

## Weapon Information

**Annihilator** - This rocket propelled grenade launches a devastating artillery explosion. At Level 2, the grenades will release explosive mines that will blow up on contact with enemies. At Level 3, the grenades will release enemy seeking explosive mines that will bounce towards enemies. At Level 4, there is heavier tracking on the enemies, lock on is enabled, and rockets release uber huge mines. At Level 5, the grenades discharge a dozen spiraling heat seeking rockets that target nearby enemies when it explodes.

**Infector** - A putrid disease spray that will have your enemies on the floor in no time. If you succeed in spraying your enemy long enough, they'll get infected and start to attack their own kind. Great for distracting the enemies and blowing them up with another weapon! At medium range, small bomblets of goo roll forward and explode along the ground, damaging and infecting enemies as well. At short range, the spray is like a hose of green infection. At higher levels, it will cause other enemies to not only attack other enemies, but as they damage them they will also infect them as well, spreading the disease. At Level 3, the range is increased and more rolling bomblets. At Level 4, the speed of infection is increased. At Level 5, it launches a green translucent globule that is lobbed and when it lands, it will splash and instantly infect enemies nearby. It will also break up into smaller globs that will fly away and infect others as well.

**NitroLauncher** - Shoots a round canisters that will explode when it's near to landing on the ground. It's a hot bright bluish effect at Level 1, with a radius of damage to nearby enemies. The explosion initially implodes and then it expands. At Level 2, the area damage effect increases and electrical sparks/lines spread out and contact enemies. It also causes acid damage, creating purple acid effect on the enemies. At Level 3, lockon is enable and the effect is now orange/red, with electrical lines coming out to touch and damage enemies. At Level 4, the damage radius is increased and it will burst enemies into flames. At Level 5, the explosion is huge with spiraling swirls that compress and implode, then it expands outward at a very fast rate and it also shoots small projectiles that seek enemies outside of it's damage radius.

**Sheepantor** - Only available in MP. Turns enemies into sheep. If the sheep are hit, they will burst into puffs of cotton that float away. Players that are turned into sheep can run around and graze.

**QwackORay** - Turns enemies into cute ducks at Level 1. Initially just roaming ducks. At Level 2, ducks lay explosive eggs. They just roll around where the ducks are and blow up when near enemies. At Level 3, the ducks have little sharp teeth and they also lay eggs that roll around on the ground and seek enemies. They are fiery eggs that burn and smoke. At Level 4, the ducks lay eggs as usual and the ducks will seek out targets and hop towards them and blow up on contact. As usual, the ducks will burst into a bunch of feathers and down feathers. At Level 5, enemies transform into a

flaming duck that will fly by your side. You can only have 1 at a time -- the rest will turn into Level 4 ducks. The flaming duck has mean glowing red eyes and it's fully flaming. The ducks will find enemies nearby and fly towards them, charging them with its flames and burning them and also knocking them down. Flaming duck will also sometimes land on the ground and do a huge swirly pyro flaming breath attack.