

- Stars are worth between 20 and 50 points; that means that about ten to twenty stars are equal to a kill. Thus it pays to cover a lot of ground. Hiding away in a corner is considered unsporting, anyway.
- Ammo packs appear as a triangle and yield from 3 to 7 shots. Usually ammo is only a problem at the beginning of the game, as supplies tend to build up as the game progresses.
- Maps appear as a rectangle (in perspective) on the ground. When you press the map key, you always see a map of everywhere you've been. When you actually pick up a map, however, you will also see areas you haven't covered.
- Scramblers appear as a square with a hole in it. They are activated with the scrambler key. Scramblers generate noise for a few seconds, which allows you to pick up something without your opponent hearing the object's associated sound and knowing that you've got it. For instance, if you had no ammo and your opponent knew it, and you wanted to pick some up, you might use a scrambler. Of course, you can also fake with scramblers.
- Distance potions appear as a bottle. They add a dot to your icon bar which increases in size as you get closer to your opponent. They last for three levels (including the one on which they were picked up).
- Direction potions also appear as a bottle. Direction potions add an arrow to your icon bar which points to your opponent (upward is north). They also last for three levels.
- Covering ground yields points. This is another incentive against hiding away and waiting for your opponent.