



Atom Bomb

TYPE: Placed on the ground

DESCRIPTION

- Time-out based bomb. Goes off after approximately 5 seconds, extremely large explosion range.
- Can also be activated by a direct hit from other weapons
- Turns all characters inside blast area into skeletons
- Very sparsely distributed throughout the levels, increasing its value to the user.

SKILL

-Good timing is important. Causes panic to victims, who are left very vulnerable (as skeletons) but temporarily unharmed. Good for tactical play, victimizing yourself has its merits.

IMPACT EFFECT

If inside blast area, your character turns into a skeleton. Skeletons can be killed by one shot from any weapon, and the victim loses a high amount of points before being respawned.

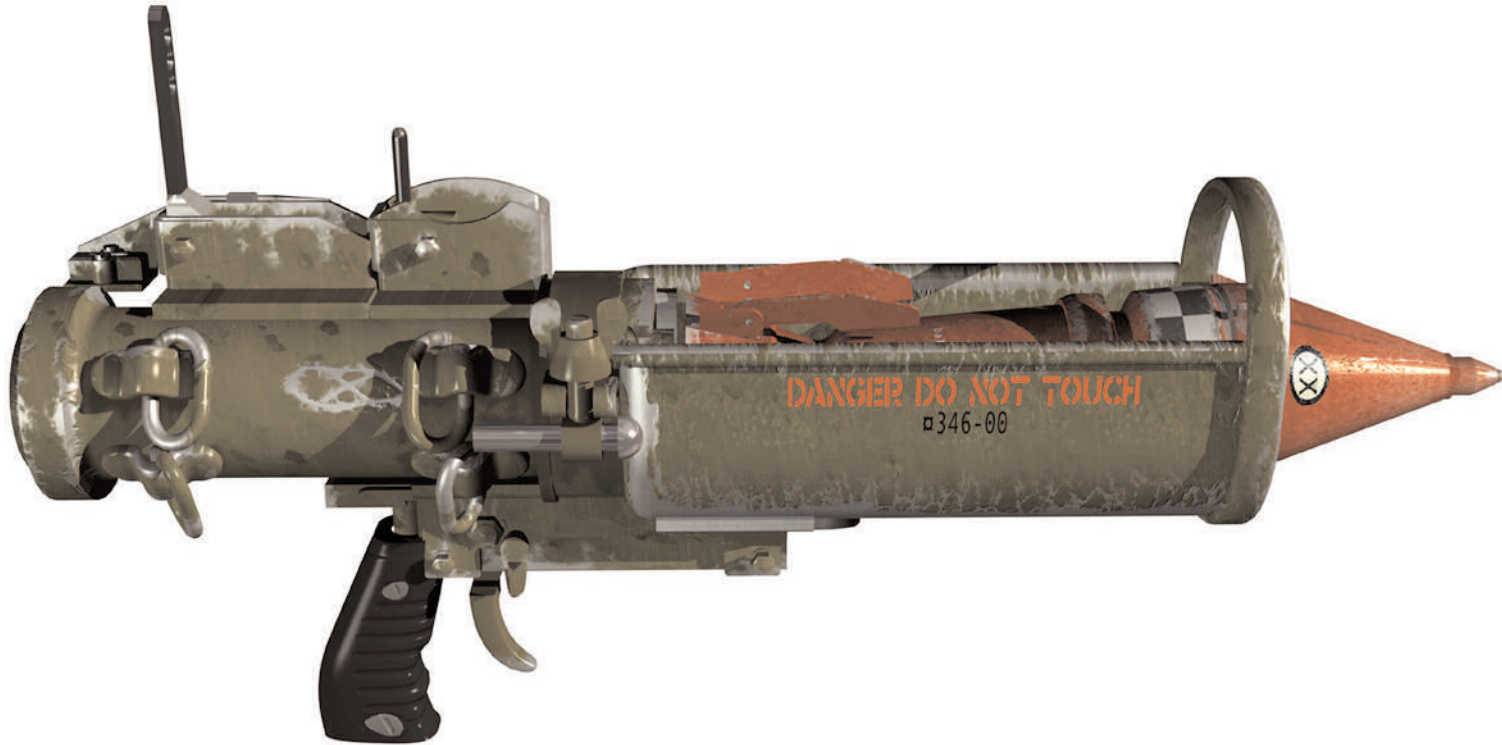
ATOM BOMB

ULTRA-LOW PRECISION / EXTREMELY RARE / EXTREME DAMAGE



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Rocket Launcher

TYPE: Heat-seeking projectile based

DESCRIPTION

- High- to medium-precision weapon, medium blast area.
- Good medium- to long-distance weapon, especially when chasing opponents and in large open areas.
- Medium recharge-time, medium recoil

SKILL

- After release the rocket will heat seek target. Good aiming skills are a forte when employing this weapon, but can be used with less precision and more speed due to its large blast area.

IMPACT EFFECT

- Direct hit: Medium impact force on victim
- Indirect hit: No force on victim, but drains energy

ROCKET LAUNCHER

HEAT SEEKING / LOW RECHARGE RATE / HIGH DAMAGE





Bouncing Bomb

TYPE: Projectile weapon, with ballistic effects.

DESCRIPTION

- Medium precision weapon
- When thrown in the desired direction it will bounce around like a ball until it times out. It will go off instantly if a character is detected within its blast area.
- Good as a medium- to long-range weapon, and around corners and onto ledges.
- Low recharge time, no recoil

SKILL

- Little skill required if it's used as a straightforward weapon, considerably more if you want to exploit the more sophisticated uses.

IMPACT EFFECT

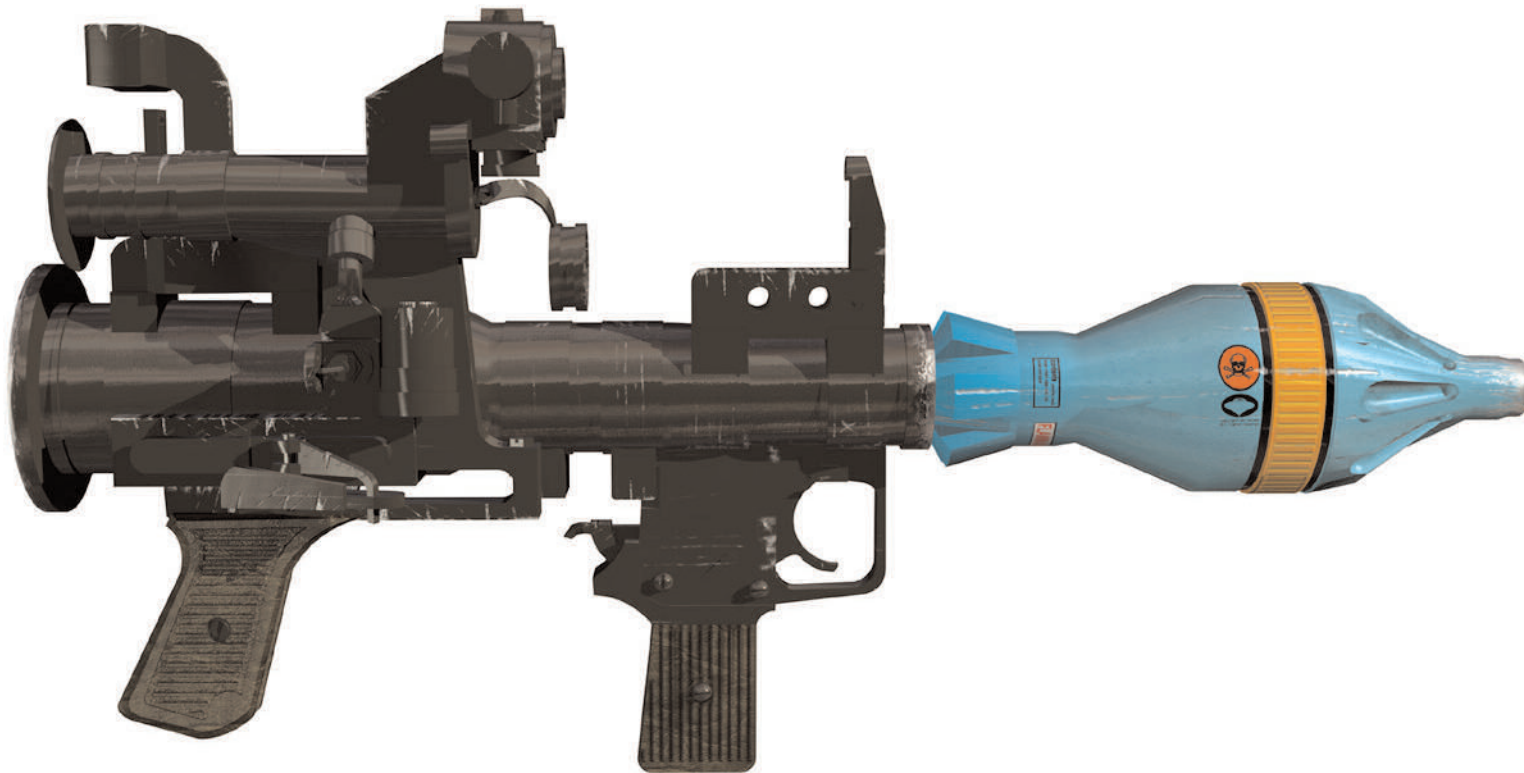
Toasts and freezes victim for a short time.

BOUNCING BOMB

MEDIUM PRECISION / MEDIUM RECHARGE RATE / MEDIUM DAMAGE

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Bazooka

TYPE: Projectile based

DESCRIPTION

- Low-precision weapon, causes a lot of damage in a large area.
- Good as a medium- to long-range weapon, especially to take out several opponents at once
- Medium recharge time, strong recoil
- Quite powerful

SKILL

-Quite low aiming skills required. The skills are more connected to knowing at what distances to use the weapon (fired at short range, it will damage the user as well).

IMPACT EFFECT

Direct hit: high impact force on victim, energy drain

Indirect hit: no impact force, but still drains energy

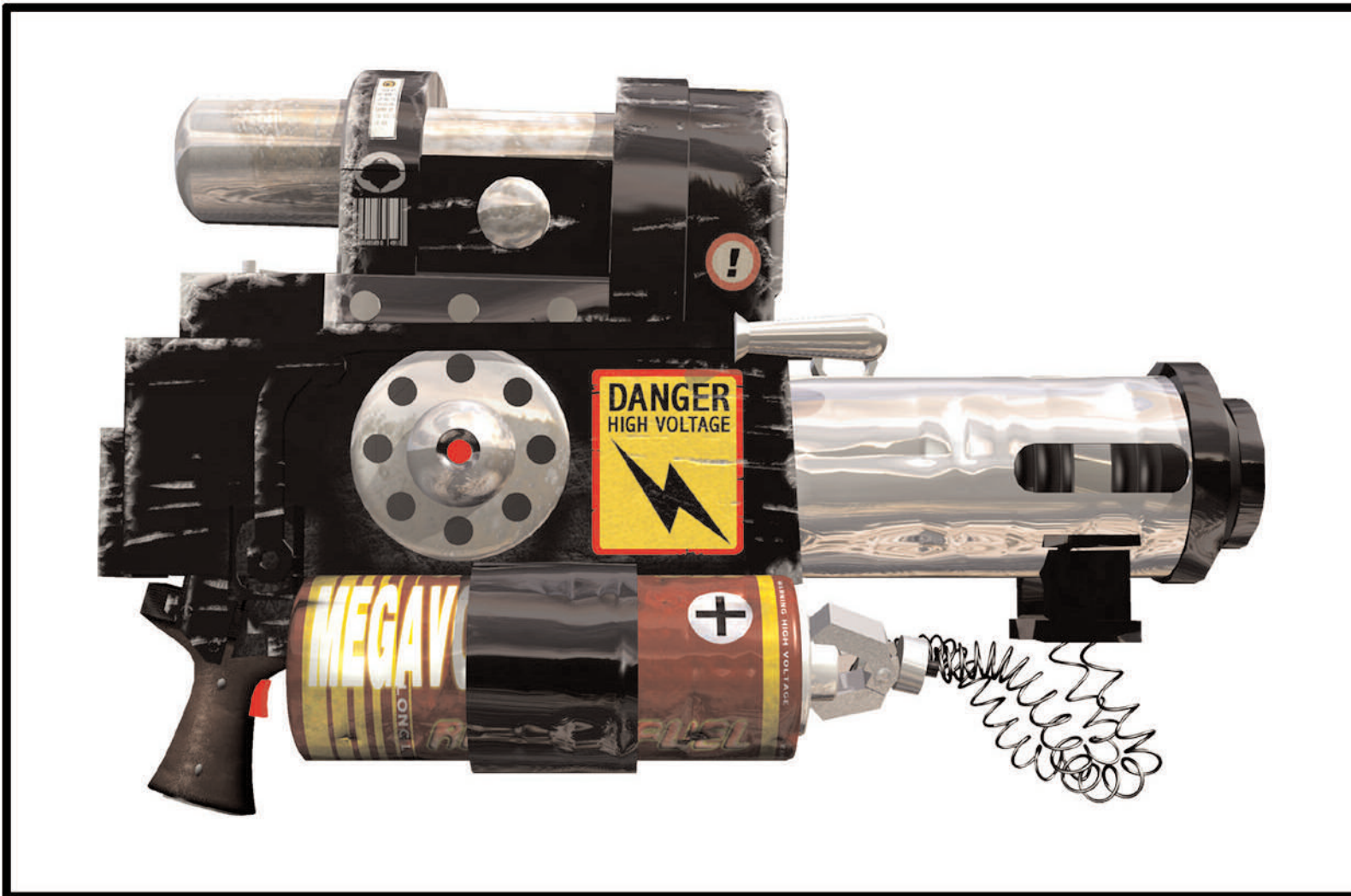
Bazooka

LOW / BIG IMPACT / MEDIUM DAMAGE



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Electro-Bolt

TYPE: Node-based short-range weapon

DESCRIPTION

- Emits an electric beam between two nodes, one of them held by the user.
- Fries any character intersecting the beam
- The beam is controlled like a water hose
- Quite powerful
- Short- to medium-range only

SKILL

- The beam is not very easy to control, it's kind of wobbly, and makes the user very visible. Thus, it's essential that you know both how and when to do it.

IMPACT EFFECT

A direct hit freezes opponent for a short time

ELECTRO-BOLT

LOW PRECISION / CONTINUOUS BEAM / HIGH DAMAGE

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Mine

TYPE: Placed on the ground

DESCRIPTION

- Suitcase-sized, no time-out
- Quite powerful

SKILL

- Knowing where a mine would be most efficient is of course essential For instance, narrow and dark passages are ideal spots for mines
- Effective as a defense when trying to escape others

IMPACT EFFECT

When stepped on: Throws victim forcefully into the air while toasting him
Indirect: drains some energy from characters near ground zero



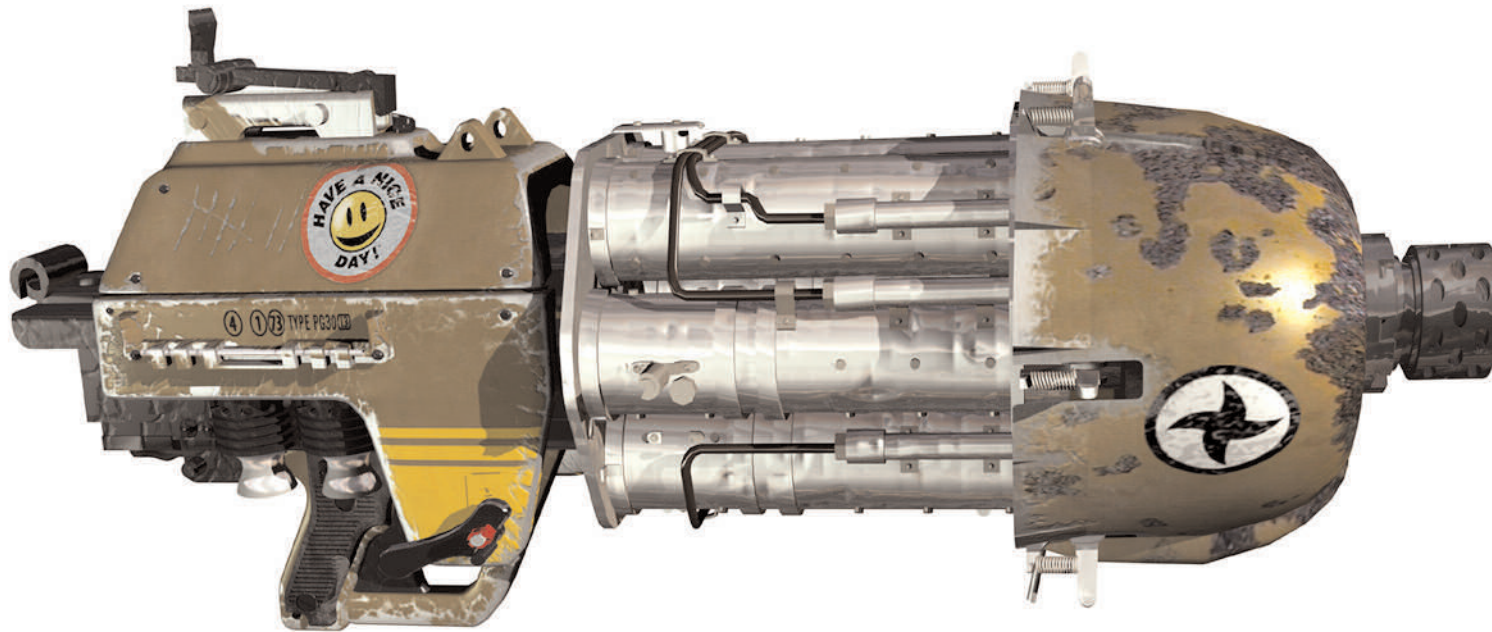
mine

TACTIC WEAPON / MEDIUM RECHARGE RATE / MEDIUM DAMAGE



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Plasma Cannon

TYPE: Projectile-based

DESCRIPTION

- Very powerful, high-precision weapon
- Medium- to long-range
- Low recharge time, strong recoil
- Drains a lot of energy from victim

SKILL

- High-precision aiming required

IMPACT EFFECT

Direct hit: Very high impact force and energy drain on victim

Indirect hit: No impact force but drains some energy

PLASMA CANNON

HIGH PRECISION / LOW RECHARGE RATE / VERY HIGH DAMAGE





Zapper

TYPE: Projectile-based

DESCRIPTION

- The simplest, most common weapon in the game
- Very low recharge time, allowing for fast fire
- Causes little damage, but is still quite effective on short ranges

SKILL

- A high firing rate makes it pretty easy to hit an intended target.

IMPACT EFFECT

- Jerks victim slightly

ZAPPER

MEDIUM PRECISION / VERY HIGH RECHARGE RATE / LOW DAMAGE



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