

Item Count

This chart shows where the following items appear in the game, and how many times they occur in each level. This chart is for Ultra-Violence single player mode only.

SG = Shotgun 2B = Combat Shotgun CG = Chaingun
 RK = Rocket Launcher PL = Plasma Rifle BF = BFG9000
 CS = Chainsaw BZ = Berzerk Pack A1 = Security Armor
 A2 = Combat Armor BP = Backpack RS = Radiation Shield
 MP = Computer Map LA = Light Amp SS = Supercharge
 BA = Invisibility IA = Invulnerability MS = Megasphere
 CC = Crushing Ceiling T1 = One way Teleporter T2 = Two way Teleporter pair

	SG	2B	CG	RK	PL	BF	CS	BZ	A1	A2	BP	RS	MP	LA	SS	BA	IA	MS	CC	T1	T2	TOT
1:	1	.	.	1	.	.	1	.	1	4
2:	.	1	1	1	3
3:	1	.	1	1	2	1	1	5	.	12
4:	.	1	2	5	8
5:	.	1	.	1	1	.	.	1	1	1	.	.	2	2	.	10
6:	.	1	.	1	1	.	.	1	1	1	.	.	1	.	2	.	3	3	.	.	.	15
7:	.	1	1	1	1	1	.	1	.	10	.	.	.	4	.	1	21
8:	1	.	1	1	1	1	1	.	2	.	5	2	.	2	1	2	.	.	.	9	1	30
9:	1	.	.	1	.	1	.	3	1	2	1	1	1	.	2	5	.	19
10:	1	.	1	1	1	1	1	2	2	1	1	1	.	3	2	1	2	1	.	5	.	27
11:	1	.	1	1	1	1	.	.	1	1	1	2	.	2	1	1	.	.	.	3	.	17
12:	1	1	1	.	.	1	.	3	2	.	1	1	.	1	1	2	.	15
13:	1	.	1	1	1	1	1	3	.	1	.	1	.	1	3	2	.	2	15	.	.	35
14:	1	.	1	1	1	.	.	.	1	.	.	.	1	1	.	.	1	8
15:	1	.	1	1	1	1	1	2	1	2	2	3	1	.	1	2	1	1	.	6	1	29
16:	1	1	1	1	4	1	.	1	.	.	1	1	.	1	1	1	1	.	5	.	.	21
17:	1	.	1	1	1	1	.	1	2	1	1	.	.	2	1	.	1	.	.	6	.	20
18:	1	1	1	1	1	1	.	1	1	.	1	.	1	1	2	2	.	.	6	1	.	22
19:	.	1	1	1	.	.	1	2	1	1	.	1	.	1	1	1	.	1	9	.	.	22
20:	.	1	.	1	1	1	.	1	2	2	.	2	.	4	.	1	1	15	1	.	.	33
21:	.	1	.	1	1	4	.	.	.	1	1	.	.	3	4	.	.	16
22:	1	.	.	1	1	.	.	1	1	.	2	.	.	1	3	.	.	11
23:	1	.	.	1	.	1	.	1	.	2	.	1	.	1	.	1	.	.	8	.	.	18
24:	1	1	.	1	1	1	.	2	1	.	1	7	.	.	1	2	.	16	1	.	.	36
25:	.	1	1	1	1	.	.	.	1	1	.	1	.	.	5	.	.	12
26:	.	1	1	1	1	.	.	1	1	1	1	.	.	1	1	.	.	.	8	.	.	18
27:	.	1	1	1	1	1	1	2	2	.	4	2	2	5	3	3	.	.	4	.	.	33
28:	.	1	1	1	1	1	1	1	1	.	4	.	.	1	5	2	.	1	.	.	.	21
29:	.	1	1	.	1	.	.	2	1	1	2	2	.	1	.	.	.	11	.	.	.	23
30:	1	1	1	1	1	1	1	1	.	1	2	.	.	3	.	2	.	1	.	.	.	17
31:	1	1	1	1	1	1	.	1	.	.	4	.	.	1	1	.	1	14
32:	.	1	3	1	1	1	.	1	1	1	10
TOT	18	20	23	28	26	19	8	32	28	19	47	31	8	5	39	26	23	19	7	162	12	600