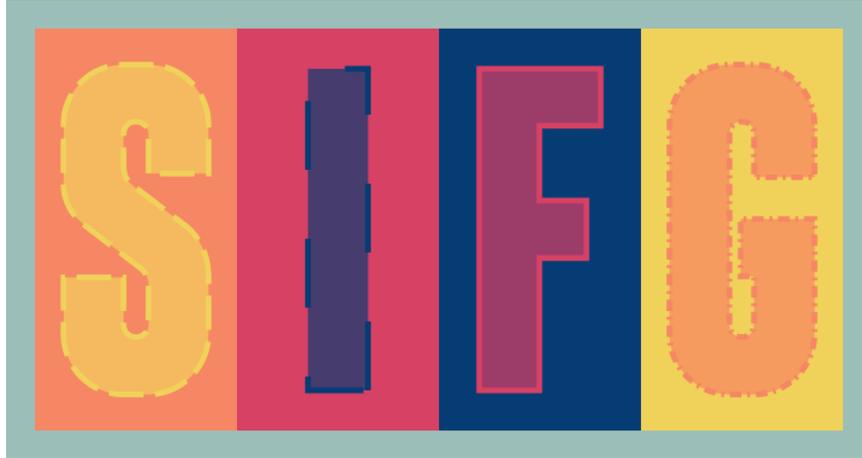


main doc



(aka the game where people fight each other with items from my hyperfixations)

so i spun this off from [pizzastropes180](#)'s 'TEDDY BEARS FOR BRASS KNUCKLES', which you can view on their sandbox page [here](#). some of the items in this will be taken from my suggestions for TBFBK, with knox's permission of course

just be aware that i'm never actually going to make this game because

- 1) i have no roblox studio experience at all
- 2) the game would probably get taken down immediately because of how many different ips it uses
- 3) the current state of roblox is fucking terrible

the concept is the same as any item asylum-like, you get a bunch of items ranging from serious to silly that you use to kill other people with. however, instead of just getting a melee, a ranged and a misc like usual, you get to choose the categories you get your three items from, so you could choose two melees and a misc, or three rangeds, for example. the game also has movement similar to the finals. first person is the default camera, but you can zoom out to an over-the-shoulder third person camera if you want

anything **highlighted in green** is stuff that was suggested by other people, and the name of the person who suggested it will be at the end of the item description

**suggestions are enabled in this doc.** you can leave a suggestion for anything you'd like me to add along with what to credit you as

if you want to see the game's tutorial, view the tutorial tab on the left

## STATS

all listed values are the defaults

assume all time values here (and in the rest of the doc) are in seconds unless stated otherwise

- health: 100
  - how much damage you need to take before you die
- walk speed: 18
  - your speed while walking
- sprint speed: 30

- your speed while sprinting
- jump power: 50
  - how high you're able to jump
- regen cooldown: 8
  - the time between you taking damage and when you start regenerating health
- regen interval: 1
  - the time between regaining each chunk of health while regenerating
- health per interval: 5
  - the amount of health you regain per regen interval while regenerating

**please don't expect the damage and cooldown values to be balanced because i have no idea how to code and therefore cannot test the balancing**

## MELEE

- boxing glove (webfishing) - a red boxing glove. has a very, *very* rare chance (around 1/5000) to be a super boxing glove instead, which is blue and launches enemies five times further
  - m1 - straight punch with the boxing glove. each hit deals no damage, but launches anyone hit away from the user
    - "punch everyone"
    - "punch everyone harder" (super boxing glove tooltip)
- coil (phighting) - some metal rings around your arms which enhance your punches. you can press r to cycle between three modes, being gravity, speed, and regen
  - m1 - alternating punches with your right and left hands. the punches' damage and speed vary depending on what mode you've selected
  - m2 - secondary attack which also varies depending on the selected mode
    - gravity mode - while you're in this mode, your jump power is increased by 15
      - m1 - each punch deals 16 damage and has a 0.6 interval between each punch
      - m2 - uppercut that launches you and anyone you hit upwards. deals 28 damage and has a cooldown of 3
    - speed mode - while you're in this mode, 4 is added to both your walk and sprint speeds
      - m1 - each punch deals 10 damage and has a 0.3 interval between each punch
      - m2 - a dash punch. deals 22 damage and has a cooldown of 3
    - regen mode - while you're in this mode, your regen cooldown is reduced by 3 and your health per interval is increased by 2
      - m1 - each punch deals 14 damage and has a 0.4 interval between between each punch
      - m2 - a projectile that travels a short distance and then fizzles out. deals 20 damage and has a cooldown of 3
        - "now you've pissed me off!"
- dagger (the finals) - a small knife
  - m1 - alternating swings from left to right and then right to left. deals 17 damage per hit

m2 - hold to charge up a large stab. deals 25 damage per hit, but it deals 200 instead if you hit the enemy from behind

- "this is just like tf2 guys"

- deforestation axe (deforestation therapy) - a large metal axe

m1 - alternating swings from right to left and then left to right. each hit deals 19 damage. every swing also pushes you forwards slightly

- "don't do this irl please"

- dual blades (the finals) - two swords

m1 - swing them one after the other in succession. each hit from either of the swords deals 11 damage

m2 - hold to raise the swords in a defensive stance in front of you, causing them to reflect projectiles and melee attacks back. deflected projectiles deal 100% damage to the enemy and 10% to you, and deflected melee attacks have their damage reduced to 25%

- "this game has too many parrying items"

- ejector blades (cyberpunking) - two blades implanted in your arms

m1 - alternating swings with the left and right blades. each hit deals 16 damage

ejector barrage [e] - after a 0.3 second windup, slash forwards rapidly 6 times, dealing 6 damage each hit to any enemies in front of you

ejection splitter [r] - after a 0.5 second windup, jump forward and slash in an arc with one of your blades, dealing 28 damage to anyone in front of you

- "legally distinct arm implanted cutting equipment"

- feedbacker (ultrakill) - a robotic replacement for your left arm

m1 - straight punch. each hit deals 15 damage. if you manage to punch a projectile, it will be sent in the direction you're looking at 1.5x its normal speed, will explode on contact and will deal double damage to anyone caught in the explosion

- "i'm not gonna sugarcoat it"

- fists of steel (team fortress 2) - a pair of metal gauntlets. while you have this item equipped, you take 40% less damage from ranged items, but you also take double damage from melee items

m1 - alternating punches with the left and right gauntlets. each hit deals 20 damage

- "i am bulletproof"

- ghanzfere cross (rock hard gladiators) - the cross used by the wrath of heaven himself:

[nhazu!](#)

m2 - changes the item between its four forms, each of which have different attacks

- cross -

m1 - slams the cross into the ground, causing a shockwave dealing 40 damage to any grounded enemies within 20 studs of you. has a cooldown of 16

- daggers -

m1 - alternating stabs with the right and left daggers. deals 19 damage per hit

- bo staff -

m1 - hold to flail it around in front of you. deals 10 damage every 0.3 seconds to any enemies in front of you

- katana -



- “how do you switch this thing into rifle mode”
- spear (the finals) - a lightweight spear
  - m1 - three-hit combo, first swiping from left to right, then stabbing forwards twice. deals 22 damage per hit
  - m2 - spinning attack which has you spin around with the spear three times. deals 28 damage to any enemies around you with each spin, however you're reduced to 25% of your movement speed and can't sprint while using the attack
    - “press m2 to instantly kill everyone around you”
- steamsled (just roll with it: wonderlust) - a steampunk-looking sled
  - m1 - swings the sled. deals 26 damage per hit
  - m2 - hold to slide on the sled. while sliding, you damage and knock back any enemies you ram into with the damage and knockback distance varying based on how fast you're moving, the sliding damage scales linearly between 0 at 0 studs per second and 50 at 100 studs per second
    - “it's super cool trust me bro”
- stropha (warframe) - a gunblade that can fire short range shockwaves
  - m1 - swings the blade. deals 22 damage per hit
  - m2 - hold to charge a shockwave. the shockwave takes 0.4 seconds to fully charge, deals 40 damage, knocks enemies away and has a cooldown of 15 seconds
    - “so called ‘grineer’ when i hit them with impact damage”
- thumphammer (tvtropes) - [trope-tan](#)'s thumphammer. killing an enemy with this item will cause their ragdoll to float backwards and then dissipate into red cubes with text that says ‘thumped’ being displayed over their ragdoll
  - m1 - swings the hammer. deals 26 damage per hit
  - subversion / double subversion [e] - dash backwards. if you press e again in the middle of the dash, you dash forwards and spin around with the hammer once. deals 30 damage per hit and knocks away any enemies
    - “the life ruiner”
- two corn dogs - exactly what it sounds like, two comedically oversized plain corn dogs, one held in each hand
  - m1 - alternating swings with the left and right corn dogs. deals 18 damage per hit
  - eat [e] - take a bite out of one of the corn dogs, healing you for 25 hp, increasing your walk and sprint speeds by 3 and increasing your health per interval by 5. has a cooldown of 20 and 6 uses, after which this ability cannot be used
    - “today i will eat”

## RANGED

- .50 akimbo (the finals) - two desert eagles that you dual wield
  - m1 - alternating shots with the right and left guns. deals 19 damage per shot. has an ammo capacity of 14
  - m2 - hold to zoom in slightly
  - r - reloads the guns
    - “sacrifices precision for damage’ my ass”

- 3922 rifle (scp foundation) - the laser rifle that's used by instances of scp-3922-a (at least my interpretation of it)
  - m1 - hold to charge a shot. a shot takes 0.7 seconds to fully charge. deals 39 damage per shot. has an ammo capacity of 4
  - m2 - aims down the rifle's sights
  - r - reloads the rifle
    - " ) ) ) "
- beemerang (bug fables) - a boomerang
  - m1 - throw the beemerang. it travels around 15 studs and then flies back to you. it can hit the same enemy multiple times in the same throw. deals 21 damage to whoever it hits. you can also hold m1 to have the beemerang hover in place at the furthest distance of its throw. the beemerang hovers in place for as long as you hold m1 and deals 9 damage every 0.3 seconds to anyone standing in or near it
  - m2 - hold to zoom in slightly
  - r - instantly recall the beemerang to you
    - "best explorer the hive has ever seen"
- biker's shotgun (laika: aged through blood) - a double barrel shotgun
  - m1 - fire the shotgun. you are also launched back around 30 studs whenever you fire the shotgun. fires 12 pellets per shot, each pellet deals 4 damage. has an ammo capacity of 2
  - m2 - aim down the shotgun's sights
  - r - reload the shotgun
    - "previously owned by a furry, apparently"
- capstone hydra (just cause 3) - a quintuple-barrel rocket launcher
  - m1 - fire a burst of 5 rockets. deals 23 damage per rocket. has a cooldown of 4 between each burst
  - m2 - aim down the hydra's sights
    - "supposedly as terrifying as an actual hydra"
- cheese - an endless supply of slices of processed cheese
  - m1 - throw a slice of cheese. deals 11 damage per slice. if you hit a headshot with a slice, the enemy you hit will have a jpeg of cheese stretched across their screen for 4 seconds
  - m2 - hold to zoom in slightly
    - "get cheesed, loser"
- energy rifle (rivals) - a rifle that shoots beams of energy
  - m1 - fire a beam of energy that bounces off walls twice. deals 16 damage per shot. beams pierce enemies and autotarget slightly after being bounced off walls
  - m2 - aim down the rifle's sights
    - "+ RICOSHO- wait, wrong game"
- fusion cannon (blast zone) - a handheld cannon
  - m1 - fire a ball of energy that phases through walls and cannot be parried or reflected by anything. the ball travels in a straight line for 4 seconds and then explodes. you can also hold m1 to reduce the fuse timer, however if you hold it for too long the item will explode

on you, dealing 45 damage to you and launching you forwards. deals 40 damage on hit and 45 on the explosion. has a cooldown of 15

m2 - hold to zoom in slightly

- o "here comes the sun"

- glare (teardown) - a large device that fires beams of concentrated gamma rays  
m1 - hold to charge a shot, release to fire. the beam pierces walls and deals variable damage based on the charge level. it reaches 100% charge in 10 seconds, however if you actually reach 100% charge, the weapon will overcharge and explode, dealing 70 damage to you instead and removing it from your inventory. each shot deals variable damage from 10 at 0% charge to 70 at 100% charge. has a 2 second cooldown between shots

m2 - hold to emit a heat ray in a 12 stud wide, 10 stud long cone which damages anyone caught in it. deals 4 damage every 0.5 seconds and ignites anyone who stays inside the cone for more than 3 seconds for 8 seconds

- o "no relation to the other ranged item that has five letters in its name, starts with gl and has something to do with light"

- gleam (grace) - a suppressed pistol with a laser attachment. while this item is held, yellow orbs will appear around you which, if shot, add 4 to both your walk and sprint speeds for 5 seconds. speed boosts from different orbs can stack, and they also apply to allies within 15 studs of you. one orb spawns every 5 seconds, only 4 orbs can be present at once, and if you move more than 150 studs away from an orb, it despawns. the orbs have a diamond indicator on them which can be seen through walls  
m1 - fire the pistol. each shot deals 13 damage. has an ammo capacity of 12  
m2 - aim down the pistol's sights  
r - reload the pistol

- o "one of His gifts. not like He exists in this game but still"

- gravitas (splitgate) - an energy weapon that manipulates gravity with its blasts  
m1 - fire the weapon. each shot deals 33 damage in a 12 stud long, 8 stud wide cone as well as dealing some knockback. firing the weapon while aiming down sights instead fires a concentrated beam. deals 28 damage and pulls whoever you hit towards you. has an ammo capacity of 6, and non-ads shots take away 2 ammo instead of just 1  
m2 - hold to zoom in slightly  
r - reload the weapon

- o "come here and then go away and then come here again"

- grimshot (merc fleet) - a revolver that you fanfire. the animations involve copious amounts of spinning  
m1 - fire the revolver. each shot deals 20 damage. has an ammo capacity of 6  
m2 - hold to zoom in slightly  
r - reload the revolver

- o "we had to disable the aim assist my bad"

- human person - a static model of a guy that you hold by the leg. m1 throws him like a boomerang, dealing 24 damage to whatever he hits before flying back to you. has a cooldown of 6 (hunter\_gr33n)

- o "his name is matt, we found him in new brunswick, and he is very silly"

- ikan (yonkagor) - a pair of fish which you throw one at a time. each of the fish can bounce once, the second time an individual fish hits a surface it disappears. goes on a 4 second cooldown after both fish have been thrown. each fish deals 23 damage (pizzastropes180)
  - “rasanya enak-lah sekali”
- l'exécuteur (team fortress 2) - grouch's horrible enforcer rebalance. shooting an enemy with this weapon will cause them to take 7 damage from the initial shot, and then 4 damage every 0.5 seconds for 8 seconds, adding up to a total of 64 damage. every time the enemy takes damage from bleeding, their camera will flick slightly to emulate flinching, throwing off their aim. if the enemy receives any healing while they're bleeding, it will be instantly stopped. has an ammo capacity of 1
  - “bleed for 8 seconds”
- model 1887 (the finals) - a lever action shotgun. fires 9 pellets per shot in a fixed pattern, each pellet deals 5 damage. has an ammo capacity of 7
  - “yeehaw”
- momo's wand (magic cat academy) - a magic wand. while this item is equipped, you will see various symbols above the heads of every enemy player within 30 studs of you and in your line of sight, and you can damage them by drawing the symbols above their heads. your mouse is unlocked while you hold m1 so you can draw the symbols properly. every symbol drawn deals 9 damage to any enemies which have that symbol above their head currently
  - “me when i draw the line that kills you instantly”
- pfm-100 (dead space) - a small, handheld flamethrower. deals 3 damage every 0.2 seconds to anyone in the flames, and any enemies who take at least 15 damage from the flames are ignited for 3 seconds, plus 1 extra second for every extra 6 damage. has an ammo capacity of 125
  - “burn in the fires of hot, my hot gas”
- pump & dump (fortnite) - a shotgun and smg that you dual wield. both of the weapons can be fired simultaneously. if one of them runs out of ammo, it's automatically reloaded on its own
 

m1 - fires the shotgun. fires 9 pellets per shot in a fixed pattern, each pellet deals 5 damage. has an ammo capacity of 4

m2 - fires the smg. each shot deals 10 damage. has an ammo capacity of 30

r - reload both weapons

  - “this is the only fortnite representation you're getting in this game”
- rock - it's a rock. you throw it at people. it deals a random amount of damage between 6 and 12 per throw. it has a cooldown of 0.2 between throws. that is all (hunter\_gr33n)
  - “it's just a normal rock”
- sirocco (warframe) - a pistol that fires projectiles of void energy. m1 fires the pistol, each shot dealing 17 damage. when reloading this item, a circle with a bracket at the bottom will appear around your crosshair, and the circle will gradually fill up clockwise. if you press the reload key again while the line is within the bracket, the reload will instantly complete and the first shot in the mag will be charged, dealing 37 damage instead,

however with a 2 second cooldown before you can start firing normally again. has an ammo capacity of 10

- "it's not a pistol it's an amp get it right"
- skull emoji - send a sonic blast forwards that deals 26 damage and deafens anyone hit by it for 10 seconds. has a cooldown of 12. also the sound that plays when you use it is a clip of matt rose shouting 'SKULL EMOJI'
  - "👁️"
- splitstream (splitgate) - an smg that has a detachable front end and uses compact portal technology. m1 fires the smg and its detached front end simultaneously, dealing 6 damage per shot. aiming down sights reattaches the two parts together, lowering the fire rate slightly but increasing recoil control and range significantly. has an ammo capacity of 50
  - "this is getting out of hand now there's two of them"
- spray (rivals) - a pistol that fires in five round bursts. each shot deals 4 damage. has an ammo capacity of 30
  - "i don't think these modifications are legal"
- throwing knives (the finals) - small knives that you throw in pairs. m1 has you throw both of them one after the other with a 0.15 second interval between the first and second knife. m2 has you throw both of the knives at once after a 1.3 second delay. if you hold m2, you won't actually throw the knives until you release m2, however you cannot sprint while holding. each knife from m1 deals 14 damage and m2 deals 43 damage
  - "everyone will hate you if you use these"
- vorsk vmp-1 - an airsoft submachine gun. when you first equip this item, it randomly picks between two main colours and five two-tone colours; black and tan for main, and none, blue, red, green, and pink for two-tone. the two tone colour affects the top half of the main body of the gun and the stock
  - m1 - fires the smg. deals 4 damage per shot. has an ammo capacity of 45
  - m2 - hold to aim down the smg's sights
  - r - reloads the smg
    - "don't ask how this can kill people"
- yoyo's yo-yo (rock hard gladiators) - a yo-yo that you swing at enemies. pressing m2 causes the yo-yo to explode once it hits a surface. m1 deals 10 damage per hit and m2 deals 25 damage per hit and has a cooldown of 10 (hunter\_gr33n)
  - "not bad for a toy"

## MISC

- active matter (active matter) - an orb of red, swirling, glowing material. upon use, you crush it between both of your hands and gain the ability to walk up and down walls by pressing space while next to a wall. if you jump or are otherwise removed from the wall while sticking to it, your gravity will be instantly reverted to normal. disappears from your inventory after use
  - "the name of the game is defying gravity, apparently"

- adaptation (cosmonious high) - upon use, you are given a random one of seven adaptations, which are all the adaptations that the prismi can use in cosmonious high
  - “because as we all know going through traumatic experiences gives you superpowers”
  - crystal adaptation - lets you create crystals out of your hands, allowing you to swipe at enemies rapidly for some fast damage
    - “prity”
  - fire adaptation - lets you shoot fire out of your hands to deal continuous damage and also lets you ignite enemies and some objects if you spray them with it for long enough. also lets you shoot a mini meteor out with m2 for aoe ignition
    - “”
  - ice adaptation - lets you spray cold air out of your hands to deal continuous damage and also lets you freeze enemies and some objects if you spray them with it for long enough. also lets you shoot a ball of ice out with m2 for aoe freezing
    - “”
  - resizing adaptation - lets you resize players. when you make a player bigger, they gain more max health, but they also move slower. the reverse applies when you make a player smaller. you can press r when looking at a resized player to return them to their default size. size is capped at 1/3 minimum and 300% maximum
    - “now look at the big player”
  - telekinesis adaptation - lets you pick up and move around players and some objects from a distance. if the player you pick up is an enemy, they are presented with a qte that requires them to press buttons in sequence to break free of the telekinesis, however if they’re an ally, they can break free whenever. grabbed players can still use their items
    - “hello come here please”
  - telepathy adaptation - lets you view the content of any enemy’s loadout, as well as the current ammo/charge percentage on any of their items if applicable
    - “i can imagine anything”
  - water adaptation - lets you shoot water out of your hands to deal continuous damage. also lets you shoot a ball of water out with m2 for aoe damage
    - “psswhhshwsswshwshhh”
  - wind adaptation - lets you summon gusts of wind out of your hand to push enemies and some objects away from you. you can also pull instead with m2
    - “”
- arabic saying - an arabic proverb. click on an enemy to flash the “there is an arabic saying” meme on their screen that lingers for 1 second and then fades away. the affected enemy will also have every line of text on their ui replaced with the words “There is an Arabic saying.” for 15 seconds. at 14 seconds, the arabic saying meme fades back into view, and at 15 seconds, it disappears and all of the text returns to normal. has a cooldown of 20 seconds (nona6077)
  - “it goes this way.”

- bound trait (grace) - upon equipping this item, your screen will briefly glitch and this item will be replaced with a trait from the list below, which you can either throw at another player to apply the effects to them, or apply to yourself with m2. if you throw the trait at a teammate, they get a popup in which they can either accept or deny the trait, along with a five second timer. if they deny it, or the timer expires, it'll be put back in your inventory. enemies do not get the accepting popup, they just get the effects applied immediately. upon having the trait applied to them, the affected player gets a popup telling them how to survive the entity that's haunting them. every time the affected player survives an encounter with the haunting entity, they and any allies within 15 studs of them will have 5 added to their walk and sprint speeds for 5 seconds. the only exception to this is toginco, where the player gets 3 added to both their walk and sprint speeds passively. entities can only be seen by the player who actually has the trait equipped. all entities behave exactly as they do in grace except for any listed differences. also, any entities that have to be flashed can just be attacked with any weapon instead to get rid of them. all traits disappear from your inventory after use
  - "ooh shiny"
  - artuma - applied player becomes haunted by TEH EVIL DUK
    - "ill childhood"
  - cafdae - applied player becomes haunted by drain. since there are no doors for it to spawn in front of, it will spawn in a random location within 150 studs of the player
    - "they've tasted, addicted. they want you to feel it too"
  - cangorrae - applied player becomes haunted by dozer. since there are no doors for it to spawn after, it just spawns approx. every 15 seconds
    - "ill glory"
  - deggur - applied player becomes haunted by ire. since there are no doors for it to spawn after, it just spawns approx. every 15 seconds
    - "ill ways for equality"
  - dripe - applied player becomes haunted by stem
    - "you've got human reasons to say wrong"
  - kucluny - applied player becomes haunted by rue
    - "which way to respond?"
  - pennetti - applied player becomes haunted by doppel
    - "reflective souvenir, you feel your past wash over you"
  - rotespact - applied player becomes haunted by seesay
    - "a common witness has many words behind their mouth"
  - shifet - applied player becomes haunted by elkman. since there are no doors for it to spawn in front of, it will spawn in a random location within 150 studs of the player
    - "bound to gross desires"
  - terlesis - applied player becomes haunted by kookoo
    - "TIME IS MY LORD HANDS LIKE CLOCKWORK AND I WORK AND I WORK AND I WORK AND I WORK TILL I'M DEAD"
  - toginco - applied player becomes haunted by mime



- disguise kit (team fortress 2) - a kit that, when used, allows you to disguise as a random player. you can press r to cycle between disguising as enemies and allies. enemies will fully see you as the player you're disguising as, up to seeing you as being on their team, and allies will just see you wearing a paper mask of the person you're disguised as. attacking with any weapon will instantly remove the disguise. has a cooldown of 25
  - "sorry to pop in unannounced"
- garbage day (friends vs friends) - click on an enemy to force them to de-equip whatever item they're currently holding, add 6 'garbage' items to their inventory, and then shuffle the order of their inventory. disappears from your inventory after use
  - "add garbage to your rival's hand"
  - garbage - does nothing except removing itself from your inventory when used
    - "eww stinky"
- gleemp - a tiny alien kitten that you can deploy in front of you, and it will chase down the first enemy it sees until it either kills the enemy, at which point it will start chasing down a new enemy, or it dies. the kitten has 70 health, a movement speed of 30 and deals 14 damage per attack. disappears from your inventory after use (blixtheterlard)
  - "gnarp gnarp"
- grappling hook (the finals) - a cord with a hook that you can use to swing through maps. upon using this item, the hook is shot towards your crosshair. if it doesn't hit a surface, it will simply be cancelled with only a 1 second cooldown. if it does hit a surface, you will be pulled towards that surface, and can slightly adjust the direction of the pull by holding the movement keys. equipping another item while the hook is deployed does not cancel it. has a cooldown of 8
  - "weeeeeeeeeeeeeeeee"
- guardian turret (the finals) - a deployable turret that you can place down on any surface. after being deployed, the turret has a 4 second activation period before it actually starts shooting at enemies. it will slowly turn left to right in a 150° cone, and when it spots an enemy, it will shoot them for 5 damage each shot until they either leave its range or die. if another enemy moves in front of the first enemy, it will start shooting them instead. you can only have one turret deployed at once. the turret has 150 health, a cooldown of 40 if it's destroyed, a cooldown of 20 if you pick it up remotely and a cooldown of 3 if you pick it up manually
  - "does all the work for you"
- healing emitter (the finals) - an orb that you deploy in front of you and heals you and any teammates near it for 1 health every 0.15 seconds. the emitter can be picked up and moved around by anyone, but it doesn't heal while it's being carried. you can only have one emitter deployed at once. the emitter has 100 health, a cooldown of 30 if it's destroyed, a cooldown of 15 if you pick it up remotely and a cooldown of 3 if you pick it up manually
  - "mmm yes the Orb"
- immortal snail - throw a snail forwards. if it hits an enemy, it will kill them instantly. if hits the ground or a wall, it will start moving very slowly towards the nearest enemy. upon killing an enemy, the snail is removed from the map. disappears from your inventory after use



to shoot all three of the bolts at once in a triangle pattern. has an ammo capacity of 3

- “but it’s not electricity why is it called that”
- mine - an orange rectangle with the mine symbol on it. upon use, after a 0.3 second delay, an orange orb is placed on your position which, upon being ran into by an enemy, deals 60 damage, launches them upwards a short distance and halves both their walk and sprint speeds for 5 seconds. mines also disappear after being ran into once
  - “exploded”
- nitro - a green rectangle with the nitro symbol on it. upon use, you boost in the direction you’re looking at a speed of 55 for 0.8 seconds. at any point during the boost, you can press m1 again to immediately stop in place for 0.8 seconds, and then if you press m1 during that period, you resume boosting. your momentum from a boost fully carries out of it, and you can only brake once in any given boost. if you collide with an enemy while boosting, the boost is instantly cancelled, you deal 33 damage to the enemy you collided with, and you’re launched away from said enemy slightly
  - “oppressive chasing tool”
- repair - a gold rectangle with the repair symbol on it. upon use, you instantly heal for half of your max health
  - “i love free health”
- shield - a white rectangle with the shield symbol on it. upon use, a white sphere surrounds you for 5 seconds, blocking any and all damage dealt to you
  - “luckily my orb will protect me”
- shock - a blue rectangle with the shock symbol on it. upon use, you shoot a bolt of blue lightning into the air, and then, after a 1 second delay, 6 15 stud diameter circles of electricity appear on the map, preferring spots closer to groups of players. anyone who runs into one of these circles is dealt 20 damage, has both their walk and sprint speeds halved for 4 seconds, and is unable to use any of their items for 2 seconds. the circles disappear either after 15 seconds or whenever they are touched by a player
  - “get area denied loser”
- shunt - a red rectangle with the shunt symbol on it. upon use, after a 0.6 second delay, you shoot a red orb forwards that homes in on whatever player was closest to your crosshair when you used it. the shunt moves along the ground and tries to avoid colliding with things other than the player it’s targeting, however if another player runs in front of the shunt they will receive the damage instead. on hit it deals 45 damage, launches the hit enemy upwards a short distance and halves both their walk and sprint speeds for 2.5 seconds
  - “screw this player in particular”
- ravenous maul (project remix) - dash in the direction you’re looking for 0.8 seconds and latch onto the first enemy you hit. while you’re latched onto an enemy, you deal 8 damage to them every 0.2 seconds, however you can be flung off the enemy if they hit you with an attack. you can also manually cancel the maul by pressing m1 again while

you're latched onto an enemy. you heal for 100% of the damage dealt with this item. has 2 charges and you gain back 1 charge every 11 seconds

- "hey let me see your neck rq"
- respin - a portable slot machine. upon use, swaps every item in your inventory for a random different one in the same category. you can still move while respinning. disappears from your inventory after use
  - "i love gambling"
- rift fragment - a small glitching mass of particles in the colours of the game's logo. using it has you crush it, upon which two random items are added to your inventory in its place
  - "so colours"
- schlumblo juice (animatic battle) - a transparent plastic cup of purple liquid. drinking it adds 2 to both your walk and sprint speeds, subtracts 1.5 from your regen cooldown, and adds 3 to your health per second. however, drinking too much of it (a randomized amount between 5 and 15 uses) will kill you instantly. has a cooldown of 20 between uses
  - "thank you for saving me! i was so thirsty!"
- silly rush (ao oni) - dash forwards at a speed of 45 for 4 seconds. you cannot change direction while dashing, and the dash is ended prematurely if you make contact with something else, either a player or a wall. has a cooldown of 11 (pizzastropes180)
  - "marketable mascot character material"
- skeleton running across screen - click on an enemy to inflict them with hallucinations of scary skeletons. the affected player will have that skeleton running across screen gif play on their screen in decreasing intervals, starting between every 30 to 40 seconds and linearly decreasing over a period of 1 minute to every 1 to 3 seconds. the effect stops when the affected player dies. disappears from your inventory after use
  - "did you guys see that?"
- sonic screwdriver (doctor who) - a mysterious gallifreyan device. pressing r allows you to cycle through 4 things the screwdriver can do when holding down m1:
  - an aoe attack that deals 4 damage every 0.2 seconds in an 8 stud wide and long cone
  - aoe healing that can branch off to any near allies, heals 4 health every 0.2 seconds
  - a pushback aoe that deals no damage but pushes people and projectiles in a 10 stud long and wide cone away, similar in function to ultrakill's knuckleblaster compression blast. has a cooldown of 10
  - a burst of light that temporarily illuminates the area around you and also temporarily blinds enemies that are within 20 studs of you and looking at you for 3 seconds. has a cooldown of 10
  - (pizzastropes180)
    - "inglun, innit"
- supercell slam (pokémon) - a high risk, high reward electric elemental technique. requires 350 damage to charge. upon use, the damage counter is reset to 0  
m1 - jump around 20 studs into the air and then slam down on whatever surface you clicked on with your body cloaked in electricity. upon hitting a surface, you briefly create

a 12 stud diameter circle of electricity which is centered on you and lasts for 1 second. deals 60 damage and halves the walk and sprint speeds of any enemies caught in the circle, however, if you don't hit anyone with this, you are damaged for half of your maximum health, rounded down if it's an uneven value. you can only use this on surfaces within 40 studs of you

- "i'm not saying what this is from lest the game get instantly taken down"
- teleports behind you - use to enter a parrying stance for 0.4 seconds after a 0.2 second windup. if anyone hits you with a melee attack while you're in the parrying stance, you take no damage and you teleport behind the attacker, with the first note of the dragon ball z ultra instinct theme playing to signal that the parry worked, followed by a short cutscene which shows the attacker turning around, you standing behind them in the [goku standing pose](#) and then punching them in the face, killing them instantly and sending their ragdoll flying backwards an insane distance. has a cooldown of 35 on missed parries and 15 on successful parries
  - "Hey! It's me, Goku!"

## PRIVATE SERVER ONLY

### MELEE

- lore accurate thumhammer - thumhammer, but it kills people in one hit and killing someone with it will kick them from the server
  - ""
- neat (eternal towers of hell) - the entirety of neat from etoh. you slam it down after a 4 second wind up, and it has a 7 second cooldown after use. each hit deals 500 damage (bestbuddies)
  - "not even a tower i mean melee weapon"

### RANGED

- admin deagle - [that one gmod admin gun](#). fires 75 pellets per shot, each pellet deals 10000 damage. alt fire spawns explosions at your cursor every 0.05 seconds
  - "it's awesome"
- lore accurate 3922 rifle (scp foundation) - 3922 rifle, but each shot deals 3922 damage, it fires as fast as you can click and it doesn't need to reload
  - "'you are loved' my ass this thing kills people instantly"

### MISC

- chicken jockey - basically just an exact recreation of the [gmod chicken jockey swep](#). i honestly don't know how to describe it just watch the video on the addon page
  - "they said the line"
- funny trait - bound trait, except it applies the effects of every trait at once
  - "average mayhem run"
- scp-3922 (scp foundation) - a small metallic disk with an engraving of three crescent moons in a row on one side of it and the word 'reassurance' on the other. upon use, you

throw the disk up into the air and it disappears, and shortly after, instances of scp-3922-a will begin appearing around the map and shooting anyone they see on sight. upon a 3922-affected match ending, instead of the usual results screen, it will show the end card of footage that's affected by 3922. disappears from your inventory after use

- "reassurance"
- super immortal snail - same as immortal snail, but it doesn't disappear from your inventory after use and has no cooldown
  - "it's coming after you, but more"

## TOYS

items that are just things to mess around with in lobbies. all of them are free and you can equip any of them straight from the in game popup menu

- atomiccycle summon (warframe) - lets you spawn in a drivable atomiccycle that one other person can ride on the back of with you. has a 10 second cooldown and only one atomiccycle can be spawned at a time, if you try to spawn a second one the one you already have out will be deleted
  - m1 - spawn an atomiccycle in
    - "schpeed"
- defective gun (prozd) - from the skit [defective weaponry](#)
  - m1 - pull the trigger of the gun, which has it make a sound of someone saying 'gun!'
    - "we were going to add this to the item pool but it seems a little defective"
- killbind (team fortress 2) - a staple of tf2 humour. you always respawn 5 seconds later after using this item
  - m1 - die on the spot and ragdoll
  - m2 - die on the spot and send the parts of your avatar flying out in different directions
    - "that spy's a bloody sentry"
- marketable you - a little plushie of yourself
  - m1 - squeeze the plushie, which has it make a squeaky toy noise
  - m2 - hold to pet the plushie
    - "no epic don't turn me into a marketable plushie"
- wawa (rain world) - lets you make scug noises, ripped directly from rain world's 'push to meow' mod
  - m1 - wawa
  - m2 - hold to bring up a wheel of the different scugs
    - "wawa"

## MODS

basically the game's equivalent to asylum rejects' trinkets, styled after the mod system in blur. they're not really items and more just passive abilities. mods can only spawn naturally in ffa, tdm and any of its variants, elim, dl and nclp. you can have a maximum of three mods at any given time. players have a 10% chance to spawn with a mod, and when a player with a mod is killed, that mod will be dropped on the ground as a spinning icon which can be picked up by moving

into it. any mods you have will be displayed at the bottom of your screen, just above your healthbar. if you want to drop a mod manually, you can hold h and then press the number key corresponding to the slot the mod you want to drop is in

- bribe (blur) - upon dying, you spawn with an extra item in your next life. the extra item can be either a melee, ranged, or a misc
  - ""
- fan nitro (blur) - gain a nitro for every 600 damage you deal
  - "oh my GOD can you slow down PLEASE"
- jump the gun (blur) - upon dying, you respawn instantly, with the same items you had before you died, destroying this mod in the process
  - ""
- last gasp (blur) - upon dying, you can press jump to release a 15 stud diameter explosion from your ragdoll that deals 40 damage and knocks back any enemies caught in the explosion
  - "nice kill. one small issue,"
- overbolt (blur) - ranged items you equip now have a 25% higher ammo capacity
  - ""
- scatter shot (blur) - all non-shotgun ranged items you use now work like shotguns that fire 3 pellets per shot, at the cost of them getting a slight decrease in fire rate and consuming triple the usual ammo
  - ""
- silent running (blur) - your avatar is now 90% transparent unless you use an item or take damage, upon which you will become fully opaque again for 8 seconds
  - "now let me be clear"
- splash damage (blur) - explosions you make and aoe attacks you use have a 50% larger diameter
  - ""
- titanium armor (blur) - take 20% less damage from all sources
  - ""
- vampiric wreck (blur) - killing an enemy will instantly heal you for 30 health
  - ""

## JUGGERNAUTS

for more details on these guys, look at the juggernauts tab on the left

- elijah - the21zonz's sona
  - ". has an extremely versatile moveset in exchange for a relatively small health pool."
- epic - one of my sonas, specifically in his lore appearance
  - "a dimensional traveler, and the host of this very competition. has a very agile and aggressive rushdown playstyle in exchange for almost no defensive options."
- jesse - jesse faden from control
  - "the newly appointed director of the federal bureau of control. ."

- maykr - one of blixtheterlard's databrawl ocs
  - "a manipuware program, and the leader of a small gang known for causing chaos and destruction in their wake. has a very combo-heavy playstyle in exchange for very little multi target damage."
- pootis heavy - the blue heavy from pootis engage
  - "a self-proclaimed 'booty executioner', determined to find those anime girls at any cost. has melee attacks that hit like a truck in exchange for no ranged options whatsoever."
- roe - one of completelynormal's ocs
  - "the result of a fusion between two of commander tartar's split personalities. specializes in heavy burst damage in exchange for ."
- stonehenge - pizzastropes180's robloxsona
  - "a stone construct that takes up menial jobs to learn more about society. focuses on outlasting your enemies with self-applied buffs in exchange for mostly chip damage."
- the everlasting king - the everlasting king from bug fables
  - "the illegitimate ruler of a kingdom, imbued with power of an ancient artifact. focuses on continuous and heavy damage in exchange for a much slower movement speed."

## GAMEMODES

the voting system works as follows:

every time a lobby is loaded, three random modes are picked and displayed on the voting pads for 20 seconds. after that 20 seconds is up, the most voted mode is displayed above the pads, and then three random maps are displayed on the pads for another 20 seconds. after those 20 seconds are up, the chosen map is loaded, along with the chosen mode

- ffa\_ - free for all, self explanatory. each match lasts 10 minutes. whoever gets the most kills wins
- tdm\_ - team deathmatch, also self explanatory. each match lasts 10 minutes. basically the same as ffa, but players are split into two teams
  - tdm3\_ - team deathmatch, but the players are split into three teams
  - tdm4\_ - team deathmatch, but the players are split into four teams
- elim\_ - elimination. each match lasts 10 minutes. basically the same as ffa, but players don't respawn until all but one player is alive. whoever wins the most cycles wins the match
- dl\_ - deadline. each match lasts 7 minutes. every player has a 60 second timer at the top of their screen that ticks down constantly. killing other players will replenish your timer based on how much damage you did to them, with every 5 damage equating to 1 second. if your timer runs out at any point, you enter sudden death, and if you die while in sudden death, you are eliminated. the last player standing wins
- jgn\_ - juggernaut. each match lasts 12 minutes. one player is selected to be the juggernaut and gets a choice between three random powerful loadouts, and the rest of the players have to defeat them. all players also have three lives, and if they run out,

they can't respawn for the rest of the match. if the players manage to defeat the juggernaut within the time limit, they win, but if the juggernaut lives until the end of the match or all players run out of lives, the juggernaut wins

- ejgn\_ - everyone's a juggernaut. juggernaut, but everyone is given a juggernaut loadout and it's just a one-life free for all
- race\_ - race. each match lasts 6 minutes. only movement-enhancing items are given out in this mode, and you can't damage enemies. players have to race through a set path of checkpoints, whoever goes through the most checkpoints wins
  - dr\_ - deathrun. identical to race, but all items are given out instead of just movement ones, and you can damage enemies
- nclp\_ - [noclip](#). each match lasts 10 minutes. basically the same as ffa, but instead of health, players work on the noclip instability logic. the more damage you take, the further you get launched when you get hit, and you can only die by either falling off the map or being hit into a surface hard enough
- csh\_ (the finals) - cashout. each match lasts 15 minutes. upon the match starting, three cashouts spawn around the map, along with three cashboxes, all in completely random locations. players must bring a cashbox to a cashout and prevent it from being stolen for one minute. while you're holding a cashbox, you cannot use any of your items. you can steal cashouts that belong to other players by getting close to them and holding e with nothing equipped. a cashout takes 6 seconds to steal. whoever the cashout belongs to at the end of the minute gets 1 point and then a new cashout and cashbox spawn somewhere in the map
- pb\_ (the finals) - point break. each match lasts 15 minutes. players are split into two teams, one designated as attackers and the other as defenders. upon the match starting, three grand vaults spawn in random locations around the map, and the attackers must destroy them by holding interact on them for 8 seconds, which will start a 45 second countdown, and when it expires, the grand vault will explode. however, the defenders can defuse an armed grand vault by interacting with it for 12 seconds, which will stop the countdown and reset it. there are three phases, each with three grand vaults. the attackers have a limited number of spawns, and every time an attacker dies, one of their spawns is depleted. they start out with 40 spawns, and each phase they complete adds 20 to their total spawns. dead fighters in this mode, regardless of what team they're on, will drop a revive statue on death, which can be picked up and interacted with by their teammates to revive them, and will restore 1 spawn if they're an attacker. the revive process takes 6 seconds. the attackers win if they complete all three phases, and the defenders win if they either run out the clock or deplete all of the attacker's spawns

## **MODIFIERS**

the base chance for a match to have a modifier is 10% and it increases by 5% every time a match that doesn't have a modifier is played. modifiers can only affect matches of ffa, tdm and any of its variants, elim, dl and nclp

- rift drops - players do not spawn with any items and must pick up items from rifts that spawn around the map at random. rifts can either be a melee rift, a ranged rift or a misc rift, which will be indicated by them being either red, blue or green respectively. interacting with a rift will give you one item of its designated category and then cause the rift to disappear
- rush - the cooldown of every item is halved
- mod overload - players always spawn with a random mod

## *PRIVATE SERVER GAMEMODES*

- ins\_ - insanity. each match lasts 3 minutes so as not to inflict ego death on everyone. precision engineered to be as incomprehensible as possible. pretty much everything is randomized, from player max health, player speed, player size, amount of items you get, damage, even stuff like the map textures get randomized
- x100\_ - times one hundred. each match lasts 6 minutes. basically the same as ffa, but every single numerical stat value on every item (except for damage) is either multiplied or divided by 100. so, for example, coil's speed mode now increases your walk and sprint speeds by 400. you can see how this may break the balancing however this is a private server only mode so i do not care

## **MAPS**

every map is available in every mode

for any map from the finals, things are destructible like in the original game, but only certain parts, just to keep the map from completely collapsing in on itself

- ant\_kingdom - the ant kingdom city from bug fables
- apollo - the apollo building from parkour reborn
- astral\_plane - a section of the astral plane from control
- bloxxivana - a safe haven for robloxians, set in goremagalaisdaboss' oc world 'realm within nothing', specifically bloxxian quadrant. the map itself is set in one of bloxxivana's less populated neighbourhoods and features buildings with a mix of classic and modern roblox aesthetics
- blazehattan - zi\_blazehattan from team fortress 2
- bluefort - great blue's [2fort remake](#)
- chapel - the chapel map from jazzpunk's wedding cake minigame
- city\_slice - city slice from something evil will happen
- craterdust\_capital - craterdust capital from phighting
- crossroads - crossroads from phighting
- death\_at\_20000\_volts - the first town area from ultrakill's 2-2
- doublecross - ctf\_doublecross from team fortress 2
- falco\_maxime - falco maxime from just cause 3
- fortune\_stadium - [sector 4](#) of fortune stadium from the finals

- foxs\_bedroom - my real life bedroom, but scaled up so the gameplay isn't cramped as shit
- gardenview\_center - the main lobby area from dandy's world, but with one of the elevator doors open, allowing you to drop down the elevator shaft into a random [rainbow rooms](#) layout. the layout doesn't change midway through the match, the game chooses one at the start and it stays for the entire match
- gold\_rush - gold rush from blast zone
- hammerhead - hammerhead from splitgate arena reloaded
- hollowrock - hollowrock island from teardown
- horizon\_festival\_4 - the main festival site from forza horizon 4, with some cars and other obstacles strewn about to make the gameplay more interesting
- horizon\_festival\_5 - same as above but it's the main site from fh5
- ignited\_arena - the ffa arena from ignited's sandbox
- javari - javari from merc fleet
- museum - the credits museum from ultrakill
- nuke\_the\_whales - nuke the whales from phighting
- nullscape - a relatively large nullscape level, random generation included. when the timer reaches 1:58 remaining the level starts collapsing and the background music is overridden with the rush theme of [this world will collapse](#) (it starts fading in at around 2:08 remaining)
- outlet\_alley - outlet alley from something evil will happen
- pawprint\_point - the entirety of the island from webfishing
- peace\_center - the [main street layout](#) of the p.e.a.c.e center from the finals
- perdita - the entire map from skyrift
- pop\_drop\_stadium - pop drop stadium from the finals' heavy hitters ltm
- reactor\_core - reactor core from blast zone. the core overheat event happens when the match reaches halftime
- searchlight\_storage - the room where you first encounter the searchlights in pressure
- seoul - [the 'under construction' area](#) of seoul from the finals
- shapez - the factory seen on the title screen of shapez 2
- shot\_in\_the\_dark - the ending arena from ultrakill's 4-3
- sidewinder - ctf\_sidewinder from team fortress 2
- solarpunk - a four way road intersection in the middle of a solarpunk styled city. the buildings in each corner are enterable
- squircles - the entire map from squircles. also yes events do happen to the plates and players from time to time
- subway\_station - the subway station map from friends vs friends
- sword\_fighting\_tournament - sword fighting tournament from phighting
- terra\_13 - terra 13 from splitgate arena reloaded
- the\_strongest\_battlegrounds - the main map from the strongest battlegrounds
- timecrash - a section of a city in the middle of being destroyed by a nuclear blast frozen in time
- trafford\_centre - the food court of the uk's trafford centre
- villa\_gordon - villa gordon from teardown

# LOBBIES

some lobbies have npcs in them which you can interact with, which will be listed if applicable

- absurd\_critical\_strike - the lobby from absurd critical strike
- alpha\_root\_base - the main control room of the alpha root base from voices of the void
- anthill\_palace - the throne room of the anthill palace from bug fables. the voting pads are in front of the steps to the throne
  - npcs: team snakemouth (against the left wall), queen elizant II (sitting on her throne), zaryant (standing just behind the voting pads)
- apartment\_33 - the player's apartment from look outside
- aquarium - the aquarium building from webfishing
- be\_dead\_forever\_simulator - the entire map from be dead forever simulator. if you die in this lobby, you don't respawn until the next map is loaded
- bing\_bong\_airlines - the lobby area from peak
- central\_executive - central executive from control
- chocolate\_experience - the entirety of willy's chocolate experience
- circuit\_lounge - the circuit lounge from orion drift
- construct - gm\_construct from garry's mod
- dog\_bus - the dog bus featured on the cover of metaroom's aptly titled song
- doomspire - the lobby tower from something evil will happen. if the last map was a sewh map, it'll show the map loaded in the distance
  - npcs: builderfan (in the shop), h3lp3r (next to the bookcases on the left side)
- gardenview\_elevator - the elevator that you travel between floors with in dandy's world. the voting pads are in the place of the items in dandy's shop
  - npcs: dandy (standing in his shop at the back of the elevator), rodger (standing in the back left corner), toodles (sitting criss cross applesauce on the floor next to rodger), cosmo (sitting against the right wall near the elevator buttons)
- hellevator - the starting area of a level in ultrakill. you have to go up to the terminal to vote
- intermission - the intermission area from nullscape. the voting pads are in place of the selectable upgrades
- jazztronauts - the lobby area from jazztronauts. the voting pads are in front of the map selection machine
  - npcs: the bartender (behind the bar), the pianist (leaning against a wall near the end-of-round prop funnel), the cellist (standing at the bottom of the stairs in front of the map selection machine), the singer (against the outside wall of the booth closest to the bar)
- kasuroom - a room in the shape of a perfect cube with the same gif of kasumi from love live on all of the walls, floor and ceiling, like in the video for [muteki-kyuu believer](#)
- mega\_fun\_obby - that one obby template you see in all those clickbait roblox games. the voting pads are at the end of stage 3 because it's funny
  - npcs: event horizon (blixheterlard's sona, at the start of stage 2 sitting with their legs off the edge of the platform), clownfish (from yonkagor, reference to

pizzastropes180, at the start of stage 3 swinging on a trapeze that is inexplicably dangling from the sky)

- museum\_chessboard - just the chessboard area of the credits museum from ultrakill. yes you can actually play chess on it
- oobja - the entire map from oobja. the bridge starts out already extended and the voting pads replace the colour orbs
  - npcs: oobja (floating off to the side next to the extended bridge)
- orbiter - an orbiter ship from warframe. you have to sit down at the navigation console to vote
- ozo\_lounge - the ozo lounge from blaston
- phight\_lobby - the lobby that the players stay in between matches in phighting. the voting pads are in front of the castle in the corner
  - npcs: zuka (in the booth in the center spawn area), traffic (behind a desk in the corner opposite the castle), ghosdeeri (standing at the end of one of the paths)
- practice\_range - the practice range from the finals. the voting pads are in front of the building in the centre
- roe's\_secret\_base - [the secret base that roe constructed](#) in our avatars are posting on a forum thread
  - npcs: roe (in the recreation room, next to a karaoke machine), elijah (), chara (in a random location every time this lobby is loaded, usually next to other npcs (neonocto)), kasumi (), brandy ()
- skytown - skytown from skyman
- stoneworth\_community\_college - the college that the main cast attends in blixtheterlard's oc world 'planet gow'. the lobby itself is the entrance area to the college, being relatively open with two different floors and a lot of seats. the rolling shutters in front of the corridors leading out are closed to stop you from going too far away from the main area though
  - npcs: lemonaid (sitting on one of the benches in the centre of the bottom floor), lemondrop (sitting on a table on the bottom floor, legs dangling off the edge), sucker (sitting on the stairs, around halfway up), cherry pie (leaning against a wall at the top of the stairs), facepaint (leaning against the far wall on the bottom floor), button (flying behind a railing on the top floor), peas (looking out over the railing on the top floor). all of the npcs are blix's ocs

## DEATH MESSAGES

### SUICIDE

- "lol"
- "[NAME] bid farewell, cruel world!" (team fortress 2)
- "skill issue"
- "how did you even manage that"
- "but here's the dier:"
- "whar"

- “[NAME] noo...” (dandy’s world, specifically one of glisten’s dialogues with blot, although i doubt anyone will get the reference)
- “...during pride month?” (can only appear during. well. pride month. also it’s a reference to [a leroy song](#))
- “HELP???” (has a random number of question marks every time from 3 to 20)
- “[NAME]? [NAME]? [NAME]!!!!” (metal gear solid)
- “screaming at the demons while they pushed him through the door” (that handsome devil) (pizzastropes180)
- “oh that’s gore. that’s gore of [NAME]”
- “you were loud and ugly and now you’re dead!” (team fortress 2)
- “your free trial of living has expired. please purchase life premium to continue”
- “Hahahahaha good one [NAME]!!” (content warning)
- “how hungry?”
- “bro died 🥹🙏”
- “this vexes me” (house)
- “and then [NAME] was a zombie” (doom: repercussions of evil)
- “XD”
- “this really was a stupid item fighting game”
- “Look at them, they come to this place when they know they are not pure. Tenno use the keys, but they are mere trespassers. Only I, Vor, know the true power of the Void. I was cut in half, destroyed, but through its Janus Key, the Void called to me. It brought me here and here I was reborn. We cannot blame these creatures, they are being led by a false prophet, an impostor who knows not the secrets of the Void. Behold the Tenno, come to scavenge and desecrate this sacred realm. My brothers, did I not tell of this day? Did I not prophesize this moment? Now, I will stop them. Now I am changed, reborn through the energy of the Janus Key. Forever bound to the Void. Let it be known, if the Tenno want true salvation, they will lay down their arms, and wait for the baptism of my Janus key. It is time. I will teach these trespassers the redemptive power of my Janus key. They will learn its simple truth. The Tenno are lost, and they will resist. But I, Vor, will cleanse this place of their impurity.” (warframe)
- “•w•”
- “do you are have stupid”
- “this [NAME] is d”
- “[NAME] decided to meet god and they were unimpressed with the result” (neonocto)
- “go back to steal a brainrot lil bro”
- “you got the dud!” (the simpsons)

## KILL

- “unalived [NAME]” / “[NAME] unalived you”
- “discombobulated [NAME]” / “got discombobulated by [NAME]”
- “didn’t sugarcoat it for [NAME]” / “[NAME] didn’t sugarcoat it”
- “[NAME]ed all over [NAME2]” / “[NAME] [NAME]ed all over you”
- “murdered [NAME]” / “got murdered by [NAME]”
- “revoked [NAME]’s life privileges” / “got your life privileges revoked by [NAME]”

- “pulled a fast one on [NAME]” / “[NAME] pulled a fast one on you”
- “sent [NAME] to brazil” / “[NAME] sent you to brazil”
- “snatched [NAME]” / “[NAME] snatched you”
- “made [NAME] eat a lemon and die” / “[NAME] made you eat a lemon and die”
- “completely and utterly disintegrated [NAME]” / “got completely and utterly disintegrated by [NAME]”
- “reduced [NAME] to atoms” / “[NAME] reduced you to atoms” (avengers: endgame)
- “zero to death combo’d [NAME]” / “got zero to death combo’d by” [NAME]
- “devastated [NAME]” / “got devastated by [NAME]”
- “made ai art of [NAME]’s oc” / “[NAME] made ai art of your oc”
- “extruded [NAME] through time forever” / “[NAME] extruded you through time forever” (dimension 20: a starstruck odyssey)
- “scary fact #67: there is a [NAME]”
- “caused [NAME] to die and explode and die” / “[NAME] caused you to die and explode and die”
- “removed [NAME]’s kidneys” / “[NAME]’s kidneys are not left” (twisted translations) (hunter\_gr33n)
- “splatted [NAME]!” / “splatted by [NAME]!” (splatoon) (hunter\_gr33n)
- “didn’t not kill [NAME]” / “[NAME] didn’t not kill you”
- “removed [NAME] from the collective conscience” / “[NAME] removed you from the collective conscience”
- “made [NAME] die of death” / “[NAME] made you die of death”
- “Funny [NAME] Photos That KILL You”
- “told [NAME] the name of the nameless god” / “[NAME] told you the name of the nameless god” (dimension 20: cloudward, ho!)
- “why do you suppose i just hurled a chair at your head, [NAME]?” (whiplash)

## BADGES

### GENERAL BADGES

- “brain: rotted”
  - join the game for the first time
- “certified item fighter”
  - complete the tutorial
- “cross promotion badge”
  - have the welcome badge for this game and TFBK

### WINNING BADGES

- “a winner is you”
  - win a match of any mode
- “survival the you the killer”
  - win a match of ffa
- “team wiped”

- win a match of tdm or any of its variants
- “last man standing”
  - win a match of elim
- “”
  - win a match of dl
- “strength in numbers”
  - win a match of jgn as a player
- “strength in. uh. everything else”
  - win a match of jgn as the juggernaut
- “where do you all keep coming from”
  - win a match of ejgn
- “pulled a fast one”
  - win a match of race
- “run for your life”
  - win a match of dr
- “terrible collision”
  - win a match of nclp
- “the sponsors are impressed”
  - win a match of csh
- “”
  - win a match of pb as an attacker
- “”
  - win a match of pb as a defender

## ***KILL BADGES***

- “simple enough”
  - get your first kill
- “getting better”
  - get 10 kills
- “kinda slick with it”
  - get 100 kills
- “you must have a great gaming chair”
  - get 1000 kills
- “melee expert”
  - get a kill with every melee item that can kill
- “ranged expert”
  - get a kill with every ranged item that can kill
- “misc expert”
  - get a kill with every misc item that can kill
- “sifg expert”
  - earn the melee expert, ranged expert and misc expert badges
- “nuh uh”
  - kill someone by parrying one of their attacks
- “me when i get you”

- kill someone with a grapple/charge attack
- “trickshot compilation”
  - kill someone with a ricocheted attack
- “it do go down”
  - kill someone by flinging them off the map
- “but at what cost”
  - kill someone while you’re dead
- “hi squidward”
  - kill someone who’s in the middle of using a charge attack
- “fighting my items rn”
  - get a 10 killstreak
- “owned”
  - kill someone who has at least a 10 killstreak
- “well who’s gonna update the game now”
  - kill a developer
- “mad cus bad”
  - have a player ragequit after you kill them
- “murderous”
  - get 6 kills within 15 seconds
- “five big booms”
  - kill 5 people with a single explosion

## ***DEATH BADGES***

- “‘twas inevitable”
  - die
- “slightly less inevitable”
  - die 10 times
- “okay you can stop now”
  - die 100 times
- “how even”
  - die 1000 times
- “did you not see the ledge”
  - die by falling off the map
- “butterfingers”
  - die by blowing yourself up

## ***JUGGERNAUT BADGES***

- “”
  - defeat every juggernaut in the game at least once
- “a bit hairy”
  - defeat elijah
- “creative colour”
  - defeat elijah without losing any lives
- “humiliation”

- you don't have to actually fight him to win y'know
  - defeat elijah by using the secret win condition (dealing around 60 damage to him while he's shapeshifting will cancel the shapeshift and check the form he was shifting into off a hidden list. when all of his forms are checked off in this way, a short cutscene will play of elijah being flung backwards, rolling across the ground, and then getting up and running away, immediately ending the fight)
- "can't portal out of this one"
  - defeat epic
- "not so epic anymore"
  - defeat epic without losing any lives
- "taste of his own medicine"
  - defeat epic with dimension device in your inventory
- "face the music"
  - defeat maykr
- "complete encore"
  - defeat maykr without losing any lives
- "thighs obtained"
  - defeat pootis heavy
- "bulletproof my ass"
  - defeat pootis heavy without losing any lives
- "godfall"
  - defeat roe
- "bet you can't make a sentence without the letters o and e"
  - defeat roe without losing any lives
- "muh muh mah"
  - defeat roe without hir copying any of your items
- "vine\_boom.mp3"
  - defeat stonehenge
- "boowomp.wav"
  - defeat stonehenge without losing any lives
- "doom delivered"
  - defeat the everlasting king
- "the spare beemerang in my pocket"
  - defeat the everlasting king without losing any lives

## ***MODE BADGES***

- "clean sweep"
  - win a match of ffa or tdm without dying a single time
- "elim any% speedrun glitchless"
  - win a cycle of elim in under 30 seconds
- "whoops"
  - die within the first 5 seconds of an elim cycle
- "indomitable robloxian spirit"

- win a match of jgn as the last player alive in a server with at least 5 players
- “up close and personal”
  - win a match of jgn as a player without using any ranged items
- “sharp left! sharp left!!! samir!! sharp left!!!!!”
  - in a match of race or dr, accidentally launch yourself off the map with a movement item
- “sweaty palms”
  - in a match of csh, steal a cashout that has less than 10 seconds left on its timer
- “it was made for me! this is my cashout!”
  - in a match of csh, start a cashout and don’t let anyone steal it for its entire duration
- “”
  - in a match of pb, win on the attacking team without letting the defenders defuse a single grand vault
- “”
  - in a match of pb, win on the defending team without letting the attackers arm a single grand vault

## ***MODIFIER BADGES***

- “”
  - experience a match with a modifier
- “”
  - in a match with the item drops modifier, obtain 20 items in a single life

## ***MAP BADGES***

- “backrooms”
  - clip out of a map and fall into the void when you’re not supposed to be able to

## ***LOBBY BADGES***

- “sociable, aren’t you”
  - interact with every npc in every lobby at least once
- “winner”
  - get to the end of lobby\_mega\_fun\_obby

## ***ITEM BADGES***

- “99% of fighters quit right before they hit it big”
  - obtain a loadout of only ‘random item’ items (i.e adaptation, bound trait, rift fragment, power-up)
- “”
  - get a super boxing glove
- “buffed”
  - somehow manage to kill someone with l’exécuteur
- “”

- get 4 kills with both halves of pump & dump in a single life
- “gimme that”
  - grab a projectile with telekinesis adaptation and then kill someone with it
- “straight up gracing it”
  - survive an encounter with every entity from bound trait at least once
- “from the top rope”
  - kill someone with a slam from charge ‘n’ slam from at least 150 studs in the air
- “dressed to kill”
  - kill 8 people in a single life while under the effects of a cosplay
- “ride of your death”
  - kill someone with a jump pad
- “they say my hunger’s a problem”
  - get 7 kills with ravenous maul in a single life

### **MISC BADGES**

- “it’s the guy from the game”
  - get into the same server as a developer
- “airblast tennis”
  - parry a projectile that has already been parried at least once
- “korean back dash”
  - survive an attack that would’ve dealt more than your max health

## **OTHER RANDOM IDEAS**

the game’s soundtrack is composed entirely of hyperflip

i was thinking that the game would have a (for lack of a better phrase) custom face system? your avatar’s face changes based on what’s happening in the game (i.e. taking damage, dying, falling from a height, typing in chat, etc.). there are multiple face styles selectable, being:

- classic - based on the classic roblox faces
- cutesy - based on those ‘silly goober 3d dynamic heads’ you see everywhere in the catalog
- modelled - based on how i model faces in obby creator
- phighter - based on how faces are drawn in phighting
- scug - based on slugcats from rain world
- sinner - based on what the sinner’s face looks like in grace
- text - based on text emoticons
- toony - based on how the toon’s faces look in dandy’s world

you can also toggle on and off different parts of the face individually in case you want to have no mouth or eyes for stylistic reasons or something

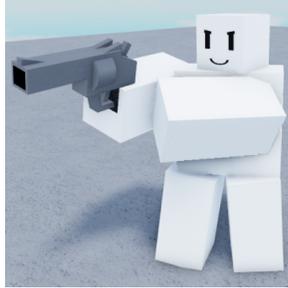
might as well demonstrate all the face conditions with the modelled style

- idle - used when you’re not really doing anything in particular



○

- weapon - used when you've got a weapon equipped



○

- damage - used when you're taking damage



○

- low - used when you're at low health, overrides idle and weapon



○

- fall - used when you're falling from a height



○

- dead - used when you die



○

hangout servers. basically just an alternate mode selectable on the main menu with the following changes:

- lobbies last for 10 minutes each and regular matches last for 20
- every match is forced to an exclusive mode called chill\_, where nobody is given any items and calmer music plays in the background
- when the timer reaches 2 minutes left, a popup appears on everyone's screens with a vote to extend the current map. if the vote passes, the timer will be reset back to its maximum value for the given match (back to 10 minutes for lobbies and 20 for regular matches). only one extension vote can happen per map
- you can equip and use toys in regular matches
- you cannot earn any badges

killstreak notifications. whenever someone reaches a 10 killstreak, an alarm will sound along with a popup appearing at the top of everyone's screens, showing the person's avatar sliding into frame and posing like a phighting mvp screen along with text saying '[NAME] IS ON A 10 KILLSTREAK'. each increment of 10 after that displays the popup again with the new amount. when the killstreak reaches 30, the player is highlighted to everyone with a red outline that you can see through walls and red text on them that says 'KILL', and the background music is overridden with an original composition for the game, something in the vein of [10 hours](#) from item asylum. when the person on the killstreak finally dies, the popup will appear again, but this time with the person who killed them punching the person on the killstreak in the face, sending them flying out of frame and then posing themselves, along with text saying '[NAME] HAS ENDED [NAME2]'S [KILLSTREAK LENGTH] KILLSTREAK' and the background music returns to normal

## HELLSCAPE MODE (APRIL FOOLS EVENT)

idk i thought this would be funny

the event runs every year from april 1st to april 5th and during that time the game is turned into even more of a chaotic mess than usual

### GENERAL CHANGES

- private server exclusive items and modes are now added into the regular rotation

## ITEM CHANGES

### MELEE

- boxing glove - is always a super boxing glove
- coil - every sound is replaced with a voiceline of coil's [phandub](#) va saying "i'm about to go beast mode!". yes they overlap
  - gravity mode - now gives you complete zero gravity, alternate attack launch force increased by 500%
  - speed mode - alternate attack has no cooldown and triple the distance
  - regen mode - alternate attack has no cooldown
- dual blades - deflected attacks, both melee and ranged, deal no damage to you and deal 100% of their original damage back to the attacker
- fists of steel - now gives you complete immunity to ranged items, however a single hit from a melee item will kill you instantly
- scythe - has infinite ammo, cooldown between firing flat-hat projectiles decreased by 1000%
- spear - pressing m2 quite literally instantly kills anyone within the usual range of the spin attack
- stropha - shockwave has no cooldown and 300% more knockback
- thumphammer - killing a player with this will now cause them to be kicked from the server

### RANGED

- biker's shotgun - has a 50/50 chance to either launch you forwards or backwards when firing, firing knockback is randomized from 0% to 500% of its usual value
- grimshot - fire rate increased by 1000%
- rock - has no cooldown, converted to full auto, damage range decreased to 1 - 2
- splitstream - mag capacity increased to 200, has almost no recoil, fire rate is no longer decreased when aiming down sights

### MISC

- arabic saying - effect lasts until the affected player dies
- dimension device - tooltip changed to "it's lore accurate now", entering one of the portals teleports you to a random roblox game from a selected list
- immortal snail - throwing animation is slowed down by 2000%, if the snail is successfully thrown a jpeg of a snail is flashed on the screens of everyone in the server and they all die instantly
- jump pad - model is now a stretched trampoline free model, launch power increased by 1000%
- power-up - all of the power-ups you get from it no longer disappear from your inventory after use
  - nitro - can now air brake an unlimited number of times, boost duration is reset on every air brake
  - shunt - fires instantly, speed increased by 500%

- respin - usage is instant, no longer disappears from your inventory after use
- rift fragment - colours are completely randomized, gives you 10 items
- skeleton running across screen - no longer disappears from your inventory after use, always plays the gif every 0.1 to 1 seconds
- teleports behind you - has no cooldown, a jpeg of a troll face is placed over your avatar and the trololo song plays during the parry cutscene

## THE HUNT CONCEPT

so what if this game was part of the hunt. y'know that one roblox event that happened that one time

i've made two different concepts: one for a regular token and one for a mega token

### *REGULAR TOKEN*

every third match, one of the maps available for vote will be a glitching blue icon with '?????????' as the map name. if this map wins the vote, a modified version of outlet\_alley will be loaded, with a dark blue skybox and lighting, and various floating assets in the distance, including the doomspire, which has the top half broken off and also floating in midair. the top five players on the scoreboard when the match ends will receive the token

### *MEGA TOKEN*

#### HINT

somewhere in the hunt lobby, some text can be found reading:

I2Y3ODc2NAojZGE0MTY3CiMwODNkNzcKI2Y0ZDM1ZQ==

which, when decoded from base64, gives you the following:

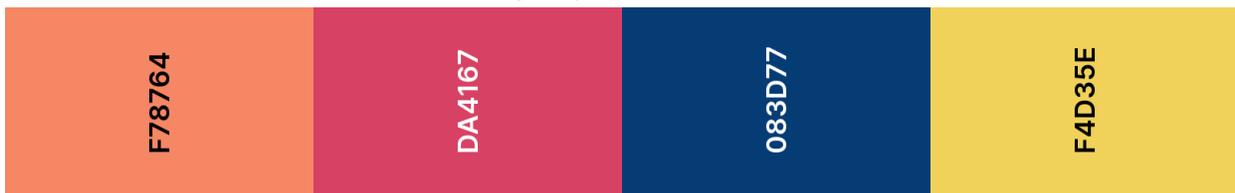
#f78764

#da4167

#083d77

#f4d35e

which are four colour hex codes, which give you these colours:



which are the four main colours in sigf's logo

#### CHALLENGE

tutorial

# TUTORIAL

the tutorial starts with the sound of a doorbell ringing, and then it shows your avatar waking up in bed. after a short cutscene of them slowly getting up and rubbing their eyes, it zooms into first person perspective and then a dialogue box appears at the bottom of your screen, which shows your avatar saying

- “...Who’s ringing at this hour?”
- “I should probably go check the front door, though.”

another popup appears, this time at the top of the screen, saying ‘use [W][A][S][D] to move’. when you get to the door of your bedroom, it changes to say ‘press [E] to interact’. upon interacting with the door, it will open and you’ll be free to explore the rest of the house. when you reach the front door, it starts another cutscene in which your avatar looks down to the mail slot on the door and notices a letter has been partially pushed through it. then it cuts out of first person view and shows your avatar looking to the side briefly and then back at the letter, then reaching down to grab it and subsequently opening it. it then cuts back to first person view and shows the letter briefly, along with your avatar saying

- “‘stupid item fighting game’? What?”

then they look down at the bottom of the letter and read a line that says

- *“If you accept this invitation, please push this letter back through the mail slot of your door.”*

it then cuts back out of first person and gives you another popup, this time with two selectable options:

- accept invitation?
  - yes
  - no

if you choose no, it shows your avatar saying

- “Yeah, right.”

then they rip the letter in half, and it cuts to them throwing it in a nearby bin and walking away, and then you get kicked from the game. also the kick reason is just ‘okay bro’.

if you choose yes, it shows your avatar looking back up at the mail slot, which the camera zooms in on briefly, and then they tentatively push the letter back through. nothing happens at first, they step back, look around a bit, then roll their eyes and walk away, and then the door suddenly unlocks itself and slams open, causing your avatar to jump and whip back around, revealing a rift/portal looking thing behind it in the colours of sigf’s logo. your avatar stumbles backwards a bit along with saying

- “WOAH, WHAT THE-”

then it cuts to a sideways shot of your avatar being pulled off their feet and through the rift, and when they do, the door slams behind them. then it shows your avatar falling through the rift for a couple seconds, then it cuts to a shot of lobby\_doomspire, upon which the rift opens in midair and your avatar falls out of it, landing face down on the ground. they pull themselves up and rub their head, then it cuts to a sideways shot of them looking around and eventually noticing someone leaning against the railing at the front of the tower, and the camera pans from behind your avatar’s head to show that the person in question is epic (as in, my oc epic) in his lore outfit. it cuts to in front of epic with your avatar in the background, showing him leaning over the

railing watching the fight that's happening below on outlet\_alley. your avatar looks to the side briefly and then back at epic, then they say

- "Uh-"

which causes epic to look up and then turn around to face your avatar. he perks up upon noticing them, says

- "oh, hey!"

and walks towards them. once he reaches your avatar, he flips up his visor and says

- "welcome to stupid item fighting game. name's epic."

then he extends his hand, your avatar looks down at it, and you're prompted with two options:

- handshake?
  - yes
  - no

if you choose yes, your avatar reaches their hand out and shakes epic's hand, upon which he says

- "nice to meet you."

and then lets go of your avatar's hand

if you choose no, your avatar looks back up at epic and shakes their head, upon which he says

- "...no? ehh, it's fine. nice to meet you, anyway."

after this, epic claps his hands together and says

- "so... you're, uh- you're probably- wondering what the hell just happened."

- "Wha- yeah, I- what was with that letter?"

- "yeah, sorry about that. uhm- i've been sending out invites to a bunch of people from different universes who have... shall we say, advanced combat prowess, and you were, uh- you were actually recommended to me by someone who said they were a friend of yours."

- "...Right. Uh- who- who was it?"

- "[friend name], i think their name was?"

[friend name] in the above sentence is replaced by the name of a random person from your friend list who's played sifg before

- "Oh. Oh, okay, yeah, I know them. Not really sure about the 'advanced combat prowess' part, though-"

- "ehh, you'll be fine!"

- "...Really?"

- "yeah, yeah, new fighters need a little bit of training before they can actually be let into the fight anyway, so i'll need to walk you through that. i'll- i'll give you a minute to rest if you need it, just come talk to me when you're ready."

- "Alright. Will do."

then control is handed back to you. from then you can walk around lobby\_doomspire, watch the fight going on below and also talk with builderfan and h3lp3r if you feel like it. when you interact with epic, you're given another yes/no popup:

- start training?

- yes
- no

if you choose no, the popup just gets closed and nothing happens

if you choose yes, it starts another cutscene in which your avatar approaches epic and says

- “Hey, I’m ready for the training now.”

epic turns around to face your avatar and says

- “oh, alright. one sec.”

he materialises the dimension device into his hand, walks over to the outside wall of builderfan’s shop, and creates a portal on it. he turns to your avatar and gestures to the portal with his head, saying

- “through here.”

- “Uh, okay.”

your avatar walks up to the portal and jumps through it, and epic follows, upon which it closes behind him and the camera cuts to the two of them falling through the portal for a couple seconds, then it cuts to the outside of a warehouse in the middle of a classic roblox-styled town with some sifg branding on it, then a portal opens on one of the walls and your avatar and epic fall out of it, both landing on their feet. epic dematerialises the dimension device, walks in front of your avatar and claps his hands together.

- “so.”

he gestures to the building behind him

- “this is our little training facility. it’s open to all of our fighters whenever they need it, in case they need a little warmup or something before they go into a match. just, uh- just come in and i’ll show you around.”

- “Alright, then.”

you both walk into the building and there’s a panning shot around the lobby which has a currently unoccupied registration desk at the back of the room, some benches and tables around the place and various branching corridors to different areas of the building which have signs above them

- “

[very wip please bare with me]

juggernauts

# JUGGERNAUTS

all juggernauts do not have any natural health regen and have an outline that can always be seen through walls

health values are formatted like [base health] + [health added for every extra player in the server past 1], so for example if a juggernaut's health was 300 + 100 then they'd have 300 at 1 player, 400 at 2 players, 500 at 3 players, so on and so forth

# ELIJAH

- stats:
  - health: 300 + 325
  - walk speed:
  - sprint speed:
  - jump power:
  - other info:
- shapeshifting - r opens a wheel containing the five forms you can shapeshift into, each with their own abilities. opening the wheel temporarily unlocks your mouse, and if your cursor is hovering over a form that you're not already in, when you release r, you will be shifted into that form after a 0.4 second animation
  - human - the most basic of the five, and the one you start in. you don't get any stat changes while in this form, but to compensate your attacks are slightly stronger than the other four. m1 has you swing your hammer forward, dealing 23 damage per hit. m2 has you, after a 0.6 second windup, swing your hammer upwards, dealing 31 damage, knocking anyone you hit upwards and ragdolling them for 2 seconds. m2 has a cooldown of 12
  - bug - your bug fables form. while in this form, you have 6 added to both your walk and sprint speeds, your standard size is reduced to 70%, and you take 150% more knockback from all sources.
  - cat - your yoncat form. while in this form, you have 15 added to your jump power and you can double jump while pressed up against a wall. m1 has you perform a three hit combo with your claws, dealing 6 damage per hit. m2 has you leap in the direction you're looking around 20 studs with your claws out, dealing 27 damage to anyone you hit. m2 has a cooldown of 16
  - [placeholder]
  - [placeholder]
    - "don't ask how i can do this not even i know"

# EPIC

- stats:
  - health: 350 + 375
  - walk speed: 20
  - sprint speed: 35
  - jump power: 50

- other info:
  - is immune to being ignited
- flare - your katana. m1 has you slash forwards, dealing 12 damage each hit. m2 has you launch an arc of fire forwards by slashing your katana diagonally upwards, which deals 14 damage, passes through enemies and ignites anyone hit for 0.8 seconds. e activates flare step, which causes you to teleport around 10 studs in the direction you're moving, and will also leave behind a brief trail of fire on the floor for 0.5 seconds which ignites anyone who steps on it for 1.5 seconds. pressing e and m1 at the same time activates flash cut, which has you briefly sheath your katana, teleport around 15 studs forwards, and then slash outwards, dealing 28 damage to anyone in front of you. if you're aiming at an enemy when flash cut activates and they're within 15 studs of you, you will teleport directly in front of them. r activates stampede, which has you rush in the direction you're looking, starting at a speed of 1 and exponentially getting faster over the course of 3 seconds up to a maximum of 40. if you run into an enemy while this ability is active, you will impale them with your katana, dealing 35 damage to them and locking them into a brief animation which has you toss the impaled enemy up into the air and then dropkick them in the direction you're looking, dealing 45 damage to them and ragdolling them for 3 seconds. if you kill someone with just the impale part of the ability, the dropkick animation won't play and you will instantly have the cooldown of this ability refunded. m2 has a cooldown of 9, flare step has 4 charges and gains back 1 charge every 12 seconds, flash cut has a cooldown of 25, and stampede has a cooldown of 40
  - "cool name right? yeah, i didn't come up with it"
- pyrokinesis - your flame manipulation abilities. m1 has you toss motes of fire forwards, dealing 17 damage each hit. e activates multi meteor, which has you enter a stance in which you can select up to 5 enemies, and upon pressing e again, you create five fireballs and shoot them in quick succession at the selected enemies, each of them dealing 33 damage and igniting for 5 seconds on hit. if you select an amount of enemies that doesn't allow for an even split of fireballs between them, then it will try and get as even as a distribution as possible between the selected players, with more fireballs going for players with more health (e.g. if you selected two players, one of which had 40 health and the other had 70 health, three of the fireballs would target the 70 health player and the other two would go for the 40 health one). the fireballs also track enemies slightly, but not too much to make avoiding them completely impossible. r activates jet blast, which has you create two torrents of fire behind you, launching you around 25 studs forwards and 3 studs in the air. anyone hit by the flame torrents will take 27 damage and be ignited for 2 seconds. multi meteor has a cooldown of 35 and jet blast has a cooldown of 24
  - "i could probably pull off city level destruction with this but i'm not going to"

## JESSE

- stats:
  - health: 350 + 350
  - walk speed: 16
  - sprint speed: 28

- jump power: 35
- other info:
- service weapon - an object of power that can take the form of different firearm archetypes. the weapon shares ammo between all of its forms, and its ammo recharges after a 1 second delay over time while it's not being fired, so for example if you fire 8 rounds from grip and then switch to shatter, you'll only be able to fire 3 shatter rounds before you need to recharge. if you fully empty the ammo of any form, you'll need to wait for it to recharge fully before you can fire again. holding f opens a wheel with the four selectable forms:
  - grip - the service weapon's pistol form. each shot deals 19 damage. has an ammo capacity of 15
  - shatter - the service weapon's shotgun form. fires 5 pellets per shot, each pellet deals 6 damage. has an ammo capacity of 6
  - spin - the service weapon's submachine gun form. each shot deals 4 damage. has an ammo capacity of 30
  - pierce - the service weapon's railgun form. hold m1 to charge a shot, release to fire. shots pierce walls. each shot deals 40 damage. has an ammo capacity of 2
- you have an energy meter that caps at 100 and your abilities require usage of. if you ever fully empty your energy meter, you will have to wait for it to fully recharge before you can use any of your abilities again. e activates launch, which, if your cursor is hovering over a moveable object within 30 studs of you, will pull said object towards you and hover it in front of you. you can press e again to launch the object in the direction you're looking, dealing 35 damage to anyone hit by it. if you use this ability while not looking at an object, you will instead pull a chunk out of whatever terrain you're looking at. terrain chunks only deal 20 damage. pulling an object towards you with this ability drains 50 from your energy meter, however actually launching the object doesn't drain any energy. your energy does not regenerate while you're holding an object. r activates evade, which causes you to dash a short distance in whatever direction you're moving. each usage of this ability drains 20 from your energy meter. holding space causes you to levitate off the ground for a short time. the longer you hold space, the higher you levitate, to a maximum of 10 studs in the air from your starting height. you can cancel the levitation by pressing space again. you can also press space while falling to cause yourself to fall slower
  - "pretty cool gun/firearm/weapon/item"

## MAYKR

- stats:
  - health: 375 + 300
  - walk speed:
  - sprint speed:
  - jump power:
  - other info:

## POOTIS HEAVY

- stats:
  - health: 400 + 450
  - walk speed: 10
  - sprint speed: 32
  - jump power: variable, see other info
  - other info:
    - standard size is 130%
    - pressing jump will simply cause you to jump normally with a power of about 40, however holding it down will cause you to leap into the air a large distance, around a power of 180
    - is immune to knockback while not sprinting
- heavy fists -
  - "i'm coming for those thighs"

## ROE

- stats:
  - health: 425 + 300
  - walk speed: 16
  - sprint speed: 27
  - jump power: 50
  - other info:
    - gains 5 to both walk and sprint speeds while moving away from an enemy
- vowel scythe - m1 has you swing the scythe in wide, slow arcs, dealing 22 damage each hit. e activates overcharge, which has you dash forwards, grab the first enemy you hit and course lightning through their body, hitting 8 times with each hit dealing 3 damage and the final hit also launching the enemy backwards slightly and ragdolling them for 2.5 seconds. r activates volt blender, which has you charge your scythe with lightning and then throw it out while spinning it with weak telekinesis, dealing 15 damage every 0.7 seconds to anyone standing in it. lightning also sparks off the scythe every 0.6 seconds and auto targets any enemies standing within 10 studs of the scythe. each bolt of lightning deals 12 damage and stuns whoever it hits for 0.8 seconds. you can hold r to have the scythe spin in place for as long as you're holding the key down, however the lightning stops after the scythe has been out for 3 seconds. you cannot use any other abilities while volt blender is active. overcharge has a cooldown of 18 and volt blender has a cooldown of 21
  - "aeiouaeiouaeiouaeiouaeiou"
- into the light - your stand. yes, the jojo kind. m1 lets you target an enemy which itl will then go out and attack on his own until you either recall them by pressing m1 again, he is dealt 200 damage, or the enemy he's targeting dies. e activates poker face, which, if you're looking at a player holding an item, will copy that item into your inventory for 15 seconds. copied items will have their textures altered to make them look like they're made of golden light. you cannot have more than one item copied at once, however you

can press e again to immediately end the move and remove the copied item from your inventory. this ability only goes on cooldown after the copied item has been removed from your inventory. poker face has a cooldown of 10

- "your powers are min- wait, wrong game"

## STONEHENGE

- stats:
  - health: 350 + 275
  - walk speed:
  - sprint speed:
  - jump power:
  - other info:
- stone fists -
  - "see you'd think these would deal more damage"

-instead of the usual "damage sponge" stonehenge is actually one of the more glass cannon type fellas, a couple of his moves would make him invulnerable for temporal amounts of time (im thinking one of them is literally kaclang. unkillable but cannot do anything for 4 secs)

[note to self]

## THE EVERLASTING KING

- stats:
  - health: 400 + 550
  - walk speed: 11
  - sprint speed: 22
  - jump power: 30
  - other info:
    - is immune to knockback while grounded
    - takes double damage from beemerang
- ground stance - m1 summons vines out of the ground to stab at your enemies. each hit deals 16 damage. e activates fire column, which places down a 15 stud diameter circle at your cursor and then, after a 1.5 second delay, a large pillar of fire rises from the circle. the pillar deals 55 damage and ignites anyone caught inside it for 6 seconds. r activates energy drain, which, after a 0.7 second windup, causes you to rush forwards at a speed of 27, grab the first enemy you hit, raise them up into the air and steal 8 health from them every 0.5 seconds. this attack continues indefinitely until either a) the enemy you latched onto completes the qte to break free from your grasp, b) the enemy you latched onto dies or c) you manually cancel it by pressing r again. fire column has a 30 second cooldown and energy drain has a 55 second cooldown
  - "deliver them to their doom"
- aerial stance - while this is equipped, you can double tap jump to start hovering around 7 studs off the ground. if you unequip this while hovering, you will fall back down to the ground. m1 has you shoot fireballs, which deal 15 damage and ignite anyone they hit for

0.6 seconds. e activates axe bounce, which has you pull out an axe and throw it at your cursor. if it hits an enemy, it will deal 24 damage, fly back to you, and then give you a 1 second window in which you can throw it again. if it doesn't hit an enemy, it will just go on cooldown immediately. you can only retrigger this ability once per activation. r activates lightsaber slash, which has you summon the two pieces of the ancient key, join them together, and swing them down with a large beam of blue light emanating from the end of the key which deals 80 damage to anyone hit by it. axe bounce has a 40 second cooldown and lightsaber slash has a 90 second cooldown

- o "can't hit me when i'm flyi- oh no that's a beemerang AAAUGH"

## HELLSCAPE MODE CHANGES

### *ELIJAH*

- shapeshifting - pressing r no longer brings up the form wheel, instead it just changes you into a completely random form
  - o cat - jump power increased by 600%, can walljump infinitely
    - m2 - has no cooldown, can interrupt itself

### *EPIC*

- pyrokinesis -
  - o multi meteor - has no cooldown
  - o jet blast - has no cooldown, can interrupt itself

### *JESSE*

- service weapon - has infinite ammo and energy
  - shatter - fires 20 pellets per shot, fire rate increased by 400%
  - spin - has no recoil, fire rate increased by 700%
  - pierce - charges instantly
  - o launch - terrain chunks deal the same damage as thrown objects
  - o levitate - can go infinitely high

### *ROE*

- attaches a static model of ordeu (another one of completely normal's ocs) to your avatar's torso and makes your regular avatar invisible
- vowel scythe - swing speed increased by 300%
  - o overcharge - only hits once, ragdoll duration increased by 800%
  - o volt blender - lightning now continues for as long as the ability is active instead of stopping after a certain time, decreased lightning spark interval by 600%

cosplay synergies

# COSPLAY SYNERGIES

just to be clear

changes your clothes and accessories - face, hair, certain accessories (such as tails or wings if you have them) and skintone are left alone

fully changes your avatar - overwrites everything

## *MELEE*

- coil - fully changes your avatar to resemble coil from phighting
- dagger - changes your clothes and accessories to resemble the finals' 'ospuze fleet' set
- dual blades - changes your clothes and accessories to resemble the finals' 'ospuze support' set
- fists of steel - changes your clothes and accessories to resemble heavy tf2's outfit
- ghanzferre cross - fully changes your avatar to resemble nhazul
- market gardener - changes your clothes and accessories to resemble soldier tf2's outfit
- scythe - fully changes your avatar to resemble scythe from phighting
- spear - changes your clothes and accessories to resemble the finals' 'ospuze fortify' set

## *RANGED*

- .50 akimbo - changes your clothes and accessories to resemble the finals' 'ospuze fortify' set
- pump & dump - changes your clothes and accessories to resemble jonesy from fortnite
- model 1887 - changes your clothes and accessories to resemble the finals' 'ospuze support' set
- throwing knives - changes your clothes and accessories to resemble the finals' 'ospuze fleet' set

## *MISC*

- charge 'n' slam - changes your clothes and accessories to resemble the finals' 'ospuze fortify' set
- grappling hook - changes your clothes and accessories to resemble the finals' 'ospuze fleet' set
- guardian turret - changes your clothes and accessories to resemble the finals' 'ospuze support' set
- healing emitter - changes your clothes and accessories to resemble the finals' 'ospuze fortify' set
- jump pad - changes your clothes and accessories to resemble the finals' 'ospuze support' set
- nullifier - changes your clothes and accessories to resemble the finals' 'ospuze fleet' set