Items										
	Picture	ID in code	Name	Craft level	Stack	Required Ene	Ingredients to craft	Ingredients to research	Durability	Function
weapons		ITT_BEAMGUN1	BEAMGUN LV1	0	1	100	Iron:3	Iron:20	10K	Damage:1, Ene per shoot:1
		ITT_BEAMGUN2	BEAMGUN LV2	1	1	400	Iron:10 Rare:5	Iron:100 Rare:20 Artifact:5	10K	Damage:4, Ene per shoot:4
		ITT_BEAMGUN3	BEAMGUN LV3	3	1	1000	Iron:30 Rare:20 Artifact:1	Beamgun2:10 Artifact:20 Hyper:5	10K	Damage:16, Ene per shoot:16
		ITT_BEAMGUN4	BEAMGUN LV4	5	1	2000	Iron:9 Rare:5 Artifact:4	Beamgun3:10 Artifact:100 Hyper:20 Dark:2	10K	Damage:64, Ene per shoot:64
		ITT_BLASTER	BLASTER	0	50	100	Iron:1 Rare:1	Iron:20 Rare:10 Artifact:1	-	Throw to blast
		ITT_HEAL_BLASTER	HEALING BLASTER	1	50	200	Iron:1 Rare:2 Microbe:1	Iron:40 Rare:20 Microbe:20 Artifact:4		
		ITT_SHOVEL	SNOW SHOVEL	1	1	50	Iron:10	Iron:50 Artifact:1	2K	Remove snow or weeds on the ground
debris		ITT_DEBRI_SOIL	SOIL DEBRI	not craftable	50	-				From soil block
		ITT_DEBRI_ROCK	ROCK DEBRI	not craftable	50	-				From rock block
		ITT_DEBRI_IRONORE	IRON ORE	not craftable	50	-				From Iron-ore block
		ITT_DEBRI_RAREMETALORE	RARE METAL ORE	not craftable	50	-				From Raremetal-ore block
		ITT_DEBRI_HARDROCK	HARD ROCK DEBRI	not craftable	50	-				From hard rock block
glossaries		ITT_APPLE	APPLE	not craftable	50	-				Recover HP by 25
		ITT_ENERGY_PARTICE	ENERGY PARTICLE	not craftable	50	-				Charge ENE by 100
		ITT_MICROBE	MICROBE PARTICLE	not craftable	50	-				From creature house
		ITT_WEED_SEED	WEED SEED	1	50	10	Soil:1 Microbe:1	Microbe:20 Soil:20 Artifact:1	-	Put a weed on the ground
		ITT_TREE_SEED	TREE SEED	1	50	100	Soil:10 Rock:1 Microbe:1	Soil:50 Rock:10 Microbe:30 Artifact:1	-	Put a tree on the ground
		ITT_ARTIFACT	ALIEN ARTIFACT	not craftable	50					From fortress eyes
		ITT_HYPER_PARTICLE	HYPER PARTICLE	not craftable	50					From hypers
		ITT_DARK_MATTER_PARTICLE	DARK MATTER PARTICLE	not craftable	50					From core
		ITT_IRON_PLATE	IRON PLATE	0	50	50	IronOre:1	Iron:10	-	
		ITT_RAREMETAL_CRYSTAL	RARE METAL CRYSTAL	0	50	100	RaremetalOre:1	Rare:10	-	
		ITT_HP_POTION	HP DRINK	1	50	200	Iron:1 Rare:1 Microbe:1	Iron:10 Rare:5 Microbe:20 Artifact:1	-	Recover HP by 50
equipments		ITT_BATTERY1	BATTERY LV1	1	1	500	Iron:10 Rare:20	Iron:100 Rare:200 Artifact:20 Hyper:5	2K	Add 1000 ENE capacity
		ITT_BATTERY2	BATTERY LV2	4	1	2000	Iron:10 Rare:50 Artifact:1	Battery1:10 Artifact:50 Hyper:20 Dark:2	4K	Add 4000 ENE capacity
		ITT_SHIELD	SHIELD	3	1	1000	Iron:20 Rare:10 Hyper:1	Iron:200 Rare:200 Artifact:100 Hyper:10	1K	Block damages
		ITT_ACCELERATOR	ACCELERATOR	3	1	500	Iron:10 Rare:10 Hyper:1	Iron:100 Rare:200 Hyper:10	40K	Shoot faster
structures		ITT_BRICK_PANEL	BRICK PANEL	0	50	25	Soil:2	Soil:30	-	Player can walk faster on this pavement
		ITT_TULLET	TULLET	3	50	200	Iron:20 Rare:3	Iron:100 Rare:50 Artifact:10 Hyper:2	-	Automatically shoot at enemies
		ITT_REACTOR	REACTOR	1	50	500	Iron:10 Rare:3	Iron:50 Rare:20 Artifact:5	-	Put nearby Energium and generate ENE
		ITT_POLE	POWER POLE	1	50	100	Iron:5	Iron:50 Artifact:1	-	Carry ENE via power lines
		ITT_EXCHANGE	EXCHANGE	2	50	500	Iron:50 Rare:10 Artifact:1	Iron:200 Rare:100 Artifact:20	-	Teleport items
		ITT_CABLE	NETWORK CABLE	2	50	50	Iron:2 Rare:1	Iron:100 Rare:50 Artifact:5	-	Connect portals
		ITT_PORTAL	PORTAL	4	50	500	Iron:10 Rare:10 Artifact:10	Reactor:20 Artifact:50 Hyper:10 Dark:2	-	Teleport player characters using lots of ENE
		ITT_FENCE	FENCE	2	50	50	Iron:2	Iron:50 Artifact:5 Hyper:1	-	Block enemy attacks, very tough

Blocks						
	Picture	ID in code	Name	Biome	HP	Function
Player structures		BT_MOTHERSHIP	mother ship	starting point	undestructable	Touch and perform research new technology
		BT_REACTOR_INACTIVE, BT_REACTOR_ACTIVE	reactor	any	300	Generate ENE when active
		BT_REACTOR_ARM	reactor arm	any	300	put on energium
		BT_POLE	pole	any	300	carry ENE
		BT_EXCHANGE_INACTIVE, BT_EXCHANGE_ACTIVE	exchange	any	300	Touch and opens exchange window
		BT_CABLE	cable	any	destroyed by blaster	connect portal
		BT_PORTAL_INACTIVE, BT_PORTAL_ACTIVE	portal	any	300	Touch and select teleport direction
		BT_TULLET_INACTIVE , BT_TULLET_ACTIVE	tullet	any	300	Shoot at enemy when active
		BT_FENCE	fence	any	2000	Block enemy attacks
Natural		BT_ROCK	rock	except dungeons	100	
		BT_SOIL	soil	except dungeons	8	
		BT_SNOW	snow	tundra	1	
		BT_IVY	ivy	jungle	10	
		BT_IRONORE	iron ore	except dungeons	8	
		BT_RAREMETALORE	rare metal ore	except dungeons	8	
		BT_HARDROCK	hard rock	except dungeons	2000	
		BT_TREE	tree	except dungeons	7	generates apples, puts lots of moss around this
		BT_CELL	cell	desert	4	generates worms
		BT_CRYSTAL	crystal	dungeons	100	
		BT_PAIRBARRIER	barrier gate	dungeons	not destructable	Make barrier between 2 of this blocks
		BT_WEAK_CRYSTAL	storage tower	any	100	Lots of resource is stored in this block
		BT_FIREGEN	fire outlet	volcano	300	Blows fire in a direction
		BT_BOMBFLOWER	bomb flower	jungle	9	Explodes after stimulating
		BT_BEEHIVE	bee hive	jungle	20	Generates many bees when stimulated
		BT_CRYSTAL_BEAMER	crystal beamer	dungeons	not destructable	Shoots laser beam at a direction
Enemy structure		BT_DEROTA	enemy tullet	any	10	shoots at player, slow
		BT_CAGE	enemy hangar	any	10	An enemy appear after destroying this
		BT_BARRIERGEN	barrier generator	any	30	indestructable barrier field apper between 2 of these
		BT_BARRIER	barrier field	any	not destructable	made by barriergen
		BT_ENEMY_FRAME	fortress body	any, fortress	not destructable	supports fortress eyes
		BT_ENEMY_EYE_DESTROYED	destroyed eye	any, fortress	not destructable	put when eyes are destroyed
		BT_HYPERGEN	hyper tower	any	4000	generates hyper putter
		BT_FLYGEN	fly house	volcano	3	generates flies
		BT_COPTERGEN	firecopter house	volcano	50	generates firecopters
		BT_SLIMEGEN	slime house	tundra	100	generates snow slimes
		BT_BIRDGEN	bird house	tundra	100	generates birds
		BT_CORE_COVER	core cover	dungeons	not destructable, special	Cores can be destroyed only after removing this
		BT_GRAY_GOO	gray goo	dungeons	10	infinitely grows around
Fortress eyes		BT_MONO_EYE	mono eye	any, fortress	50	shoot single way
		BT_COMBI_EYE	combination eye	any, fortress	500	shoot 5 way
		BT_PANEL_EYE	panel eye	any, fortress	100	shoot destroyable missiles 3 way fast
		BT_ROUND_EYE	round eye	any, fortress	300	shoot BELO
		BT_SHIELD_EYE	shield eye	any, fortress	1500	very hard, no shooting, defending other eyes
		BT_CHASER_EYE	chaser eye	any, fortress	200	generate chasers
		BT_BUILDER_EYE	builder eye	any, fortress	400	generate builders

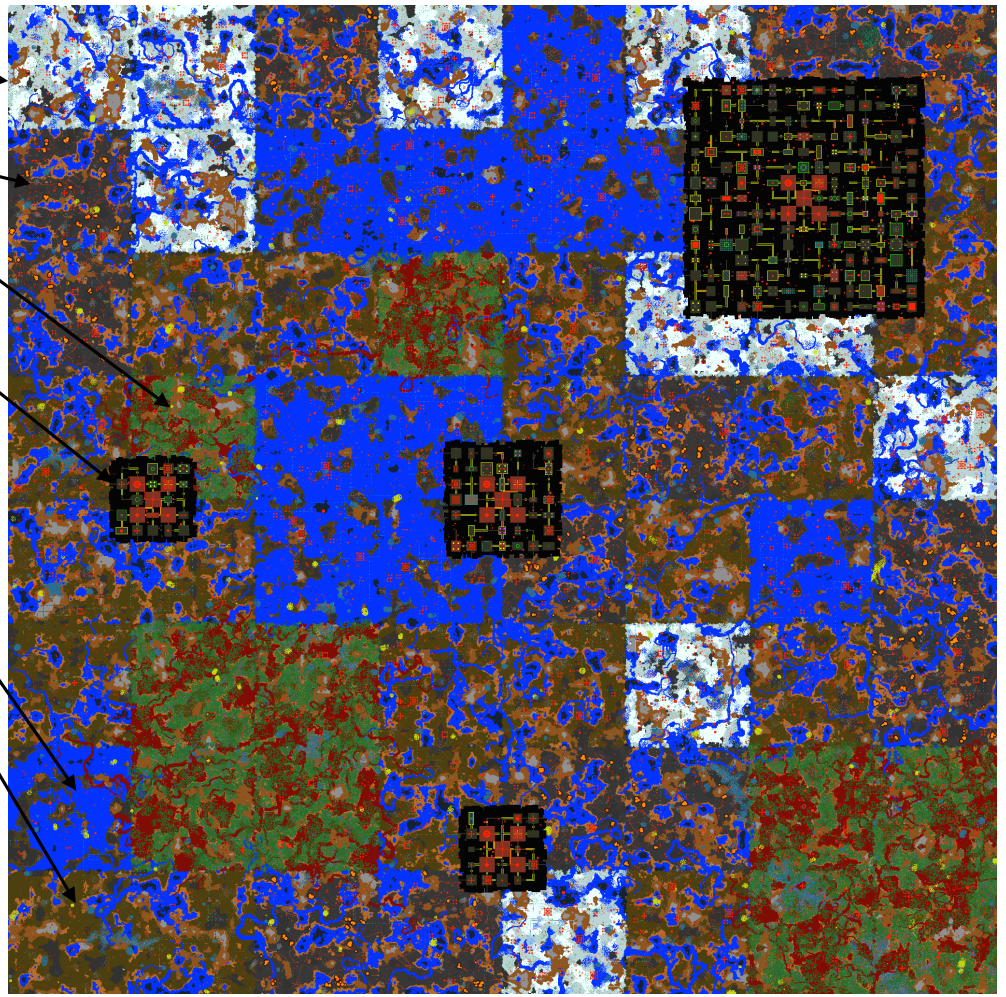
Surfaces						
	Picture	ID in code	Name	Biome	Function	walk through
		ST_WATER	blue water	except dungeons, jungle		no
		ST_BLOODWATER	red water	jungle		no
		ST_WEED	weed	any	puts some moss on ground	ok
		ST_ENERGIUM	energium mine	except dungeons	reactor convert this into energy	ok
		ST_HYPERLINE	hyper line	any	make enemies hyper-mode	ok
		ST_GROUNDWORK	groundwork	any	repairer put structures on this	ok
		ST_ROCK	small rock	any	not destructable	no
		ST_ICE	ice	tundra	melt on beam/blaster	ok
		ST_CORE_CABLE_INACTIVE, ST_CORE_CABLE_ACTIVE	core cable	dungeon core	connected to core-cover	ok
		ST_CORE_SWITCH_INACTIVE, ST_CORE_SWITCH_ACT	core switch	dungeon core	activate this by revealing	ok

Ground type						
	Picture	ID in code	Name	Biome	Function	walk speed
		GT_GRASS	grass	desert		1
		GT_SOIL	soil	desert,jungle		0.75
		GT_SAND	sand	desert		0.5
		GT_NUCLEUS	nucleus	desert	make cell blocks	1
		GT_ENHANCER	enhancer	desert	make shooter worms	1
		GT_BRICK_PANEL	brick panel	any	player put this	1.5
		GT_DEEP	deep water	any	can't fill this	1
		GT_LAVA_COLD	cold lava	volcano		0.75
		GT_LAVA_HOT	hot lava	volcano	make fire on this	0.2
		GT_VENT, GT_VENTCORE	volcano vent	volcano	shoot volcanic bombs	0.2
		GT_FIREGEN	hot crevasse	volcano	make static fire on this	0.2
		GT_ROCK	rock	any		1
		GT_TUNDRA	snowy tundra	tundra		0.75
		GT_SNOW	snow	tundra		0.35
		GT_JUNGLE	jungle	jungle		0.5
		GT_SHRIMPGEN	shrimp house	jungle	generate shrimps	1
		GT_CORE	core	dungeons	generate core ball	1
		GT_PIT	deep pit	dungeons	can't fill this	-
		GT_SHIFTER	beam shifter	dungeons	bend PC beam line	1
		GT_TELEPORTER_INACTIVE, GT_TELEPORTER_ACTIVE	teleporter generator	dungeons	generate teleporters	1
		GT_DUNGEON	dungeon floor	dungeons		1

Enemies					
	Picture	Class	maxhp	Hyper	Function
		Worm	2 or 10	put eggs on kill	From cells, follow PC, red ones shoot poison bubbles
		Egg	1	-	put by worms
		Fly	1	faster	From fly house, follow PC, die on hit.
		Takwashi	25	move/shoot faster 2 times	From enemy hanger, shoot missiles
		Repairer	20	move faster	Repair ground enemies
		Chaser	1	shoot faster	Follow PC fast
		Builder	10	move faster	Build new ground enemy structures
		Girev	50, regen	move/shoot/repairer faster	Make repairers
		HyperPutter	1	-	From hyper tower, put hyper-line
		Voider	50, special	-	From enemy hanger, invincible under 64-damage beam
		VolcanicBomb	not destructab	-	From volcano
		FireCopter	16	move/shoot faster	From firecopter house,
		SnowSlime	12	move/shoot faster	From snowslime house, put new snow blocks
		Bird	8	move faster	From bird house, shoot homing tornados
		Shrimp	5	move/shoot faster	From under water,
		BombFlowerSeed	not destructab	-	From bomb flower
		Bee	1	move faster	From bee hive
		Defender	200	move/shoot faster	From enemy hanger
		Teleporter	1	move faster	From GT_TELEPORTER, in dungeons
		CoreBall	200	shoot faster	From core

bullets				
	Picture	ID in code	From	HP
		BLT_POISONBALL	Worm	not destructable
		BLT_SPARIO	many machinery enemies	not destructable
		BLT_SIG	takwashi, panel eye, defender	1
		BLT_BELO	round eye	5 or 20
		BLT_FIREBALL	fire outlet	not destructable
		BLT_FIRE	lava	not destructable
		BLT_ROTFIRE	firecopter	not destructable
		BLT_SNOWBALL	snow slime	1
		BLT_TORNADO	bird	not destructable
		BLT_SHRIMP_DEBRI	shrimp	2
		BLT_BOUNCER	defender	3,9
		BLT_CRYSTAL_BEAM	crystal beamer	not destructable

biomes				
	jungle			
	desert			
	lake			
	dungeon			
	tundra			
	volcano			



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