Zombie Toast:

- Cannot move onto Portals

- If a Zombie fails to move in a particular random Direction, it will try another Direction.

Zombie Toast Spawner:

- Will only spawn on tiles Zombie Toasts can move on

- Can only be destroyed by a Sword

- Does not block movement.

Portal:

- If an Entity cannot exit a Portal in the opposite Direction it entered, it will be stopped by the portal (it will act like a wall).

- If a chain of Portals is blocked at the end, the Entity cannot travel through the Portal.

Mercenary:

- Can target the player from anywhere on the map.

- Multiple bribed Mercenaries will all go to the same Position.

- Will randomly move when Player is invisible even when Bribed.

- Can be bribed when the Player is invisible.

Boulder:

- Can move onto Collectables, does not interact with them.

- Cannot move onto Moving Entities.

- Cannot move onto Portals, Doors, Exits, and Zombie Toast Spawners.

- Can be pushed by Zombie Toast, Mercenary, and Hydra

- Movement is not hindered when a Boulder is pushed onto an Entity.

Bombs:

- Bombs cannot explode other Bombs.

- Bombs do not contribute to Enemy Goal.

Goals:

The Exit Goal will complete when the Player moves onto the Exit, but the game is not won until all Goals are completed.

Collectables:

- Can only be picked up by the Player.

- Does not impair movement.

Doors:

- All Moving Entities can move Doors if they are unlocked. Only Spiders can move through locked Doors.

Battles:

- delta health does not take into account if the health has passed 0.

- If multiple weapons are used, their modifiers stack.

- Additive/reductive bonuses are added together.

- Multiplicative bonuses are multiplied together.

Potions:

- Potions drank on a tick will affect the Player on that same tick, i.e. if the Player drinks an Invincibility Potion, Mercenaries will move away from the Player on that same tick.

Sceptres:

- Cannot mind control mercenaries or assassins if they have been allied already.

- Are infinite use.

Swamp Tiles:

- A movement factor of 0 or less is functionally equivalent to an empty tile (it does not slow down entities).

- Will still affect allied Entities.

- Does not affect Boulders

Logical Entities:

- Light Bulbs and Wires can be walked on.

- Wires will not be activated by Switches without a logic field.

- Switches that have been logically activated do not contribute to the goal.

Switch Doors:

- Moving through Switch Doors that have been logically opened does not consume a Key.

Hydras:

- When Battling a Player that is Invincible, the Hydra will either regain health or be killed instantly depending on chance.

Saving Dungeons:

- Saving two different Dungeons under the same name will overwrite the older Dungeon.

Assassins:

- Will move randomly when an Invisible Player is outside the recon radius.

- Will run away from the player if they are Invincible