

Rules

Backpack Cap	60								
Starting Fatigue	400								
Eatspeed	1 per sec								
Bash stun time	3 sec								
Bash stolen food amount	20								
Attack cooldown	6 sec								
Score per eaten food	10								
Score per food in backpack (at the end of game)	2								
Reach distance (to collect, to land attack)	20 px								
Vision range	175 px								
Food respawn frequency	2 per sec								
Food count in the field (start up)	35								
Food count in the field (max)	100								
Fatigue cost	<table><tr><td>move</td><td>0.1 per pixel</td></tr><tr><td>collect</td><td>1</td></tr><tr><td>bash</td><td>3</td></tr><tr><td>beaten</td><td>2</td></tr></table>	move	0.1 per pixel	collect	1	bash	3	beaten	2
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