

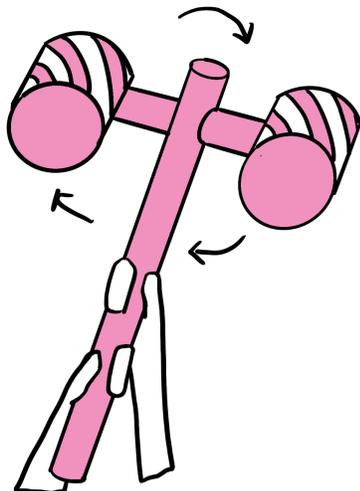
## Rotating Hammers (*Fall Guys*)



## Reference

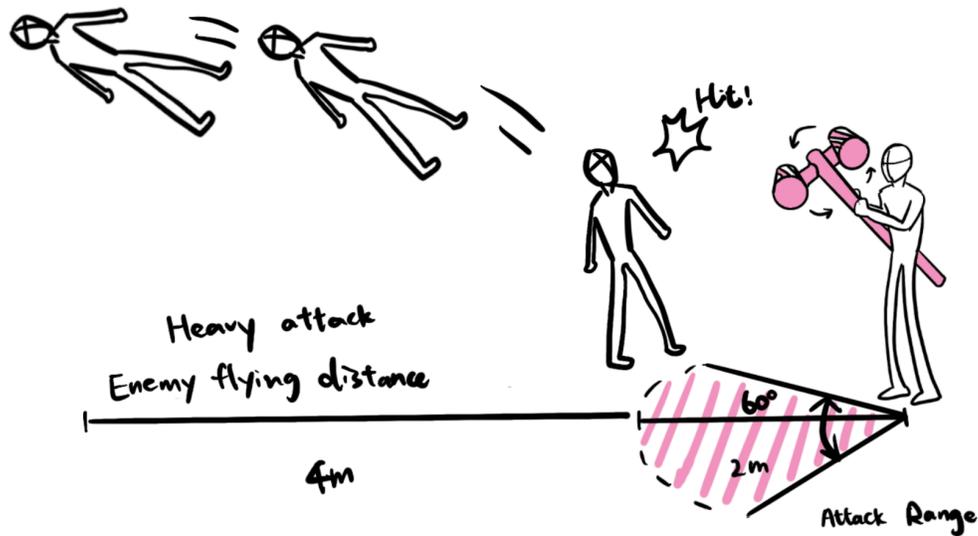
Rotating hammers appear in the maps of Fall Guys.

## Weapon Design



## Description

A melee weapon with double rotating hammers at the top.



## Parameters

### Attack Range

2 meters and clamps a 60-degree angle in the direction of the player

### Attack Speed

1 normal attack per second

### Normal Attack

When holding the rotating hammers in hand, the hammers rotate at a normal speed at 6 seconds per round, dealing a 30 damage for each attack.

Consecutive Attack: The hammers have a 3-stage consecutive attack.

1. The first is a normal attack, dealing 30 damage.
2. The second attack deals 45 damage. There will be a 1-second anticipation before this attack. The hammers' rotation speed increases 50% visually.
3. The third deals 60 damage. There will be a 2-second anticipation before this attack. The hammers' rotation speed increases 100% visually.

## Heavy Attack

When holding the attack key, the hammers will rotate at 200% of normal speed. When charging up to 5 seconds, a heavy attack will be released and deal 150 damage at once. If the enemy is attacked by a heavy attack, the enemy will fly away 4 meters in the direction of the player's direction of attack.

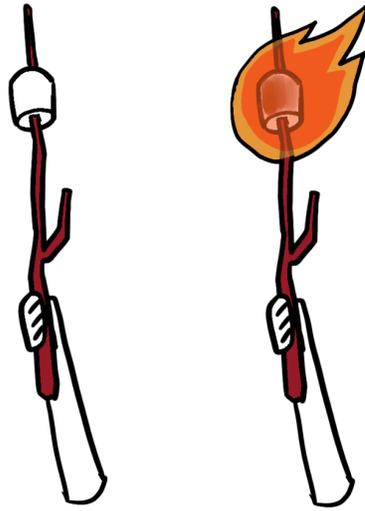
## Roast Marshmallow (*Outer Wilds*)



## Reference

Players can roast marshmallows before taking out to the unknown space in *Outer Wilds*. Fencing includes quick attack and elegant movements.

## Weapon Design



## Description

A melee weapon with a marshmallow on the top of a stick. The attack speed of this weapon is so fast that the marshmallow will start a fire as it is exposed to the air.



## Parameters

### Attack Range

2 meters and clamps a 30-degree angle in the direction of the player

### Attack Speed

2 fast attacks per second

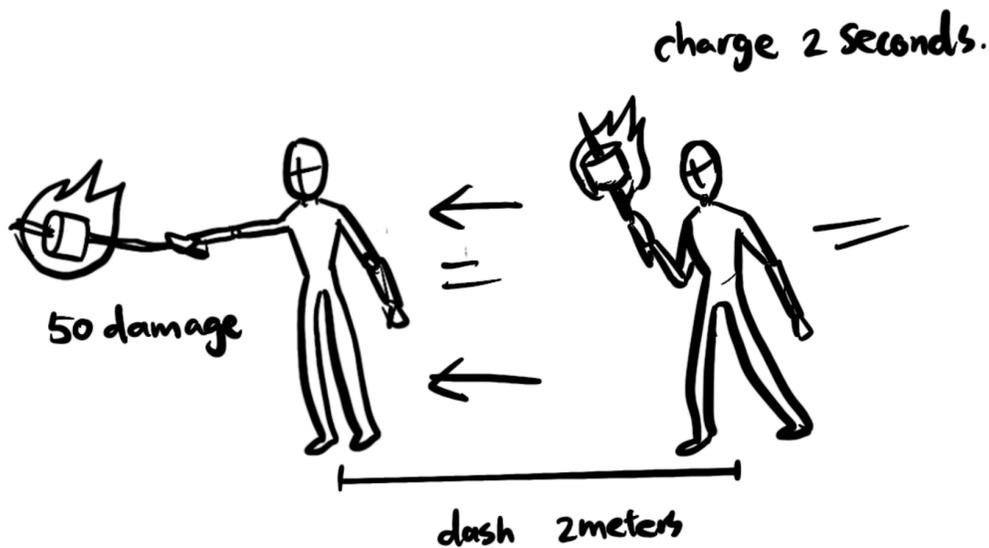
### Normal Attack

When pressing the attack key, the player performs 2 fast attacks in a second. Each fast attack deals 15 damage, so this attack deals 30 damage in all.

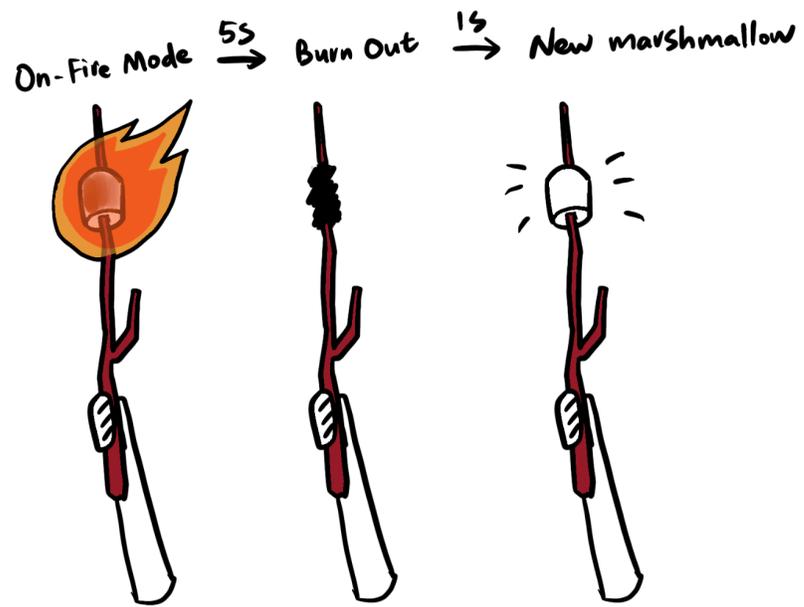
### Heavy Attack (On-fire Mode)

After the player performs 3 continuous normal attacks, which means the player performs another normal attack within 1 second after the former attack, Roast Marshmallow will turn into On-fire Mode, with flame effects surrounding the marshmallow.

On-Fire Mode lasts 5 seconds. Player needs to charge for 2 seconds to perform a heavy attack. After the attack key is released, the player will dash 2 meters forward in player's own direction, and stab the enemy, each attack deals 50 damage.



After On-Fire Mode is over, the marshmallow on the stick will burn out, then a new marshmallow will appear on the stick after a second.

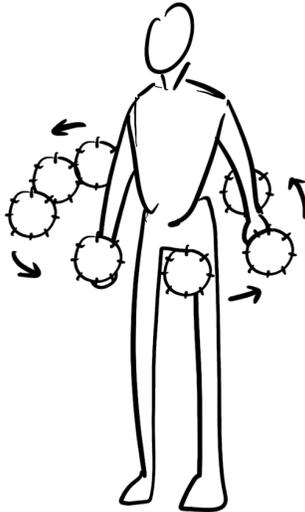


Cursed Aztec Coins (*Pirates of the Caribbean*)



## Reference

The curse of the Aztec Gold. The curse will not be lifted unless all the pieces of gold are returned and a payment of gold is given.



## Description

When using this item, 8 cursed Aztec Coins appear around the player as a shield. The coins rotate around the player and last 10 seconds. After 10 seconds, this item will be invalid and a 20 damage will be dealt to the player.

There will be no damage to the player when the coins are around the player unless the enemy hits all the coins and deals a damage to the player. The player will lose life immediately if enemy's action is carried out successfully.

## Instant Camera (*Fujifilm*)



### Reference

A type of instant camera that users can immediately obtain a photo after taking the photo.

### Description

An instant camera with a strong flash. The range of flash is 6 meters at maximum within a 60 degree angle in the direction of the player. Once the player uses this item, the view of the enemy turns into white, and is unable to see the environment for 10 seconds. The enemy retrieves the view after 10 seconds. During this time, the player is waiting for the film to be printed out, thus the player cannot do any other action including attack and using items **except moving**. It could be a great item for players to adjust their locations/escape/hide in bunkers. Add the 8th second, the photo will be fully printed out and pop up on the screen of the player for 2 seconds. Players can take a glance at this photo.