

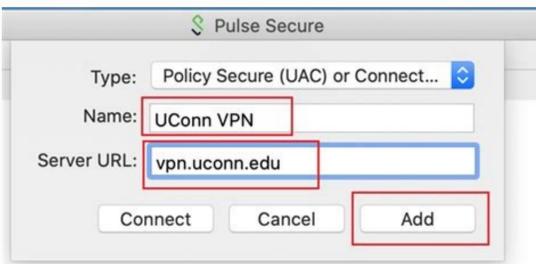
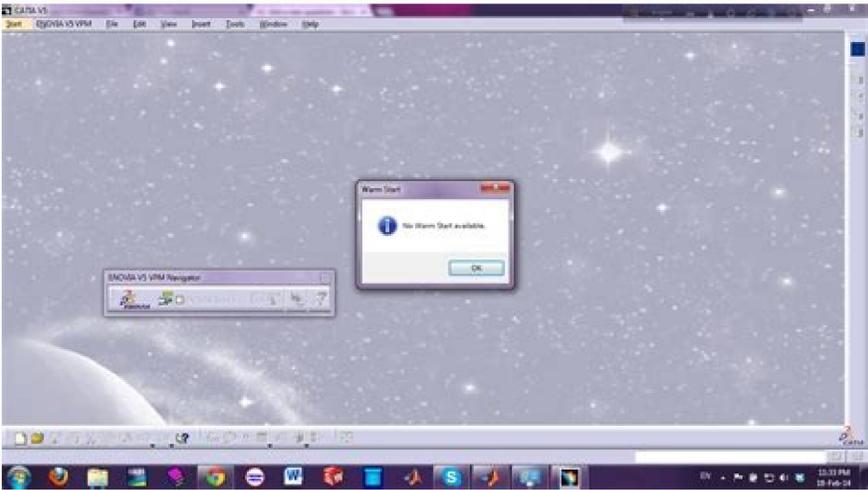


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Fun gun game fortnite.

You must reach the location where you died to return to normal. All guns come in 5 "types": Automatic, which automatically fire bullets when holding down the shoot button and generally have large magazine sizes Semiautomatic, which can also fire by holding down the shoot button but generally fire faster by tapping it, and have small magazine sizes Charged, which need the fire button to be held for a short moment before the release of the projectile (some guns don't need to be charged to shoot, but the uncharged shots deal less damage) Beam, which are similar to Automatic, except they fire a continuous beam rather than individual bullets Burst, which work like Automatic or Semiautomatic, but fire multiple projectiles and consume multiple ammo in one shot All starting guns, along with Gunther, Elemental, Casey, Dueling Laser, Windgunner, Betrayer's Shield with the Betrayer's Lies synergy, and the AKEY-47 with the Akey Breaky synergy have an unlimited amount of ammo, but are unable to break secret walls. Unused trades will be carried over to future floors, but only from the point of picking up this item Letting the rat steal "Bullet That Can Kill The Past" while holding this item will cause him to drop an S tier item UNLOCK: Unlock this item by defeating the first 2 phases of the Resourceful Rat boss fight Type: Passive Quality: (found in green and rainbow chests) \* "Powder Power" ItemID: 636 Bullets grow in size and damage as they travel UNLOCK: Unlock this item by purchasing it from Doug for 26 Hegemony Credits Type: Passive Quality: (found in red and rainbow chests) \* "Triple Tap" ItemID: 632 Gives you back 1 ammo after landing three sequential shots Gives you a turkey friend UNLOCK: Unlock this item by using the Companion shrine twice Type: Passive Quality: (found in blue chests) \* "Through and Through" ItemID: 640 When firing, this item gives a chance to fire a special round that deals massive damage UNLOCK: Unlock this item by purchasing it from Doug for 26 Hegemony Credits Type: Passive Quality: (found in red and rainbow chests) \* "Miracle of Gun" ItemID: 637 A single use active item that has different effects depending on what you do with it Simply using it will replenish all your heart containers Dropping it and shooting it will spawn a random gun or item Dropping the egg into a fire will spawn a serpent that will follow you around. The six adaptations happen in this order: Amoeba - Fires cells for 6 damage each Sponge - Fires sponges for 9.5 damage each Worm - Fires projectiles for 11.5 damage each Snail - Fires 3 shells for 11.5 damage each Frog - Homing tongue which grabs enemies Dragon - Blue flames that deal up to 37.5 damage UNLOCK: Unlock this weapon by purchasing it from Professor Goopton for 35 Hegemony Credits Type: Semi-automatic Max ammo: 300 / 150 Clip size: Varies 8 - 300 Quality: (found in blue chests) \* "Technobabble" This gun fires bullet in reverse, meaning they start at the end of where your gun is aimed, and travel back towards you. After finding it there once it can be found elsewhere too UNLOCK: Unlock this item by finding it in a chest after defeating the Resourceful Rat Type: Passive Quality: (found in blue chests) \* "Pack Rat's Rat Pack" ItemID: 663 Allows you to steal enemy bullets by dodge rolling through them When used, the sack will use all stolen bullets and fires a cheese that does damage based on the number of bullets that were stolen Type: Active Quality: (found in red and rainbow chests) \* "Fufufufufu" ItemID: 463 If the Resourceful Rat takes an item or gun, he will give another item or gun of the same type and quality You get one 'trade' per floor. Who Is He?" ItemID: 580 Ser Junkan follows you around and targets enemies. After being hit it will fire randomly for a few seconds and then return to being stationary. R & G Dept. Dodge rolling into a frozen enemy will shatter it UNLOCK: Unlock this weapon by beating the Hollow (Chamber #4) boss without getting hit Type: Semi-automatic Max ammo: 130 Clip size: 12 Quality: (found in green and rainbow chests) Damage: 12 Fire rate: 0.001 Shot speed: 20 Range: 30 Knockback: 10 Spread: 12 \* "Mind Muncher" ItemID: 362 Fires homing drills, that seek out enemies and stun them for a few seconds After a while, the drill will then explode UNLOCK: Unlock this weapon by purchasing it from Ox and Cadence's store in The Breach for 14 Hegemony Credits Type: Semi-automatic Max ammo: 75 Clip size: 1 Quality: (found in red and rainbow chests) Damage: 10 (bullet), 25 (explosion) Fire rate: 1 Shot speed: 20 Range: 1000 Knockback: 8 Spread: 5 \* \* "Kneadle Your Foes!" ItemID: 357 Fires homing darts which deal no damage on contact, but will explode after a few seconds of being stuck to an enemy UNLOCK: Unlock this weapon by completing a hunting quest for Frifle and Grey Mauser to kill 30 Shambling Rounds Type: Automatic Clip size: Quality: (found in red and rainbow chests) Damage: 2 (dart), 10 (explosion) Fire rate: 0.15 Shot speed: 23 Range: 1000 Knockback: 2 Spread: 5 \* \* "P-" ItemID: 36 A charged gun which can be rapidly fired with low damage bullets, or fully charged to deal



like the Wallmasters from Zeldia) Type: Active Quality: (found in green and rainbow chests) \* "Two Steps Back" ItemID: 638 Bullets have a chance to devolve enemies into Arrowkitties Unlock this item by purchasing it from Doug for 26 Hegemony Credits Type: Passive Quality: (found in green and rainbow chests) \* "Unlocks Something" ItemID: Unlocks the hatches the Resourceful Rat's Lair Costs 1000 casings (can be paid over multiple runs) Once purchased once, will cost 115 casings in the future \* "One Man's Trash" ItemID: 641 +500 casings when picked up An uncommon drop from destroying chests If you have Ser Junkan, he will appear wielding a green sword in a gold mesh suit and will fire missiles UNLOCK: Unlock this item by destroying either a red, black or rainbow chest \* "Withered Vessel" ItemID: 631 Taking damage triggers a blank and refills 50% of the ammo in each of your guns Curse Up UNLOCK: Unlock this item by defeating the Advanced Dragn boss Type: Passive Quality: (found in brown chests) \* "Hungry Hungry" ItemID: 655 Your bullets now have a chance to block enemy bullets and projectiles UNLOCK: Unlock this item by getting caught by a Tarnisher (the barrel like enemies that chase you) Type: Passive Quality: (found in red and rainbow chests) \* "You've Been Had..." ItemID: A passive item that reveals the order of directions to get through the maze to the Resourceful Rat's Lair Notes can be different for each player (Can be one of six different versions) \* "Value for Effort" ItemID: 665 After dodge rolling you glow yellow for a brief moment. After finding it there once it can be found elsewhere too UNLOCK: Unlock this weapon by finding it in a chest after defeating the Resourceful Rat Type: Semi-automatic Max ammo: Infinite Quality: (found in black and rainbow chests) \* "Pack of Wolves" ItemID: 563 Fires homing rockets that erupt into short-range swarms of smaller homing rockets While held gives you a ghost friend, which reveals the contents of unopened chests UNLOCK: Unlock this weapon by purchasing it from Doug for 26 Hegemony Credits Quality: (found in red and rainbow chests) \* "Pre-Rendered" ItemID: 670 Rapid fire gun with burning bullets that ignite enemies Each time you find this gun in the secret room the NPCs will have different dialogue UNLOCK: Unlock this weapon by finding it in a secret room Type: Automatic Quality: (found in black and rainbow chests) \* "Value For Effort" ItemID: 595 Fires purple lightning which targets the nearest enemy and deals damage After killing an enemy, an icon will appear meaning the next time you reload this gun, damage is dealt to all enemies in the room UNLOCK: Unlock this weapon by using the Blood Shrine 2 times Type: Beam Max ammo: 600 Clip size: 600 Quality: (found in red and rainbow chests) Damage: \* ItemID: 734 Randomly replaces another gun You won't be able to switch to other guns or drop Mimic Gun until you either pick up ammo or fully use its ammo Bullets that touch enemy bullets turn them into jammed bullets that deal a full heart of damage UNLOCK: Unlock this weapon by encountering a Pedestal Mimic Max ammo: 900 Clip size: 8 \* "Music of the Spheres" ItemID: 597 Fires planets from our solar system, each one with a different effect on enemies Mercury: Sometimes ignits enemies Venus: No special effect Earth: Sometimes poisons enemies Mars: Sometimes ignits enemies Jupiter: Explodes (doesn't hurt you) Saturn: No special effect Uranus: Sometimes freezes enemies Neptune: Sometimes freezes enemies Planets that hit a wall or obstacle will then start orbiting the player Type: Semi-automatic Max ammo: 100 Clip size: 20 Quality: (found in green and rainbow chests) Damage: \* mr accretion jr. UNLOCK: Unlock this item by purchasing it from Trorc for 25 Hegemony Credits Type: Active (duration of 10 seconds) Quality: (found in blue chests) \* "Deadly Revolution" Causes missed bullets to return to you and orbit around you for a short while The effect only triggers on missed bullets, so any which successfully hit an enemy will not orbit UNLOCK: Unlock this weapon by purchasing it from Doug for 28 Hegemony Credits Type: Passive Quality: (found in red and rainbow chests) \* "Quality Assured" +10% Damage Up +1 Curse Up Increased accuracy (-10% bullet spread) Enemy health bars are visible and damage dealt is shown UNLOCK: Unlock this item by purchasing it from Doug for 26 Hegemony Credits Type: Passive Quality: (found in blue chests) \* "No Jutsu" When used, spawns a temporary copy of you The clone's movements are mirrored, it can block enemy bullets, will use the same gun as you and fire at the same place as your crosshair More than one copy of you can be created Type: Active Quality: (found in brown chests) \* "The Way of Guns" When picked up, this item chooses a random condition to meet. Mostly, \* ItemID: 99 The Hunter's starting gun Cannot reveal secret room doors Type: Semi-automatic Max ammo: Infinite Clip size: 6 Damage: 6 Fire rate: 0.2 Shot speed: 16 Knockback: 10 Spread: 7 \* "Always With You" ItemID: 86 The Marine's starting gun Cannot reveal secret room doors Type: Semi-automatic Max ammo: Infinite Clip size: 10 Damage: 5 Fire rate: 0.25 Shot speed: 25 Range: 18 Knockback: 12 Spread: 5 \* "Underhanded And Efficient" ItemID: 99 The Pilot's starting gun. If you take damage, all ammo is removed from the gun. Type: Charged Max ammo: 25 Clip size: 1 Quality: (found in blue chests) Damage: 150 \* "Gun of Guncraft" This gun gains experience with every kill, which persists between different runs, even after death. When all ammo is consumed, the gun is deleted and will spawn a random chest of any quality Pressing certain button combos will cause special effects. Taking this serpent to the Dragn boss will cause it to become the 'Advanced Dragn', which changes its third phase to be more difficult UNLOCK: Unlock this item by entering the Resourceful Rat's Lair for the first time Type: Active Quality: (found in brown chests) \* northernlion, northern lion, niss, eggfather, scum Items (A Farewell to Arms update) "Grave Lad" A skeleton friend that follows you around and shoots green lasers at enemies UNLOCK: Unlock this item by picking up the Baby Good Mimic item once Type: Passive Quality: (found in black and rainbow chests) \* "The Best Defense..." Gives your bullets a small chance to trigger a small blank effect when hitting an obstacle or wall Like normal blanks this effect opens secret rooms, and even works on guns with infinite ammo +1.5 Curse Up UNLOCK: Unlock this item by purchasing it from Doug for 28 Hegemony Credits Type: Passive Quality: (found in black and rainbow chests) \* "A Cat Throne" Shoots bullets around you when you dodge roll (2s cooldown) These bullets keep the effects of other items you have Grants the ability to fly Type: Passive Quality: (found in green and rainbow chests) \* "Folded Lead" Small chance upon killing an enemy to trigger a flurry of slashes along the path of the fatal bullet +1 Curse Up UNLOCK: Unlock this item by beating the boss of the R&G Dept floor. UNLOCK: Unlock this weapon by purchasing it from Doug for 26 Hegemony Credits Type: Automatic Max ammo: 500 Clip size: 30 (Pulse mode) 1 (Energy mode) Quality: (found in green and rainbow chests) \* "Full of Holes" ItemID: 626 A gun which 'enchesses' enemies, freezing them in a block of cheese Enemies killed while frozen spawn a pool of cheese that enchesse other enemies that touch it Can be found in one of the chests that appear after the Resourceful Rat boss fight. Type: Automatic Max ammo: 180 Clip size: 6 Quality: (found in blue chests) Damage: \* "Speak Softly" ItemID: 610 A 'gun' that extends when fired, allowing you to hit enemies with it +1 Curse Up UNLOCK: Unlock this weapon by giving health to the Vampire 3 times Type: It's not even a gun Quality: (found in green and rainbow chests) Damage: \* Guns (A Farewell to Arms update) "Assuming Direct Control" Upon hitting an enemy with this gun, enemies will move in the same direction as the player, and shoot towards your crosshair as you shoot. UNLOCK: Unlock this weapon by killing High Dragn as The Paradox character. This prevents loss of ammo by accident in cases which bullets wouldn't hit any enemies by any chance. The chance to fire a critical shot is based on your Coolness stat UNLOCK: Unlock this gun by purchasing it from Doug for 20 Hegemony Credits Type: Automatic Max ammo: 250 Clip size: 6 Quality: (found in green and rainbow chests) Damage: 5 (normal), 100 (critical) \* Guns (Advanced Gungeons & Draguns update) "Armor Class Non-Zero" ItemID: 545 An automatic gun that becomes more powerful when you have armor The power increase can also be activated by having the Nanomachines item (Synergy) Type: Automatic Max ammo: 300 Clip size: 40 Quality: (found in green and rainbow chests) Damage: 3.8 (No armor), 15 (With armor) \* "A Shotgun That's Big" ItemID: 601 Shoots 3 huge bullets that each explode Reloading the gun next to any type of Shotgun Kin and Shotgunats (the shotgun bat enemies) will suck them up, killing them and giving you +1 ammo. Hollow - Fires ice cubes that leave a trail of water. UNLOCK: Unlock this weapon by purchasing it from Doug for 28 Hegemony Credits Type: Semi-automatic Max ammo: 301 Clip size: 13 Quality: Damage: Varies \* chimnus "Non Non Lethal" A pistol with a chance to stun enemies on hit Type: Semi-automatic Max ammo: 200 Clip size: 12 Quality: (found in blue chests) Reload time: 1.2s Damage: 6.5 Fire rate: 0.15 Range: 60 \* "Bullet the Stampede" Has 3 different modes depending on how much ammo is left. UNLOCK: Unlock this weapon by purchasing it from Doug for 28 Hegemony Credits Type: Changes Max ammo: 500 (machine gun, beam) 250 (revolver) Clip size: 9 (revolver), 32 (machine gun), 500 (beam) Quality: Fire rate: 0.5 (revolver), 0.11 (machine gun) \* "Critical Strike" Fires four huge homing energy balls that explode on impact with something UNLOCK: Unlock this weapon by purchasing it from Doug for 28 Hegemony Credits Type: Burst Max ammo: 120 Clip size: 4 Quality: Damage: 10 (projectile), 11 (explosion) \* "The Way of Guns" Spawns exclusively from the Sprun item, when its trigger condition is met Type: Automatic Max ammo: Infinite Clip size: Infinite \* Items "First Chamber" ItemID: 469 +1 Health Up Gives one piece of armour to The Robot character Dropped by killing the boss in the first chamber without taking damage Type: Passive Quality: n/a \* "Second Chamber" ItemID: 471 +1 Health Up Gives one piece of armour to The Robot character Dropped by killing the boss in the second chamber without taking damage Type: Passive Quality: n/a \* "Third Chamber" ItemID: 468 +1 Health Up Gives one piece of armour to The Robot character Dropped by killing the boss in the third chamber without taking damage Type: Passive Quality: n/a \* "Fourth Chamber" ItemID: 470 +1 Health Up Gives one piece of armour to The Robot character Dropped by killing the boss in the fourth chamber without taking damage Type: Passive Quality: n/a \* "Fifth Chamber" ItemID: 467 +1 Health Up Gives one piece of armour to The Robot character Dropped by killing the boss in the fifth chamber without taking damage Type: Passive Quality: n/a \* "Old Magic" ItemID: 348 One of the pieces needed to craft the 'Bullet that can kill the past' Sold for 110 casings in the shop Type: Passive Quality: n/a \* "From The Deep" ItemID: 351 One of the pieces needed to craft the 'Bullet that can kill the past' Found in the 3rd chamber of the Gungeon (Black Powder Mine) at the back of the large room with floating minecarts It can be accessed by controlling each minecart and moving it along the invisible track, rolling between each one While this is an Active item, it cannot be used Type: Active Quality: n/a \* "Astral Slug" ItemID: 349 One of the pieces needed to craft the 'Bullet that can kill the past' Found in the 4th chamber of the Gungeon (Hollow) at the back of the large room with an empty chasm in the middle The room has an invisible path which can only be revealed with a gun that leaves a liquid or debris on the ground, however you can also simply fly across with an item like Wax Wings Type: Passive Quality: n/a \* "Indestructible" ItemID: 350 One of the pieces needed to craft the 'Bullet that can kill the past' Found in the 5th chamber of the Gungeon (Forge) by destroying the skull that is left behind after defeating the High Dragn boss Type: Passive Quality: n/a \* "On A Roll" ItemID: 291 Heals one empty red heart container When used, grants x2 damage until you next take damage Type: Active Recharge time: Single use Quality: (found in brown chests) \* "Heals" ItemID: 63 Type: Active Recharge time: Single use Quality: (found in blue chests) \* med kit "Calories, Mate" ItemID: 104 Heals two empty red heart containers on use Gets used automatically if you run out of health This item has to be your selected active item to trigger the auto-heal mechanic UNLOCK: Unlock this item by purchasing it in The Breach from Trorc for 7 Hegemony Credits Type: Active Recharge time: Single use Quality: (found in blue chests) \* "You're Not Alexander" ItemID: 485 +1 Health Up Full heal on use +2 Coolness up (decreases active item cooldowns, luck up) Type: Active Recharge time: Single use Quality: (found in green and rainbow chests) \* "It's Delicious" ItemID: 412 Revives your co-op partner and fully heals them Can only be found in co-op mode Type: Active Recharge time: Single use Quality: n/a \* "Use For Boom" ItemID: 108 Throws a bomb that explodes after a short delay Type: Active Quality: (found in brown chests) \* "Cool It!" ItemID: 109 Throws a bomb that freezes enemies when it explodes Frozen enemies will be unable to move for a short period of time. This time can be reduced, or entirely negated by the Cormorant synergy, if a gun is left unequipped for double the time of its normal reload, it will passively reload. Items[] Items can be found by opening chests, defeating bosses, purchasing them from shops, or receiving them from NPCs. These items can be passive upgrades, active abilities, or single-use consumables. UNLOCK: Unlock this weapon by killing High Dragn as The Bullet character Type: Semi-automatic Max ammo: Infinite Quality: (found in green and rainbow chests) Damage: 14 Fire rate: 0.2 Shot speed: 26 Range: Infinite Knockback: 10 Spread: 10 \* "Baby's First Gun" ItemID: 197 A gun which shoots incredibly low damage peas UNLOCK: Unlock this weapon by completing the tutorial Type: Semi-automatic Max ammo: 1000 Clip size: 6 Quality: (found in brown chests) Damage: 4 Fire rate: 0.15 Shot speed: 20 Range: 20 Knockback: 3 Spread: 10 \* "For The Inquisitive" ItemID: 56 A standard semi-automatic gun which fires bullets. Clip size of 900, max ammo of 900. Clip size of 8, max ammo of 500. All guns, after emptying a clip, will have to reload, which takes a short time, varying with the gun. The charmed enemy dies when the room is cleared +2 HP up +15% fire rate up +2 curse up UNLOCK: Unlock this item by killing 10 'Confirmed' enemies (the cloaked bullet kin) OR by teleporting to an eyeball room with Teleporter Prototype Type: Passive Quality: (found in black and rainbow chests) \* "Unfinished Business" ItemID: 528 Occasionally refunds ammo when bullets miss Type: Passive Quality: (found in blue chests) \* Items (Advanced Gungeons & Draguns update) "Imitation Love" ItemID: 664 A friendly mimic that deals contact damage and will sometimes bite enemies randomly When in a room with enemies will remain still in one place. UNLOCK: Unlock this weapon by purchasing it from Doug for 26 Hegemony Credits Type: Semi-automatic Max ammo: 70 Clip size: 4 Quality: (found in red and rainbow chests) Damage: 5.5 (impact), 15 (explosion), 5.5 (burst) \* "Pistol Hondo" ItemID: 539 Shoots boxing gloves that have a chance to stun enemies Killing an enemy with this gun gives you a star. Additionally, ammo can be replenished by finding ammo pickups. If left on the ground, guns will be stolen by the Resourceful Rat. Type: Semi-automatic Max ammo: 500 Clip size: 100 Quality: (found in green and rainbow chests) Damage: 4 \* "Thanks For Playing" Replaces the Unfinished Gun once unlocked. Now deals −13 damage. Possible conditions include: Using your final blank Activating an item Flipping a table Being set on fire Emptying a gun's ammo Have half a heart of health Lose your final piece of armor Falling into a pit Take damage (ammo not counted) Become electrocuted or poisoned While waiting for this condition to be met, Sprun will follow you and block bullets. This effect doesn't work while flying. Type: Charged Max ammo: 100 Clip size: 1 Quality: (found in blue chests) Damage: 7.5 (uncharged), 30 (charged) Fire rate: 1 Shot speed: 26 Range: 1000 Knockback: 25 Spread: 0° \* \*

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