poison damage
    7. Spider Butt
       1. Sprays a sticky web on the floor at random times
    8. Spider Eyes
       1. You now have 6 eyes
       2. +7 Accuracy
    9. Spikes
       1. Touching an enemy deals poison damage
    10. Octopus Leg
        1. You move slower because of your wobbly leg
    11. Flaky Skin
        1. HP -15
    12. Shivers
        1. Your mouse cursor doesn’t seem to stay still.
    13. Fatigue
        1. You see random black spots from time to time
    14. Vomiting
        1. You stop shooting to vomit randomly
    15. Radioactive Vomit
        1. You stop shooting to vomit radioactive waste.
    16. Hard Skin
        1. You gain +10 shield that regrows +1 with every new room you enter.
    17. Devourer
        1. You absorb the dead with these worm like strains to strengthen yourself
        2. Regular healing items no longer work on you.
    18. Fly
        1. You gain fly wings
    19. Sticky Hands
        1. Crawl on walls.
    20. Bleeding Warts
        1. You take extra damage when hit.
    21. Large Hands
        1. You can’t grip your gun anymore
        2. Lose the ability to shoot, but you can melee
        3. +5 melee damage
    22. Melted Face
        1. Accuracy -2
        2. -40 HP
    23. Hair Loss
        1. -10 HP
    24. Cancer
        1. -20 HP
    25. Laser Eyes
        1. Chance when attacking to release a beam of energy from eyes.
        2. -2 accuracy
    26. Worms
        1. Worms roam from your body and attack enemies…they return with flesh to sustain you.
        2. -25 HP
        3. -2 Melee
    27. Bone Claws
        1. You lose the knife and gain bone claws.
        2. Can do Combos that grant extra damage with every hit.
        3. +2 Melee damage
    28. Blurred Vision
        1. -5 accuracy
    29. Jelly Flesh
        1. Armor feels uncomfortable on you
        2. Lose all armor mods or bonus armor points.
12. Super Moves
    1. Grapple Hook- (Enemy Drop)
       1. Grab and swing on walls
       2. Grab people and pull them towards you
       3. Grab and pull large cement blocks
       4. Cost = 30
    2. Plasma Hook-
       1. hook on too mechanical units...freezing them in place.
       2. Cost = 25
    3. 300 years of Oppression
       1. All stats are maxed for 20 seconds
    4. Med Kit
       1. Heals 50 HP
    5. Large Chem Pack
       1. Drops a random chem
    6. Clean Pee Water
       1. Heals 10 hp
    7. Radioactive Waste
       1. Shoots a beam of toxic radiation
    8. Hour Glass
       1. Upon death rewinds 5 seconds…destroyed after use.
    9. Black Panthers
       1. A gang of black people attack your enemies for you. Goes away when you leave the room.
    10. Black Dynamite
        1. Summon Black Dynamite for 20 seconds
    11. Randomizer
        1. Randomly changes all stereotypes into another.
    12. Shogun
        1. You summon a master ninja to aid you.
    13. Commando
        1. Summon an elite soldier
    14. Weired Phone (DLC)
        1. You summon an ET
    15. Army Radio
        1. Summon random military attacks on enemies…attacks might hurt you too.
    16. Red Button
        1. Summon a nuclear missile
    17. Satellite Droids
        1. Summon droids that rotate around the body
    18. Akira
        1. Summon a powerful Asian psionic
    19. Orbital Bombardment
        1. Rain down missiles
    20. Orbital Laser
        1. Call down a beam of energy
    21. Time Paradox
        1. Another powerful version of you arrives from the future.
        2. He will mention weird events about the future of this game series.
           1. “What!?!? The alien virus hasn’t been released yet?”
           2. “Whatever you do, don’t trust those blacks and there magic”
           3. “No magic in this time line.”
           4. “Uncle Remus isn’t who he says he is.”
           5. “Better this game show than the Japanese version.”
           6. “There’s no time to explain”
           7. “Come with me if you want to live”
           8. “Whatever you do don’t attack that innocent looking droid”
           9. “Robots…robots everywhere.”
           10. “I’m another you from another point in time.”
           11. “Are you prepared for the zombie apocalypse?
           12. Robots…robots everywhere.
           13. Beware the singularity.
           14. Mutant scum.
    22. Ooze
        1. You spread a toxic substance around you.
    23. (Removed) Dr. Who Scarf
        1. Go back in time 5 seconds.
    24. Croach Egg
        1. Summon a random croach.
    25. Mini Copter
        1. Summon your own private miniature copter.
    26. Death Ray
        1. Fire down a powerful beam of destruction.
    27. Weather Machine
        1. Creates acid rain.
    28. Back Ally Sniper
        1. Switches view to sniper scope, put scope on target that will instantly be killed
    29. Hired Sniper
        1. Fires bullets from foreground to any enemy near player.
    30. Gangnam Mech
        1. A mech surrounds your body for an entire room…or until its armor is depleted.
    31. Suicide Vest
        1. Activating will set off a powerful explosion, but damages you as well.
        2. Constantly charged
    32. ISIS suicide bomber
        1. A large truck drives, flies, and plows to the ground creating a huge explosion.
    33. Ethnocide Grenade
        1. Kills a random race on the screen.
        2. Doesn’t work on non humans
    34. Suit Case Nuke
        1. Hits everyone on Screen
    35. Bible (Rare)
        1. Chance to make people see the error of their ways…they run to the nearest exit and leaves stage
        2. Athiest will disagree and deal +5 more damage until dead.
        3. Some will fight each other.
        4. Some will join you.
    36. Flare
        1. Shoot up three rockets that blow up on contact…as well as leave behind a burning residue.
    37. Slit Wrist
        1. Hurt yourself for more damage
        2. +10 to all damage 30 seconds
        3. -50 HP
    38. Alltron’s Broken Head \*
        1. Chance to mind control all droids in room.
    39. Retarded Clone
        1. You summon a bad clone of yourself.
        2. Slower than you, overall weaker than you, but can take a lot of hits.
    40. Mind’s Eye Magazine
        1. Bullets home onto target
    41. Race Card
        1. If Black
           1. Kills all white opponents
        2. If any other race
           1. Throws a card that kills single opponent.
    42. Smokes
        1. Release a small but powerful smog that poisons enemies
        2. +5 Accuracy (For one room)
        3. +5 Speed (For one room)
    43. Complete Tool Box
        1. Resurrect random dead droid for free.
    44. Defibrillator
        1. Resurrect a random dead mercenary
    45. Mind Control Device
        1. Turns everyone against each other for 5 seconds.
    46. Cheap Hack
        1. All electronic equipment is under your control for 1 minute.
    47. The Intern
        1. You pay an Intern to activate all traps at once for 10 junk each time.
    48. Ride or Die
        1. A car passes by, firing at random people. It passes back and forth three times.
    49. Rioters
        1. Mortar cocktails fly out and burn anything in its path.
    50. Glitched Teleporter
        1. Move a few spaces forward
    51. Magnetic Shield
        1. Bullets curve around you for 10 seconds
    52. Diamond Flesh
        1. Your skin is as hard as a dimond.
        2. Immune to all damage for 10 seconds.
    53. Rotten Meat
        1. You throw a rotten piece of meat that summons 5 zombies to aid you.
    54. Riot Pulse
        1. Everyone begins to fight one another for 10 seconds.
    55. Ethnic Cleans
        1. Hits all targets with large damage.
    56. Mother Croach
        1. Calls down a large Croach pericer that slices any foe that is under it.
    57. (DLC) Baby Daddy
        1. All black males pay child support.
13. Chems
    1. Heal Chem- Heals all damage
    2. Regenerative Chem- You heal +10 HP every time you enter a new room for the entire level. Lasts for 10 rooms.
    3. Placebo Chem- You have a sugar rush.
    4. Carrot Chem- Accuracy Up
    5. Tinted Chem- Accuracy Down
    6. Crack Chem
       1. Bullet Speed up
    7. Nanite Skin Chem- +25 armor
    8. Iron Arm Chem-Melee Up
    9. Rotten Chem- Melee Down
    10. Blazed Chem- Gun Damage up
    11. Jitter Bug Chem- Gun Damage Down
    12. Stook Chem- Gun Range up
    13. Mellow Chem- Gun Range Down
    14. Motor Chem- Gun Fire Rate Up
    15. Bed Bug Chem- Gun Fire Rate Down
    16. Broken Chem- Luck Down
    17. Perfect Chem- Luck Up
    18. Contaminated Chem- HP Down 25
    19. Stem Cell Chem- HP Up 25
    20. Angel Chem- The colors duke…the colors.
    21. Hype Chem- You speed up as the world slowed down.
    22. Mellow Chem – Speed Down
    23. Nazi Chem- You go white with blond hair.
    24. Water Melon Chem- You go black with an afro.
    25. Enriched Chem- All Stats up
    26. Rusty Chem- You fart junk.
        1. Random 4-10 junk drop
    27. Super Chem
        1. You are immune to damage for 10 seconds.
    28. Rainbow Chem
        1. You are confused
        2. Controls are randomly switched around.
    29. Anti Mutagin
        1. Cures you of one random mutant traits
    30. Radiated Chem
        1. Adds +25 to radiation exposer
    31. Anti Rad Chem
        1. Subtracts -25 from radiation exposer
14. AI Hired Help
    1. American Mercenary- Collects junk and gets better over time…Stops collecting money when he reaches his max level.
    2. Reprogrammed Terminator- Slow but can take a beating…Equipped with a Shot gun.
    3. ISIS Recruit- Runs and tries to cleave enemies with a sword…uses rifle at a distance
    4. Palestinian Freedom Fighter
       1. Random rockets will hit each room as long as enemies live. Once every 20 seconds.
    5. North Korean Defector- Armed with a sniper rifle…will lay mines from time to time.
    6. Maniac- Throws knives…restores health by killing enemies.
    7. Rocket Badger
       1. A short, fast Badger with a missile launcher.
    8. Minion \*
       1. Will work for you for free as long as you get him the items on his list.
       2. An item will appear over his head…player will need to fulfill his wishes. At the end he will create a random item.
       3. As time goes on the list will get longer but items are more powerful.
15. Droids
    1. Pay Junk to repair an old droid
       1. Assault Droid- Shoots at enemies.
       2. Shield Droid- tries to block incoming projectile attacks
          1. HP: 20
          2. Shield: 3
             1. Recharges after 10 seconds
       3. Orbital Droid- rotates around you.
       4. Bad Robot- Equip with grenade launcher and machine gun.
       5. Trash Droid- Eats trash on ground…sometimes spits out random item.
       6. Slave Bot- A robot programmed to be a stereotyped black slave.
          1. If you have the Decker and Computer Hacker mods…depending on your race you can reprogram the slave bot into an attack droid.
             1. White

Hitler

Shoots a slow but powerful pistol.

Does +3 to all black enemies.

Will taunt black enemies

* + - * 1. Black

Django

Fast attack speed

Does +3 damage to white enemies

Will taunt white enemies

* + - * 1. Hispanic

Scare Face

Shoots a 3 way spread

Will make jokes when chems drop or are used.

* + - * 1. Asian

Bruce Lee

Will punch with furies fist.

Flip around

Does a flying kick.

Does a rare one hit kill punch.

Will yell randomly when attacking.

* + - * 1. Jew

Jerry Sienfeild

Will tell random joke that

Stun enemies around him.

Taunts enemies to attack him

Gives player a +1 to all attacks

Gives player a shield for 3 seconds.

* + 1. Nazi bot
       1. Attacks all but white enemies.
    2. Tri Gun Bot
       1. Fires a three way spread shot.
    3. Sensor Bot
       1. reveals stealth opponents
    4. Assassin Drone
       1. A stealth droid that fires lasers.
    5. Prison Droid
       1. Fires a electric Taser.
       2. Chance to stun enemies
    6. Mirage Bot
       1. Creates 3 clones of light of itself that travel around stealing enemy focus.
    7. Fire fighter Drone
       1. Sprays enemies with cold liquid
    8. Broken Pyro Droid
       1. Spills a burning fuel behind it.
    9. Pyro Droid
       1. Sprays flames
    10. Amibo Droid
        1. Starts off stupid…but learns to fight from you over time.

1. Enemy Types
   1. Info
      1. These are the base stats of all enemies, bosses, and NPCs.
      2. As player goes through each stage of ‘bullet hell’, there stats increases to reflect that. So enemies get stronger without being to overpowered.
         1. 0/25%/50%/75%/100%/150%/200%
      3. Or maybe have a slot for each enemy that can adjust health, damage, etc manually.
   2. Gang Stars
      1. (Black) Black Panthers
         1. (Black) Thug
            1. Shoots with a pistol and few rounds
            2. Will kick if you are too close.

Stuns for 3 seconds.

* + - * 1. Hp: 5
        2. Pistol

Ammo: 5

Damage: 3

* + - * 1. Roll- 1 time before it enters a cooldown of 5 seconds.
        2. Speed- 4
        3. Jump- 2
        4. Item Drop

Baseball Arm

Prisoner Outfit

Scavenger’s Hoodie

Watermelon

Knock Out

* + - * 1. Emotions

Winning

Yeah, take that!

(vs White)

What’s wrong crackka?

Not so superior now…huh home boy.

Take that heat hommie.

Retreating

Not gonna go out like this.

They shootin.

I’m out.

I’m out of here.

Dying

No…not like this.

Maamma!

Gloating

Go nigga, go nigga, go!

Why you running.

(vs White) Black power mother \*\*\*!

Dance

Moon walk dance

* + - 1. (Black) Precious
         1. Has a sword and pistol.
         2. Will try to fall on top of players head if underneath them.
         3. Hp: 10
         4. Pistol

Ammo: 5

Damage: 3

* + - * 1. Sword Damage: 7

Chance to Bleed

* + - * 1. Roll- 2 time before it enters a cooldown of 5 seconds.
        2. Speed- 5
        3. Jump- 6
        4. Item Drop

Uzi

Leather Jacket

Leather Boots

* + - * 1. Emotions

Winning

Get it!

Oh, that felt good.

(vs White)

Man you white folk make me sick.

Crackka an’t ready for this jelly.

What’s wrong whitey…you scared?

Retreating

(vs Female)

That B\*\*\*

You scrawny c\*\*\*

This is too much for me.

An’t nobody got time for that.

I got kids man.

Dying

This is f\*\*\* up.

Taking out by a b\*\*\*

Gloating

Shaking like a little b\*\*\*

It an’t easy being this good.

(vs Females) Who’s the main b\*\*\* now.

* + - 1. (Black) The Rock
         1. Chances after enemies…slow but gains burst speed when charging.
         2. Will grab and throw you if player gets too close.
         3. Attacks with punches and kicks
         4. Bullets must hit his face mask.
         5. Can take damage from explosions
         6. HP: 20
         7. Attacks

Punch

Damage = 5

Ground Kick

Damage = 7

Ground Stomp

Damage = 10

Grab

Damage = 3

Throw

Damage = 7

Ram

Damage = 20

* + - * 1. Roll- 0
        2. Speed- 1
        3. Jump- 4
        4. Item Drop

Body Builder

Exo Suit

Rocket Launcher

Knock Out

* + - * 1. Emotions

Winning

Oh yeah!

Did you see that s\*\*\*!

Its all the suit baby!

(vs White)

I’ll break white bones all day!

(vs Female)

Chock on this d\*\*\*.

Haven’t seen a girl as fine as you all day!

Retreating

How did I lose.

I an’t no punk.

Dying

Can’t believe I lost to you.

You got passed my armor?

Gloating

(If kicked) You just got kicked in your face…how can you live with yourself.

(If grabbed) Die you p\*\*\* b\*\*\*!

* + - 1. (Black) Convict
         1. Equipped with shiv, which he throws at a rapid pace.
         2. HP: 5
         3. Shiv Damage: 2

Chance to bleed.

* + - * 1. Roll- 1 time before it enters a cooldown of 5 seconds.
        2. Speed- 5
        3. Jump- 5
        4. Item Drop

Prisoner Outfit

OJ’s Knife

Anaconda

* + - * 1. Emotions

Winning

(vs Female)

You smell nice.

(vs White Female)

You smell nice…ever been with a black guy.

Retreating

You too gansta for me dog.

What the hell man.

Dying

Don’t kill me kid.

I just wanted to be famous.

Gloating

I slice and dice.

I’m gansta dog…gansta.

* + - 1. (Black) Death Row Inmate
         1. Releases a stream of electricity

Damage = 7

Stuns for .5 seconds

Ignores Armor

* + - * 1. HP: 40
        2. Roll- 0
        3. Speed- 4
        4. Jump- 2
        5. Item Drop

Taser

Prisoner Outfit

Electric Prongs

* + - * 1. Emotions

Winning

Cackle!

Ha ha ahaha ah ha.

Retreating

Cries

No daddy no!

Dying

Take me home.

Glory hallelujah

Gloating

I did it, I did it!!!

* + - 1. (Black) Inmate No. 33825
    1. (White) .
       1. (White) Crazed Grenadier
          1. Throws grenades
          2. Hp: 7
          3. Grenade

Damage: 30

* + - * 1. Roll- 1 time before it enters a cooldown of 5 seconds.
        2. Speed- 6
        3. Jump- 3
        4. Item Drops

Grenades

Spiked Grenade

Bombers Jacket

* + - * 1. Emotions

Winning

He he he…BOMBs!

You’re gonna die today.

(vs Black)

I believe in blowing all blacks equally.

(vs Female)

I want to explode on you…hehehe

Retreating

Why aren’t you going boom?

(vs Black)

Can’t lose to someone like you.

Dying

I still got more grenades left.

I need help.

Gloating

(vs Blacks)

Who’s the bomb now?

* + - 1. (White) Shielded Goon
         1. Will block incoming ranged attacks by ducking.
         2. Will fire with pistol, putting his shield down.
         3. Can be hit from behind when shield is up.

Shield can be destroyed

Shield HP: 50

* + - * 1. HP: 10
        2. Pistol

Damage: 7

* + - * 1. Roll- 0
        2. Speed- 2
        3. Jump- 1
        4. Item Drops

Biker Helmet

Shield

* + - * 1. Emotions

Winning

(vs Black)

This brings me back to the good old days.

Colored’s will never win this game.

(vs White)

You must’ve aligned with the Jews or something.

God is with the white man.

Retreating

Sometimes a shield an’t enough.

Calm down.

Dying

All this armor and this still happened.

White…power.

Gloating

(vs Black)

Colors need to leave.

Don’t even talk to a white child.

This is for a better society.

Separate but equal

* + - 1. (White) Rocketeer
         1. Equipped with a shotgun

Has an eight way spreader.

* + - * 1. Will use rocked to float to various levels and dodge attacks.
        2. Hp: 10
        3. Rechargeable Shield

1 point

Recharges every 10 seconds

* + - * 1. Damage: 10
        2. Roll- 0
        3. Speed- 5
        4. Jump- 1
        5. Item Drop

Shot Gun

Bounty Hunter’s Helmet

Rocket Pack

Bounty Hunter’s License

* + - * 1. Emotions

Winning

(vs Black)

Where you running to boy?

I’m itching for a lynching.

You can’t escape me.

Retreating

(vs Black)

An’t no nigger gonna best me.

You’re not worth the bounty.

Dying

I can’t breath.

I smell gas

Gloating

Nothing better than a white mans gun.

Keeping us safe one bullet at a time.

* + - 1. (White) Psychopathic Slut
         1. Shoots with a Machine Gun.
         2. Tries to avoid enemy fire by ducking and jumping and falling to lower levels.
         3. Hp: 6
         4. Machine Gun

Damage: 7

* + - * 1. Roll- 1 time before it enters a cooldown of 5 seconds.
        2. Speed- 5
        3. Jump- 5
        4. Item Drops

Uzi

Ninja Like

Gun Tits

Druggie

* + - * 1. Emotions

Winning

(vs Black)

Run away Monkey

You make the waste lands worse.

(vs Black Male)

Beating by a white woman.

Running away…typical.

(vs Asain)

I though you people where smart.

Retreating

(vs Black)

Don’t rape me…please.

Inferior trash.

Even the best run.

Dying

I need help…white help!

I hope they get my good side.

Gloating

Beauty and brains.

I’m doing this for white America.

* + - 1. (White) Diseased Clown
         1. HP: 7
         2. Blood splat causes Radiation damage.

Damage: 5

* + - * 1. Pistol

Damage: 7

* + - * 1. Throws bouncing grenades

Damage: 20

* + - * 1. Roll- 1 time before it enters a cooldown of 5 seconds.
        2. Speed- 5
        3. Jump- 3
        4. Item Drops

Trigger Happy

Wife Beater

Hitlers Mustach

* + - * 1. Emotions

Winning

You’re so pretty.

I can smell you from here.

Shhhh…its okay.

STOP RUNNING FROM ME!!!

Retreating

It hurts so good.

Come…taste my blood.

Dying

I’ll have the last laugh.

The show won’t end with me.

Gloating

I’ll make a better host than Rust Mouth.

I have a lollipop for you…in my pants.

I’m an equal opportunity lover.

* + - 1. (White) Suicide Joe
         1. Will run up to player and blow himself up.
         2. HP: 5
         3. Suicide Vest

Damage: 50

* + - * 1. Roll- 0
        2. Speed- 7
        3. Jump- 5
        4. Item Drop

Bomb Buster

Detonator

Big grenade

Suicidal

* + - * 1. Emotions

Dying

I’ll soon serve my purpose.

We all have to go sometime.

(vs Latin) Run you san rat…run!

Gloating

I will kill you…and take everyone else with me.

A white nation for white people.

* + - 1. (White) Masked Killer-
         1. Armed with chainsaw
         2. Will charge at you if in his sight.
         3. Will try to grab you if too close and slash you.
         4. Hp: 15
         5. Chain Saw

Damage: 25

* + - * 1. Roll- 0
        2. Speed- 5
        3. Jump- 3
        4. Item Drop

Rusty Knife

Chain Saw

OJ’s Knife

Scary Mask

Psyco

* + - * 1. Emotions

Winning

(vs Black)

Eeny meeny miny moe…catch a n\*\*\* by the toe.

I’ll hang you next.

White power.

Where can you hide

Running is worthless.

Heeeeres’ Whitey!

Retreating

(vs Black)

Losing to black blood?

Grrrrrrrrr.

You better not be a fag.

Dying

Whites will prevail

Gloating

(vs Black) What sound does a racist chainsaw make?…..(Raising Saw) Run nigga nigga nigga run nigga nigga nigga

Gut them all.

* + - 1. (White) Chained Prisoners
         1. A group of 6-8 wild guys that run around chain to one another, running back and forth.
         2. HP: 5 each
         3. Damage: 5
         4. Item Drop
    1. (Asians) Triads
       1. (Asian) Drugged Out Sniper
          1. Will aim with a laser pointer and fire when target is in sight.
          2. Will move back and forth.
          3. HP: 7
          4. Damage: 15
          5. Item Drop

Scope

Silencer

Marksman

Trick Shot

* + - 1. (Asian) Deranged Ninja
         1. Armed with Katana and Machine gun
         2. Tires to avoid enemy fire by ducking, jumping, falling to lower levels.
         3. Will speed dash
         4. Tires to deflect bullets
         5. Hp: 8
         6. Damage: 23
         7. Melee does poison damage
         8. Item Drop

Hunter Bullets

Uzi

Ninja Like

* + - 1. (Asain) Telepath
         1. Fires homing bullets
         2. Will force push player if he gets too close.
         3. Hp: 5
         4. Damage: 15
         5. Item Drop

Curved Bullet

Telepath

* + - 1. (Asian) Solitaire Inmate
         1. Shiv
         2. Teleports
         3. Throws Shiv that returns to him
         4. HP: 13
         5. Shiv

Damage: 7

* + - * 1. Item Drop

Shiv

Small Knifes

Eye Patch

* + 1. (Latin) Kings
       1. (Latin) Grappler
          1. Armed with a rifle. Shoots 3 way bullets
          2. Will move around and grapple to walls.
          3. Hp: 20
          4. Damage: 3
          5. Item Drops

Contra

Grapple Hook

Spiked Boots

* + - 1. (Latin) Cartel
         1. Will fire with dual pistols, shooting both in one direction.
         2. HP: 10
         3. Item Drop

Quick Draw

Dick Gun

Druggie

Trigger Happy

Gang Banger

Magnum

* + - 1. (Latin) Columbiana
         1. Will roll into a ball and drop land mines
         2. Will get into melee range
         3. Will fire with dual pistols from a distance.
         4. HP: 20
         5. Rechargeable Shield

1 point

Recharges after 10 seconds of not taking damage.

* + - * 1. Mines

Can have 4 mines on screen at anyone time.

Damage: 22

* + - * 1. Melee

Damage: 10

* + - * 1. Pistols

Damage: 7

Ammo: 10

* + - * 1. Item Drops

Dual Blaster

Chozo DNA

* + - 1. (Latin) Chola
         1. HP: 5
         2. Fire bullets
         3. When jumping she spins dealing electrical damage
         4. Bullet

Damage: 5

* + - * 1. Electrical Spin

Damage: 7

Stun on hit

* + - * 1. Item Drops

Gun Tits

Samus Spin

* + - 1. (Latin) Inmate 4360
      2. (Latin) Inmate “Coackroach”
    1. Heavens Devils (Motor Cycle Gang)
       1. Biker Gunner
          1. HP: 15
          2. Fires bullets with Hand gun.
          3. Will travel back and forth.
          4. Explodes on death.
          5. Item Drop

Biker Helmet

Spiked grenade

* + - 1. Molotov Biker
         1. HP: 15
         2. Throws Molotov cocktails at player.

Leaves a burning residue

* + - * 1. Will leap at random times.

If player is under Biker, he will throw a bottle.

* + - * 1. Explodes on death
        2. Item Drop

Biker Helmet

Fire Ballz

* + - 1. Dare Devil Biker
         1. HP: 15
         2. Will leap and drive up walls
         3. Fires a machine gun
         4. Item

Biker Helmet

Uzi

Leather Pants

* + - 1. Burning Biker
         1. HP: 15
         2. Leaves a burning trail behind him.
         3. Will leap around.
         4. Item Drop

Biker Helmet

Fire Ballz

Big grenade

* + - 1. Decker Biker
         1. HP: 17
         2. Drives around trying to avoid player.
         3. 3 flying drones attacks player.
         4. Item Drop

Decker

Grease Monkey

Biker Helmet

* + 1. Sewer Dwellers
       1. Cannibal
          1. HP: 10
          2. Item Drop

Psyco

Cannibal

Color Blind

Human Skins

* + - 1. Female Dweller
         1. HP: 13
         2. Iteam Drop

Bad Rations

Human Skin

* + - 1. Male Dweller
         1. HP: 15
         2. Item Drop

Bad Rations

Color Blind

Human Skin

Leech Worm

* + 1. General Enemies
       1. Plague Doctor
          1. HP: 13
          2. Damage

10

3 dps for 10 seconds

* + - * 1. Shoots out two poisonous gas grenades

Item Drops

Venom Jacket

Poison Grenade

Gas Mask

Radiation Suit

* + - 1. Scavenger
         1. HP: 15
         2. Damage

Knife: 25

* + - * 1. Will collect items that fall on the ground…each item pick up increases damage by +1
        2. Will hit player, knocking bombs, keys, junk chips or junk from inventory.

Junk King

Bad Rations

Weird Wrist Watch

Gas Mask

Broken Force Field

Oily Boots

Biker Helmet

Wife Beater

Bullet proof vest

The Pen

Tinted Goggles

Engineer Googles

Baseball Cap

Scavengers Hoodie

Spiked Shoulder Pads

BackPack

Kleptomaniac

Late

Vegan Meal

* + - 1. City Dweller
         1. Your average civilian trying to survive.
         2. HP: 5
         3. Equipment

Hand Gun

5

* + - * 1. Item Drop

Latte

Leather Boots

Eye Patch

Baseball Cap

* + - 1. Ex-Soldier
         1. HP: 30
         2. Damage

Assault Rifle

10

Grenade

20

* + - * 1. Armed with a assault rifle and grenades
        2. Can Roll.
        3. Has a kick at melee.
        4. Item Drop

Hard Corps DNA

Large Ammo Clip

Eye Patch

Red Bandana

* + - 1. Hacker
         1. Controls 3 flying drones
         2. HP: 13
         3. Damage

Drones

5

* + - * 1. Item Drop

Grease Monkey

Decker

Tinted Shades

* + - 1. Survivor
         1. On death he explodes leaving poisonous radioactive blood
         2. HP: 8
         3. Machete

Damage: 5

* + - * 1. Item Drop

Healthy Lung

Engineer Googles

Abuser

* + - 1. Cyborg
         1. HP: 23
         2. Rail Gun
         3. Item Drop

Metal Arm

* + - 1. Slave
         1. HP: 5
         2. Punches and Kicks
         3. Damage

5

Chance to knock back

* + - * 1. Item Drop

Prison Outfit

* + - 1. Slaver
         1. Controls 2 slaves
         2. HP: 13
         3. Equipment

Shot Gun

Damage: 10

* + - * 1. Slaves run away once slaver is killed
        2. Item Drop

Shot Gun

Abuser

Verbal Bully

* + - 1. Chem Dealer
         1. HP: 12
         2. Hand Gun with explosive bullets

Damage: 25

* + - * 1. Item Drop

Chem Stash

Chem Rage

* + - 1. Addict
         1. Gets stronger, faster, and more agile at last 5 HP
         2. HP: 5
         3. Equipment:

Mechine Gun

Damage 5

* + - * 1. Item Drop

Druggie

Chem Rage

* + 1. Mechs
       1. All mechs have boosters to fly and quick dashes
       2. Gunner Mech
          1. Armed with two rapid machine gun.
          2. Hp: 30
          3. Damage: 10
          4. Item Drop

Mini Gun

Grease Monkey

Homing Jammer

Metal Heels

Exo Suit

Mech Battery

* + - 1. Missile Mech
         1. Armed with a multi firing rockets and missile launcher.
         2. Will jump from time to time.
         3. Hp: 30
         4. Damage: 20
         5. Item Drop

Mech Battery

Side Missile

Shield Generator

* + - 1. Grenade Mech
         1. Will launch various grenades.
         2. HP: 30
         3. Damage: 30
         4. Laser Mech
         5. Item Drop

Side Missile

Grenade Launcher

Launcher

Big Grenade

Spiked grenade

Mech Battery

* + - 1. Walker Mech(Dual Cannon)
         1. HP: 30
         2. A mid speed walk…can jump high
         3. Only venerable in the head
         4. Item Drop

Explosive Tip

Dual Blaster

* + - 1. Sword and Board Mech
         1. HP: 30
         2. Will block some attacks with shield before dashing in for the kill.
         3. Item Drop

Recharging Shield

Extended blade

Hot Poker

Ice Pick

* + - 1. Sword and Gun Mech
         1. HP:30
         2. Will attack from a distance and strike with sword if enemy is up close
         3. Item Drop

Extended blade

Hot Poker

Ice Pick

Taser

Brittle Bullet

* + 1. Vehicles
       1. Mini Tank
          1. Hp: 22
          2. Damage: 15
          3. Item Drop

Ammo Stash

Incomplete Tool Kit

Side missile

* + - 1. Attack Helicopter
         1. Hp: 20
         2. Rockets

Damage: 20

* + - * 1. Mechine Gun

Damage: 7

* + - * 1. Item Drop

Bolt

Side missile

* + - 1. Hover Bike
         1. Hp: 35
         2. Mechine Gun

Damage: 10

* + - 1. Tunneller
         1. HP: 15
         2. Digs either; Up or Down, Left or Right
         3. Item Drop

Chain Saw

* + 1. Droids
       1. Attack Droid
          1. Will fire with a rapid firing laser pistol
          2. Laser Pistol

HP: 10

Damage: 10

* + - * 1. Item Drop

Energized Small Magazine

Assault Droid

* + - 1. Heavy Armored Attack Droid
         1. Wrist laser
         2. HP: 20
         3. Damage: 20
         4. Item Drop

Shield Droid

Orbital Droid

Sensor Bot

* + - 1. Floating Sniper Droid
         1. Will aim and fire
         2. Hp: 15
         3. Damage: 35

Anti-Gravity Rounds

Charge

Phase Bullet

Marksman

Silencer

Scope

* + - 1. Tracker Drone
         1. Will chase player…will sound alarm to bring to enemy attention.
         2. HP: 5
         3. Item Drop

Nano Vains

* + - 1. Security Drone
         1. HP: 13
         2. Attacks in all directions
      2. Spider Droid
         1. Will walk around background wall and fire a laser at player
         2. HP: 7
         3. Laser damage
      3. Spider Mine Dispenser
         1. HP: 20
         2. Dispenses Spider droids until destroyed
         3. Explodes on death
      4. Kamikaze Droids
         1. Drops a payload underneath itself.
         2. When destroy it falls down at an angle and blows up once it makes contact with solid ground.
         3. HP: 8
         4. Damage: 60
         5. Item Drop

Suicide Vest

* + - 1. Assassin Droid
         1. Attacks with Plasma Swords
         2. Runs up to enemies.
         3. Has a booster feet for flying and dashing
         4. Can deflect bullets
         5. Can cloak for a few seconds
         6. HP: 17
         7. Plasma Sword

Damage: 70

* + - * 1. Item Drop

Broken Clocking Device

* + - 1. Mimic Drone
         1. Copies your attack and firing rate.
      2. Mine Droid
         1. HP: 3
         2. Damage: 50
         3. Will try to walk up to player and explode.
      3. Elite Assassin Droid
         1. Attacks with Plasma Sword
         2. Attacks with Mechine Gun
         3. Has Booster Feet
         4. Can Deflect
         5. Can cloak for a few seconds
         6. Teleportation

Every 10 seconds

* + - * 1. Throws Grenade
        2. HP: 30
        3. Plasma Sword

Damage: 70

* + - * 1. Machine Gun

Damage: 30

* + - * 1. Item Drop

Assassin Droid

Needle

Baseball Arm

* + - 1. Bladed Droid
         1. HP: 10
         2. Equipped with a powerful saw, charges at enemies.
         3. Item Drop

Repulser Shield

Chain Saw

* + - 1. Brain Droid
         1. HP: 17
         2. Will crawl on main ground either upside down or down side up. It will then fire a laser beam on player if they pass under them.
      2. Turrets
         1. Missiles

Hp: 7

Damage: 50

Item Drop

Side Missile

* + - * 1. Large Multi Missile Launcher

Hp: 13

Damage:26

Item Drop

Rocket Launcher

* + - * 1. Machine Gun

Hp: 5

Damage: 4

Item Drop

Uzi

Mini Gun

* + - * 1. Dual Laser

Hp: 13

Damage: 6

* + - * 1. Grenade

Hp: 13

Damage: 20

* + - * 1. Flame Throwers

Hp: 7

Damage: 5 per second

* + - * 1. Homing Missiles

Hp: 13

Damage: 10

* + - * 1. Weather Machine

Rotates around spewing thunder in a vertical line from two barrels.

Hp: 15

Damage: 13

* + - * 1. Wielder

Travels around a platform and shoots down energy on a regular bases.

Hp: 5

Damage: 7

* + - 1. Mutants
         1. Coroach Egg

Will grow slowly and burst out Coroach larva if not destroyed.

* + - * 1. Coroach Larva
        2. Mutated Coroach

Hp: 10

Damage: 1

Will run around walls.

Item Drop

Coroach DNA

Bad Rations

* + - * 1. Coroach Guards

Flies fires

* + - * 1. Mutated Bee

Hp: 10

Damage: 5

* + - * 1. Mutated Man

HP: 30

Tentacle Arms

Damage 7

Knock Back

Tentacle Chock

Damage 3 per second

Tentacle Throw

Damage 12

* + - * 1. Toxic Booger

Hp: 20

Damage: 13

* + - * 1. Oozed Man

HP: 50

Damage: 13

Explodes on death…leaving behind a poisonous cloud.

* + - * 1. Woman Head

A crawling head that leaps onto people’s faces.

* + - * 1. Slender Man

Only visible in light

Equipment

Butcher Knife

* + - * 1. Teleporter

Teleports and tries to hit player with screams.

* + - * 1. Digger

Digs around arena

Fires radiation from time to time.

* + - 1. Zombies
         1. Zombie Solider

HP: 15

Assult Rifle

Damage: 5

* + - * 1. Radiated Zombie

HP: 30

Damage: 2 hp per second

* + - * 1. Mechanized Zombie

Hp: 50

Damage: 25

* + - * 1. Fat Zombie

Hp: 100

Explodes on death creating 3-4 roaches or bees

Damage: 20

* + - * 1. Exploding Zombie

HP: 25

Damage: 30

* + - * 1. Fire Zombie

Jumps around trying to touch player.

HP: 35

Damage: 20

* + - 1. Enemy Ideas
         1. Rocketeer

Fires a rocket that is strapped to his back.

Assult Rife

* + - * 1. Militant

Fires multiple homing missiles

Pistol

* + - * 1. Suicide Bomber

Runs up to player and explodes

* + - * 1. Korean Mercenary

Pistol

Homing Grenades

Teleports

* + - * 1. Angry Atheist

Rifle that fires a six way spread

Grenades that explode into mini grenades

Back Shield

Will argue with any player that carries the bible.

* 1. Boss Types
     1. Humanoids
        1. Crazed Red Neck [White]
           1. Switches between Mechine Gun (Mid range), Shot Gun (Short Range), Sniper Rifle (Long Range)
           2. Throws a grenade from time to time.
           3. Will jump around level avoiding hits.
           4. Will summon troops for help.
           5. Stats

HP: [500]

Appears only in White Gang levels

* + - 1. Raged Thug- [Black Level]
         1. Hoodie wearing drug dealer,
         2. Equipped with shot gun

Shoots four bullets

Shot rate increases when high on drugs

* + - * 1. Takes a Chem to increase strength, speed, and firing speed.
        2. Summons random Black Panther enemies to aid him.
        3. Moves slow

Speed increases when on drugs

* + - * 1. Stats

HP: 100

Appears only in Black Gang levels

Shot Gun

25 [+ 25 when raged]

* + - 1. Black Panther Leader
      2. Grand Wizard of the KKK
      3. The Gas Man
         1. Shoots out a spray of toxic radiation.
         2. Will release clouds of radiation that bounces around on screen.
         3. Will throw grenades that explode in a large cloud of toxic gas.
      4. Big Mama
         1. Will run around and shoot from a mechine gun.
         2. Will jump high in the air and try to land of player…spraying out flying gravel.
      5. (Unlock) Big Papa
         1. Will run around with shotgun.
         2. Will jump in air and fire missiles…will land trying to hit player and release gravel.
         3. Will burp a plasma stream straight forward.
      6. Bill
         1. Has a Katana and a pistol.
         2. Charges at player.
         3. Will dash to avoid and to move around level.
         4. Summons Elite commanders for help.
      7. Jesse
         1. Is in a wheel chair. Will roll out at which point the player will say “Well he doesn’t seem to tough.”
         2. Throws many objects at you, that player needs to not only dodge but shoot across.
      8. Psyco Psych
         1. Will fly around.
         2. Will fire large homing bullets that explode on impact.
         3. Mind bombs will appear randomly…will start small but will grow over time and explode.
         4. When he reaches his rage, he will release a sphere of kinetic energy.
      9. Mind Blade
         1. Will run after player for melee hits.
         2. Can teleport near player and instantly attack.
         3. Mind bombs will appear randomly…will start small but will grow over time and explode.
         4. Can throw mind blade toward enemies.
         5. When she reaches her rage, she will teleport in the air and swing down a giant sword. Player must be behind her or get hit.
      10. Solid Rattle Snake (Snake parody)
          1. Has a laser sighted pistol
          2. Will hide in a box…then pop up and shoot.
          3. Has a homing Rocket Launcher
          4. Will go invisible
      11. Mini Boss (Big Boss parody)
          1. Inside a large metal gear.
          2. Fires rockests, lasers, and machine guns
          3. Will fire a nuke from time to time.
          4. Weakness is in his foot.
      12. Rust Mouth, Freak Show, Uncle Remus
          1. Host of Show
      13. Diss and Dat (Female)
          1. One carries a mini gun…the other a katana and machine gun.
      14. Royal T (Female)
      15. Commando
          1. Will fire with spreader gun.
          2. Will flip around firing 360 degrees.
      16. Raider King
          1. Armed with a large hammer and heavy armor. Charges a lot.
      17. Sewer King
          1. Calls upon his people for aid
      18. Suicide Squad (DLC)
    1. Vehicle
       1. Biker Gang
          1. A gang lead by Ringo
          2. Level is completely flat…but will have platforms plays can use to grab onto and jump over bikes.
       2. Command Helicopter
          1. Front view fight
       3. Military Plane
       4. Military Hover Bike
          1. Rotates around walls
    2. Mechs
       1. Big Rusty or Big Freak
          1. A Giant tank head of host
          2. Fires missiles from the top of its head.
          3. Machine gun eyes.
          4. Mouth opens up and releases a laser.
       2. Giant Mech
          1. A huge mech with big arms…will try to crush opponents.
          2. Has multiple guns that fire down on player.
          3. Player must hit all glowing red weak points before they can damage the head and destroy it.
       3. Mech Worm version alpha
          1. Will travel within stage in a track trying to hit opponent.

Its body will never cross over himself.

* + - 1. Mech Worm version 2.0
         1. Will travel in and out of stage trying to slam into player.

Its body will never cross over itself.

* + - 1. Mech Worm version 3.0
         1. Will travel in and out of stage randomly.

Will fall or jump at a diagonal

Will fall or jump as an arc

* + - 1. Mech Worm version 4
         1. Will bounce around in the stage arena.
         2. Fires bullets from its body parts.
      2. Gun Tower- Like boss on contra
         1. A tower with 4 gun layers.
         2. First tower has a machine gun

Second tower has a cannon that fires missiles at an arc.

Third Tower fires homing missles

Fourth Tower fires a laser.

* + - 1. Gun Tower 2.0
         1. Two towers instead of one
      2. Gun Tower 3.0
         1. Three towers that enclose the player
      3. Gun Tower 4.0
         1. Four towers that surround the player.
      4. Metal Spider
         1. Large tubal mech with spider legs.
         2. Will pop up to fire a laser.
         3. Will pop down to release spider bombs and mini gun.
      5. Driller
         1. You are on a ladder and a large chain falls from sky.
         2. Boss moves up or down and tries to ram drill into player.
      6. Mad Missile
         1. You are strapped to a missile and must destroy it before it leaves the atmosphere.
         2. The camera will rotate from time to time to simulate going in random directions.
         3. Ports will open up and fire machines guns and lazers.
    1. Insects
       1. Monstrous Queen Bee
          1. Will release mutant bees from time to time
          2. Will fire poisonous stinger
          3. Will vomit a three way acid
          4. Will charge left to right randomly.
       2. Tunnel Worm
          1. Will randomly move in the stage.
          2. Every hit releases a poison from his body.
       3. Croach Queen
          1. Crawls toward player as screen moves to left or right.
          2. Throws eggs that blow up, summoning more random croaches.
          3. Summons flyinig croaches
          4. Spits acid
       4. Croach King
          1. A large standing front facing Croach with six arms.
          2. Uses razor arms to slam unto player.
          3. Spits acid
          4. Summons flying croaches
    2. Droids
       1. D1000 aka the Dominator (Terminator)
          1. A slow but heavy armed droid.
          2. Can’t be knocked back
          3. Lots of HP
       2. D2000
          1. Fast and lightly armed
          2. Shots with pistol from distance
          3. Will turn arms into razors and slice player.
          4. Cannot die from normal means

Shooting it only stuns in but he heals back.

Exploding it will splatter its body around, but he can form back together again.

* + - * 1. Can die from

Knock him into fire or acid trap…(his boss level has fire and acid traps)

* + - 1. Living Droid
         1. Unlike the other droids…this one wants to live.
         2. Very Fast, looks for cover if fired upon, runs from grenades, will throw grenades back (if there is enough time.)
         3. Machine Gun

Damage: 30

* + - * 1. Large Saw Blade Whip

Damage: 15 per second

The whip will extend on the ground when thrown and spin until yanked back.

Unlock: NPC: Bloody Doctor

* + - 1. Techno (Robo) Cop
         1. Armed with an uzi.
         2. Moves slow, but has a rocket pack.
         3. High HP, High accuracy
         4. Can bring out a grenade launcher
         5. Can melt down to dodge attacks
      2. Flesh Bounty Hunter
         1. Fires razor sharp blades that remain on stage until a specific time.
         2. Throws stun grenades
         3. High jump with capability to slam on the ground and damage anything underneath.
      3. Wattson…Bad Robot leader
      4. Simple Robot
         1. Simple Robot 2.0
         2. Advanced Robot
         3. Alltron
      5. Undead
         1. Zombie Horde

Kill a certain amount of zombies.

As time increases so does the amount of zombies until they basically fill the screen.

* + - * 1. Mech Zombie

Large construction that fires multiple missiles up in air that fall back down after 3 seconds.

Crawls up from ground toward player.

Shoots a powerful beam straight ahead.

Machine gun turrets that can be destroyed but come back after 20 seconds.

* + - 1. Boss ideas
         1. Boss that crawls from underneath you…player has to climb up.
         2. Boss moves towards you as you run away.

1. Civilian NPC
   1. Poor White Woman
   2. Unprepared White Man
      1. Forgets its they day for Seven Layers broad cast.
   3. Servant Robot Butler
   4. Cleaning Drone
   5. Black Slave Girl
   6. Hoodlum
      1. Loves to steal stuff…despite risk.
   7. Asian Sewer Dweller
2. Unique NPCs- Will appear randomly in rooms by themselves.
   1. Shady Pimp
      1. Give him gold for a chance of getting a unique item.
   2. Twitchy Al Qaida Operative
      1. Give him explosives for a chance for a unique item
   3. Nervous Hacker
      1. Give him key cards for a chance for unique item
   4. Creepy Israeli
      1. Give him your HP for a chance for a unique item
   5. Bloody Doctor\*
      1. Will give you cybernetic upgrades in exchange for permanent HP loss
      2. Too many upgrades and you might lose your humanity
   6. Mysterious Sells Man
      1. He tells you the junk you donate will help the next contestant.
      2. Unlocks items for the next time you play.
      3. Summoning the Sells Man requires you to have a certain audience rating and not get hit on the previous level.
3. Unique Rooms
   1. Wheels of Torcher- Wheel spins and lands on random chose
      1. Has a chance of appearing depending on how high your audience rating is after you complete a level. The more you get hit, the less likely it will show up.
      2. Money
      3. Random Item
      4. Nothing
      5. Random Bad Rewards
         1. You do less damage this round.
         2. Enemies do double the damage
         3. Chance weapon won’t fire.
         4. Shock collar stuns you from time to time.
         5. Accuracy is lowered
         6. Less Ammo Drops
         7. Halved max Ammo
         8. Enemies do more damage
         9. Reload time takes longer
         10. More Champion enemies
         11. Lose -30 Junk chips
      6. Mystery Prize
      7. Random Good Rewards
         1. Gain more cash
         2. Enemies take more damage
         3. Drops more grenades
         4. Each kill gives you +5 Junk Chips
         5. Double your “Junk Chips”
         6. Gain 30 “Junk Chips”
      8. Boss Stuff
         1. Next Boss deals more damage
         2. Next Bosses have more life.
         3. Double Bosses on screen.
            1. Increased two random unique upgrades
         4. Boss summons double enemies
      9. Targeted By random falling missiles in next level
      10. More Explosive Barrels in next level
      11. Mystery Guest
          1. The champion of the seven lairs is coming after you. For ever room change you make he makes until you two enter the same room.
      12. Bankrupt
          1. Lose all your Junk Chips
   2. Whats Under The Boxes- Select from 6 items…2 will make you automatically lose…4 are good prizes…Select one at a time...leave game on if you get one or more right…or stay but with greater chance of loss.
      1. Has a chance of appearing depending on how high your audience rating is after the previous level.
      2. Ghost Bullet- Goes through walls.
         1. If Player selects bad item, announcer will say…’I wouldn’t buy that for a dollor.’
   3. Lets Make a Deal
      1. Trade HP for various body modifiers
   4. Beat the Clock- Kill all the enemies before time runs out.
      1. Will randomly appear despite rating.
      2. Weird Wrist Watch
         1. Chance to freeze time when hit.
4. Secret Rooms
   1. Experimental Lab
      1. Open the gates and kill the enemies inside. The faster you do it the better the reward.
      2. Take too long and get nothing.
   2. Genetics Lab
      1. Basic treasure room
      2. Find a random DNA Stereotype
   3. Hidden Tunnel
      1. Takes you to the next level.
      2. Or back ally to find a black market
   4. Hidden Vault
      1. A vault filled with money
   5. Gold Vault
      1. Filled with “Junk Chips” and/or Junk
   6. Weapon Locker
      1. Find a random Weapon or Grenade Mod
   7. Storage Locker
      1. Find random Backpack mod
   8. Area 51
      1. Fight locked up aliens
      2. Unlock Randomizer
   9. Hack Terminal
      1. Hack a terminal for random results, using keycards.
   10. Gauntlet
       1. Defeat a stream of enemies for Bonus to Score and random prizes.
   11. Slave Robot
       1. You see a robot running about.
          1. Each time you strike the robot he will say.
             1. “Error…error.”

At 100 hits he will say…“Why was I programmed to feel pain.’

* + - * 1. At 50 hits he will say “Can’t we all just…get alone.”
      1. Shoot the robot 25 times
         1. Robot will say “Kill all Human…all humans must die.”
         2. Unlock killer robots.
  1. Medic Lab
     1. Filled with small and large health packs
  2. Jail
     1. Find a jail cell that will hold a scientist…he will provide some tips like.
        1. “If you find an old cleaning robot…do me a favor and attack it…repeatedly. It’s funny cause it feels pain.”
        2. Once the bad robot has been activated
           1. “So someone attacked my robot. That will teach Remus to lock me down here.”
  3. Bar
     1. Where three random Mercenaries hang out.
     2. Buy a mercenary partner.
  4. Back Room
     1. Stage hands are relaxing.
     2. Stage Hand 1: “Um…I don’t think you’re supposed to be here.”

1. Regular Store
   1. Use the “Junk” that you find and buy something.
   2. Random item basic items with a chance for a single rare item.
   3. Race Relations
      1. There’s a chance while playing a Black or Latin character that the store will be closed, despite using a key. The store owner will reply if you try to open the door… “You look shifty. I don’t want any trouble…go to another store.”
      2. Player can use a grenade to open up the door.
2. Black Market
   1. A rare store
   2. Will have random unique npcs in there
   3. Can by rare items for junk cost…no normal items.
3. Door Types
   1. Normal Door- Closes when you’re in a room…opens once everyone is dead.
   2. Broken Door- A door that seems to be rusty and unworkable.
      1. Use a Grenade to open it up.
   3. Locked Door
      1. Use a Key card to open it up.
   4. DNA Door
      1. Donate Hp to open up this door.
   5. Stereotype Door
      1. Give up a Stereotype.
4. Unique and Random Stage Events
   1. Dark
      1. Harder to see in front of you.
   2. Lost
      1. No map to guide you
   3. Gang War
      1. Enemies are fighting one another…as well as going after you.
      2. Triple enemy encounter
   4. Bad Robots
      1. Mass amounts of Robots have a chance to invade a room, despite it being empty or not.
   5. War Zone
      1. Fallen Rockets, Drive By will happen randomly
   6. Zombie Infested
      1. Zombies have a chance to invade a room, despite it being empty or not.
   7. Acid Rain
      1. Acid clouds travel in the rooms splashing down toxic rain.
   8. Radioactive Haze
      1. You can’t see your UI
   9. Racial Harmony
      1. Racial enemies no longer fight each other.
   10. Infested
       1. Croaches will attack randomly.
       2. Croaches have infiltrated the level.
5. Levels
   1. Lair One – Underground Studio
   2. Lair Two –
      1. Prison (Mixed Races)
      2. Massage Den (Asian)
   3. Lair Three –
      1. Subway (Dweller, Black Gang, Latin Gang)
      2. Sewer (Dweller, insects)
   4. Lair Four
      1. Urban Warzone (Mixed, droids)
      2. Shopping Mall (Mixed, Insects)
   5. Lair Five
      1. Abandoned Science Lab (White Gang, Dwellers, Insects, Asain Gang)
      2. Scrap Yard (Mixed, Droids)
      3. Drug Den (Latin)
         1. Lots of enemies in cramped and large spaces.
   6. Lair Six –
      1. Robotics Lab (White Gang, Asain Gang, Droids)
      2. Radiated Dump (Insects, Droids, Dwellers)
         1. Lots of Radiated Water
         2. Acid Rain
   7. Lair Seven
      1. Uncle Remus’ Lair (Mixed, Droids, Dwellers, Insects)
         1. Looks like a circus.
         2. Double the usual basic enemies
         3. Lots of moving platforms
         4. Mirror rooms that confuse.
   8. Lair Eight (Secret) –
      1. Studio Head Quarters
   9. (DLC)
      1. Air Ship
   10. Enemy AI becomes more difficult as levels increase…so low level enemies are tougher by design than by giant HP.
6. Survival Mode
   1. Beginners Luck
      1. Survive 10 waves.
   2. Show Topper
      1. Survive 50 waves.
   3. Big Boss
      1. Kill 20 bosses in a row
7. Achievements
   1. Sponge- Beat a boss that was giving more life via Wheel of Torcher
      1. DNA Mod : Genetic Vitality
   2. Survivor- Beat a boss that does double damage via Wheel of Torcher.
      1. Working Cloaking Device
   3. Best Friends- Beat a boss that has back up from another boss via Wheel of Torcher.
   4. Raining Missiles- You beat a level that drops missiles via Wheel of Torcher.
   5. Special Guest- You defeated the Wheel of Torcher’s mystery guest.
   6. Bad Robot- Robots are self-aware.
      1. Have a chance to get a level that is overrun by robots.
   7. Blame MBI
      1. Beat Watson
   8. Races Assemble
      1. Beat the final version of Alltron
   9. High Scorer
      1. Get a high score of 1,000,000
   10. Walking Dead
       1. You beat game that was infested with zombies
   11. Vote Now
       1. Complete 10 audience requests in a row.
   12. Cold Heart- You beat the game as a full Cyborg
   13. First Time Winner- Beat the game once.
   14. Behind the Magic-
   15. High Roller
       1. Get 1000 junk chips in a single play through
   16. Worst Episode Ever- Die on the first level with lowest audience level.
   17. Jumping The Shark- You permanently end The Seven Lairs tv show.
   18. Must See TV- You beat the game and complete 8 Audience requests…with high ratings.
   19. Commercial Free- You beat the game in under 15 min.
   20. Gun Violence- Beat the game with only the gun.
   21. Slasher Flick- Beat the game with only melee.
   22. S.M.A.R.T. S.T.A.R.T.- Get over 300 hp
   23. Risk Taker- Start the last boss fight with a total of 10 hp or lower.
   24. Area 51- You found and released the ufo.
   25. Guest Staring
       1. You kill the Mystery Guest
          1. Unlocks: Hired Help: Minion
          2. Unlocks: DNA mod: Gunn Fuu
          3. Unlocks: Melee mod: Splatter
   26. MVP
       1. Beat the game 20 times in a row
   27. X Man
       1. Get Weapon X, Bone Claws, Adamantium Claws, Adamantium Bones
   28. Jynxed- Beat the game at max cursed
   29. Lucky 777- Beat the game at max luck
8. Controls
   1. Xbox
      1. (First) Analog Stick- Movement
      2. (Second) Analog Stick- Aiming
      3. D-pad (Hadoken==Dodge Roll)
      4. X- Shoot
      5. Y- Super Moves
      6. A- Grenade
      7. B- Switch Melee / Range
      8. LT- Jump
      9. LB- Chem Use
      10. RT- Shoot
      11. RB- Racial Abilities
      12. Select- Mini Map
      13. Start- Large Map, Stats, Inventory