

Money Items:

Coin:



Worth: 1

Score: 10

Gem:



Worth: 3

Score: 10

Healing Items:

Health Potion:

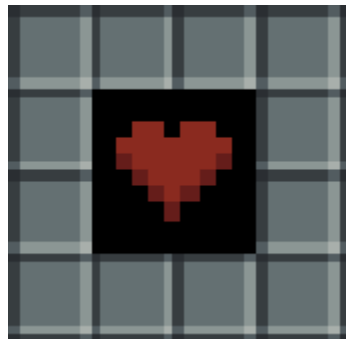


Cost: 5

Score: 10

Effect: Heals the player for 20 HP

Heart:



Cost: 15

Score: 20

Effect: Adds 20 HP to the player's max health and heals for that amount

Buff Items:

Sword:



Cost: 20

Score: 20

Buff Type: Attack Speed

Effect: Decreases the player's attack cooldown by 0.5

Boots:



Cost: 20

Score: 20

Buff Type: Movement Speed

Effect: Increases the player's movement speed by 5

Bomb:



Cost: 20

Score: 20

Buff Type: Damage

Effect: Increases the player's damage by 10