

Level	Type	Max Room size	Max total enemies points	Destructibles %	Add Notes	Presets
1	small	9x7	15	0.15-0.25	first level so bomb with no flame up -> feels beter to have less destructibles	-total number of room 4-5 -number of item room 1-1 -number of building room 1-1 -distance to boss room 3-4
1	medium	11x11	20	0.15-0.25		
1	shop	9x9	15	0.1-0.2		
1	hard	11x11	20	0.2-0.2	Redneck are allowed here	
2.1	medium	11x11	30	0.1-0.2		-total number of room 5-7 -number of item room 1-1 -number of building room 1-2 -distance to boss room 4-5
2.1	big	13x13	35	0.05-0.15		
2.1	shop	?	25	0.1-0.15		
2.1-2.2	hard	11x11	35	0.15-0.2	Gattling Gun are allowed here	
2.2	medium	11x11	35	0.2-0.25		-total number of room 5-8 -number of item room 1-1 -number of building room 1-2 -distance to boss room 5-6
2.2	big	13x13	45	0.15-0.25		
2.2	huge	15x15	50	0.15-0.2		
2.2	shop	?	30	0.15-0.2		
3.1	medium	11x11	35	0.2-0.25		-total number of room 7-8 -number of item room 1-1 -number of building room 1-2 -distance to boss room 5-6
3.1	big	13x13	45	0.2-0.25		
3.1	huge	15x15	50	0.2-0.2		
3.1	shop	?	30	0.15-0.2		

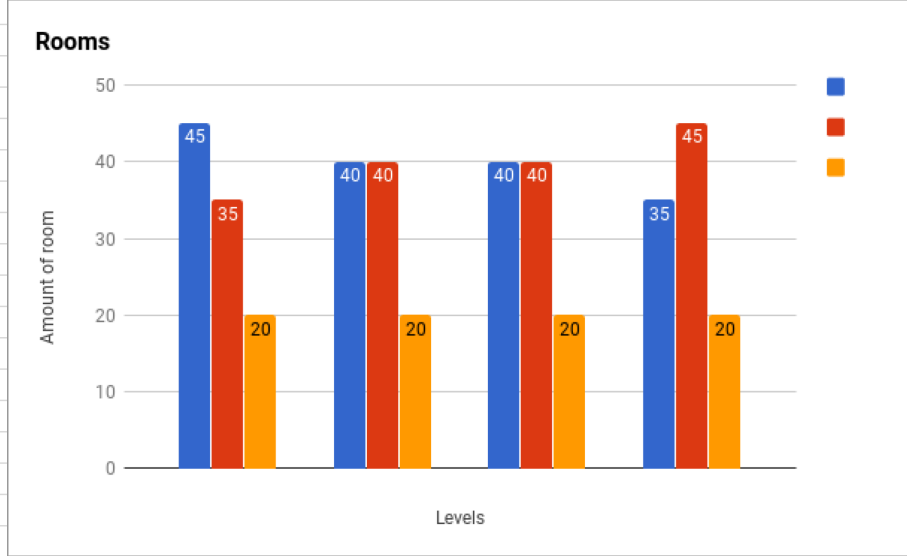
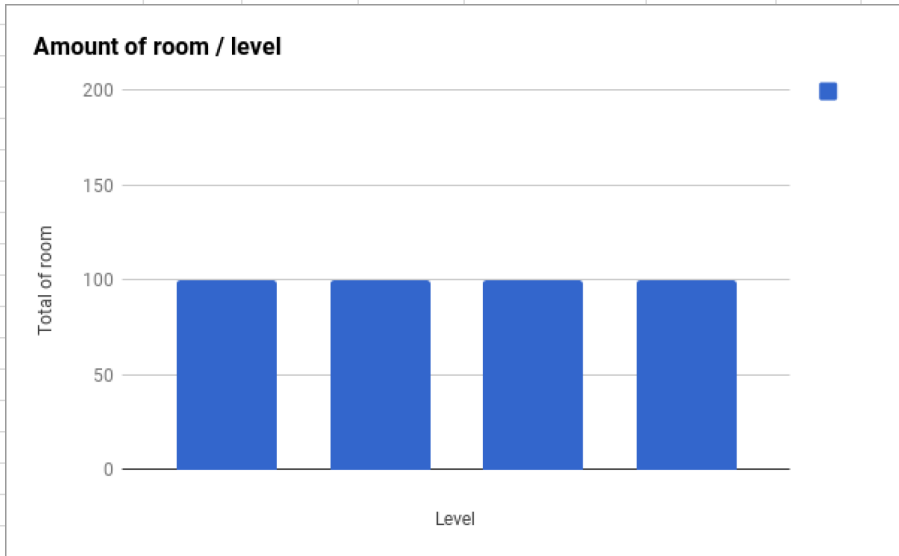
Level	Type	Max Room size	Max total enemies points	Destructibles %	Add Notes	Presets
3.2	medium	11x11	35	0.2-0.25		-total number of room 7-9 -number of item room 1-1 -number of building room 1-2 -distance to boss room 5-7
3.2	big	13x13	45	0.2-0.25		
3.2	huge	15x15	50	0.2-0.2		
3.2	shop	?	30	0.15-0.2		
4.1	medium	11x11	35	0.2-0.25		-total number of room 7-9 -number of item room 1-1 -number of building room 1-2 -distance to boss room 5-6
4.1	big	13x13	45	0.2-0.25		
4.1	huge	15x15	50	0.2-0.2		
4.1	shop	?	30	0.15-0.2		
4.2	medium	11x11	35	0.2-0.25		-total number of room 7-10 -number of item room 1-1 -number of building room 1-2 -distance to boss room 5-7
4.2	big	13x13	45	0.2-0.25		
4.2	huge	15x15	50	0.2-0.2		
4.2	shop	?	30	0.15-0.2		

Level	Type	Destructibles %	Add Notes	Presets
1	Small	0.15-0.25	first level so bomb with no flame up -> feels beter to have less destructibles	-total number of room 4-5 -number of item room 1-1 -number of building room 1-1 -distance to boss room 3-4
	Medium	0.15-0.25		
	Big	0.1-0.2		
	Shop	0.2-0.2	Redneck are allowed here	
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2	Small	0.1-0.2		-total number of room 5-7 -number of item room 1-1 -number of building room 1-2 -distance to boss room 4-5
	Medium	0.05-0.15		
	Big	0.1-0.15	Gattling Gun are allowed here	
	Shop	0.15-0.2		
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3	Small	0.2-0.25		-total number of room 5-8 -number of item room 1-1 -number of building room 1-2 -distance to boss room 5-6
	Medium	0.15-0.25		

Level	Type	Destructibles %	Add Notes	Presets
	Big	0.15-0.2		
	Shop	0.15-0.2		
4	Small	0.2-0.25		-total number of room 7-8 -number of item room 1-1 -number of building room 1-2 -distance to boss room 5-6
	Medium	0.2-0.25		
	Big	0.2-0.2		
	Shop	0.15-0.2		

Item Name	% of chance of finding objet in levels (No, Low, Medium, High)	Gold	Mana	Category	Effect	shop	crates	silver	gold
Regular bomb	lvl 1 - Doesn't make sens to find it on level 1 Should be there if you want to go back to old bomb Appeir chance is : lvl 1: No - lvl 2: low - >= lvl3 : medium	70		Bomb	Boom	1		1	
Nitro bomb	medium any level	140		Bomb	Flame goes through destructibles	1		1	1
Power bomb	lvl 1: No - lvl 2: 0 - lvl 3: low - >=lvl 4: medium Should not be found in gold Chest	420		Bomb	Flame fills the lane	1			
Power nitro bomb				Bomb	Flame goes through destructibles Flame fills the lane	-	-	-	-
detonator bomb	lvl 1 : No - >=lvl 2: medium	165		Bomb	Detonator bomb	1			
Snake Bomb		100		Bomb	Can be piloted like a snake	-	-	-	-
Seeker Bomb	lvl 1: No - lvl 2: 0 - lvl 3: low - >=lvl 4: medium	260		Bomb	Looks for the closest enemy	1			1
Nuclear Bomb	lvl 1: No - lvl 2: low - >= lvl3 : medium Should not be found in gold Chest	195	45	Bomb	Explodes in a diamond shape	1			
Timer Bomb	any level	130		Bomb	It's timer can be set	1		1	1
Moonshine Bomb	lvl 1 : low - >=lvl 2: medium	90		Bomb	Death from above!	1		1	1
Nitro Moonshine	lvl 1: No - lvl 2: low - >= lvl3 : medium	170		Bomb	Ain't no barrel stopping this one!	1		1	
Power Moonshine	lvl 1: No - lvl 2: low - >= lvl3 : medium	310		Bomb	Fills lanes with fire. Deadly!	1			1
Power Nitro Moonshine	lvl 1: No - lvl 2: 0 - lvl 3: low - >=lvl 4: medium Should not be found in gold Chest	410		Bomb	The ultimate weapon of destruction!	1			
Shaman's call	medium any level	160		Passive	Resurrect in the previous room	1			1
Hunter's knife	medium any level	110		Passive	Kills an enemy when on the same tile	1			1
Map	low any level	95		Passive	shows the entire map	1			1
Prospector's charm		/		Passive	increase the amount of gold you get by X%	-	-	-	-
Speed boost	medium any level	120		Passive	Increases your speed a tiny bit	1		1	1
AmmoPouch		/		Pasive	Better equipment from the go.	-	-	-	-
Broom		/		Passive	destroys all destructibles when a room is cleared	-	-	-	-
Wife's memento		/		Passive	Revive	-	-	-	-
DowsingRod		/		Passive	This fine piece of equipment will be worth the effort.	-	-	-	-
Wife's perfume		/		Passive	Here scent keeps your spirit up.	-	-	-	-
Perfume Tank		/		Passive	Revenge makes your spirit stronger	-	-	-	-
Spurred boots		/		Passive	No need for a horse when equpping these.	-	-	-	-
Roll	lvl 1: high - >=lvl 2: medium	80		Ability	dodge standard projectiles and flame (if roll ends on a flame then the flame hits)	1			1
Jump	lvl 1: high - >=lvl 2: medium	80		Ability	jump over one destructible, fails if more than one destructible is lined up	1			1

Level	Small	Medium	Big	Total Standart	Shop	Secret	Item	Start	Total of Room
Ranch (lvl1)	45	35	20	100	30	6	53	1	
Desert (lvl2)	40	40	20	100	20	6	53	22	
Forest (lvl3)	40	40	20	100	20	6	53	24	
Snow (lvl4)	35	45	20	100	27	6	53	35	
	160	160	80	400					827
Multiplayer maps	12								



	Item Room Type	%	Amount of room / %		Actual Amount Level 1	Actual Amount Level 2	Actual Amount Level 3	Actual Amount Level 3
Total of item room			50		50	50	50	50
	Gold	30	15		15	15	15	15
	Coin	28	14		14	14	14	14
	Pinata	20	10		10	10	10	10
	Gold Pinata	10	5		5	5	5	5
	Gold Coin	10	5		5	5	5	5
	Gold Coin Pinata	2	1		1	1	1	1
	Timer Chest		3		3	3	3	3
		100	50					