



POWERUPS: FINAL LIST

Multiplayer powerup categories and specifics listed for **BETA** needs
(cBarnes)

// CATEGORIES:

The powerups for Prophecy can be broken down into four distinct groups: **GUNS / MISSILES / POWERPLANT / SPECIAL**. To expedite the implementation of artwork to aid in testing the “generator” functionality, we may want to create four distinct pieces of category artwork. In addition to speeding up the testability of multiplayer, this tactic may give us the ability to add more (different) powerups if time provides (without creating specific artwork). Additionally, we may want to display only the category of powerup to the player at higher levels of difficulty (should player difficulty enter the multiplayer configuration menu).

// SPECIFIC ITEMS:

The table that follows will show the constituents of each powerup category, what the powerup does, what the icon might look like, etceteras. The top group can be referred to as the **FIRM** list of powerups. The lower group is the “wish list” area filled with possible special powerups.

Important art note for “wish list” stuff: I really do not want any of the weird and special powerups on the “wish list” to be rendered specifically. I think that a generic “Special” powerups icon should be used in displaying powerups of these type. In that light, regardless of how far we get into creating the special powerups, we will be able to use the appropriate appearance without confusing the player.

Category	Specific PU:	Action:	If Active:	In-World Period:	Active Period:	Icon Desc:
GUNS	Lasers	Adds gun to your ship's list of guns	Ship passes through.	Between 30 and 60 seconds (random)	Infinite	Floating “gun” icon.
GUNS	Mass Drivers	Adds gun to your ship's list of guns	Ship passes through.	Between 30 and 60 seconds (random)	Infinite	Floating “gun” icon.
GUNS	Tachyon Guns	Adds gun to your ship's list of guns	Ship passes through.	Between 30 and 60 seconds (random)	Infinite	Floating “gun” icon.
GUNS	Plasma Gun	Adds gun to your ship's list of guns	Ship passes through.	Between 30 and 60 seconds (random)	Infinite	Floating “gun” icon.
GUNS	Ion Cannon	Adds gun to your ship's list of guns	Ship passes through.	Between 30 and 60 seconds (random)	Infinite	Floating “gun” icon.
GUNS	Grenade Gatling Gun	Adds gun to your ship's list of guns	Ship passes through.	Between 30 and 60 seconds (random)	Infinite	Floating “gun” icon.

GUNS	Gatling Gun Ammo	Adds gun to your ship's list of guns	Ship passes through.	Between 30 and 60 seconds (random)	Infinite	Floating "gun" icon.
MISSILES	Dumbfire	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
MISSILES	Image Rec	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
MISSILES	Heat Seeker	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
MISSILES	Friend or Foe	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
MISSILES	Leech Missile	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
MISSILES	Mine	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
MISSILES	Rocket Pods	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
MISSILES	Swarm Pod	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
MISSILES	Tracker	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
MISSILES	Anti-Radiation missile	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
MISSILES	Light Torpedo	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
MISSILES	Heavy Torpedo	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
MISSILES	Heavy Nuke	Adds missile to your ship's missile list.	Player runs through if no hardpoints are available.	Between 30 - 60 seconds (random)	Infinite	Floating "missile" icon.
POWERPLANT	Shield Freeze 50%	While active, will not allow shield strength to drop below 50%	Player flies through appearance unaffected if "freeze" is still	Between 30 and 60 seconds (random)	.60 seconds.	Special "shield" icon with 50 written on it.

POWERPLANT	Shield Freeze 100%	Will not allow shield strength to drop below 100%	active. Set to "run through" if player already has it active.	Between 10 and 30 seconds (random)	:30 seconds	Special "shield" icon with 100 written on it.
POWERPLANT	Gun Pool Freeze 100%	Will not allow gun strength to drop below 100%	Set to "run through" if already active.	Between 30 and 60 seconds.	:60 seconds	Special "gun" icon with Saturn Rings.
POWERPLANT	Afterburn Fuel	Returns afterburn fuel well to 100%	If afterburn at > 85%, player set to "run through" icon.	Between 60 and 120 seconds.	Immediate	Fuel tanks icon.
SPECIAL	Leech Gun	Adds special "leech" gun to player's gun list.	If already have, player 'runs through.'	Between :30 and :60	Infinite	Special "gun" icon with Saturn rings or "lightning bolt"
SPECIAL	Cloaking Gun	Adds special "cloaking" gun to player's gun list.	If already have, player 'runs through.'	Between :30 and :60	Infinite	Special "gun" icon with Dark Ring around it.
SPECIAL	Repair Shield	Raises shield strength to 100%	Player 'runs through' if shields at > 85%	Between :60 and :120	Immediate	Shield Icon with additional "hammer(tool)" artwork.
SPECIAL	Repair Armor	Raises armor level to 100%	Player 'runs through' if shields at > 85%	Between :60 and :120	Immediate	Shield Icon with additional "hammer(tool)" artwork.
SPECIAL	Repair All	Raises armor level to 100%	Player 'runs through' if shields at > 85%	Between :60 and :120	Immediate	Shield Icon with additional "hammer(tool)" artwork.
MORE SPECIAL	Persistent Missile	Increases the amount of time that a missile will search for a target. Best against intelligent chaff or other spoof devices	Player runs through if already active	Between :60 and :120	Infinite	Missile Icon with "watch" artwork added
MORE SPECIAL	Phantom Salvo	Six (6) FOF missiles leave the player's wing immediately upon hitting this powerup.	Can't get another one of these while the first salvo is firing.	Between :30 and :60	Immediate	Missile Icon with "death" artwork added.
MORE SPECIAL	Rookie Bullets	All player's gunfire leans towards his target's ITTS circle.	Player runs through if active	Between :60 and :120	:60 seconds	Gun icon with crosshairs art added.
MORE SPECIAL	Double Fire	All of the player's bullets are doubled!	Runs through if active.	Between :30 and :60	:30 seconds	Gun icon with exclamation points!!!!
MORE SPECIAL	Max Power	Player's power distribution goes to 100% for all systems	Runs through if active	Between :60 and :120	:60 seconds	Battery with exclamation points!!!
MORE SPECIAL	ITTS Jammers	While active, other player's ITTS will be (very) incorrect when targeting you.	Runs through if active	Between :60 and :120	:60 seconds	Crosshairs with big red X on them.
MORE SPECIAL	Fuse Gun	When you score a hit with this gun	Runs through if	Between :30 and :60	Immediate /	Gun Icon and Missile

		active, all of the missiles on your victim's ship begin a countdown to exploding.	active.		one shot	Icon merged.
MORE SPECIAL	Pool Zap	Each hit you score with this active will drain your opponent of gun power by 5% each shot.	Run through if active	Between :60 and :120	:30 seconds	Battery / Gun icons merged with red XX's
MORE SPECIAL	Eject Gun	Score an armor hit while this powerup is active and your victim will be forced to eject.	Run through if active.	Between :30 and :60	:30 seconds	Eject pod icon.
MORE SPECIAL	"Sucked Into Space" Gun	Score an armor hit while active and your victim is sucked into space without an eject pod.	Run through if active.	Between :30 and :60	:30 seconds	Eject pod with "death" icon added
MORE SPECIAL	Trade Damage Gun	Shoot while this is active and you "trade damage" (shield and armor levels) with your target.	Run through if active.	Between :60 and :120	:30 seconds	Special "gun" icon
MORE SPECIAL	Reflex Chaff	All chaff now sends spoofed missiles back to their original owners.	Run through if active.	Between :60 and :120	Infinite	Special "chaff" icon.
MORE SPECIAL	Sensor Feedback missile	Sensor feedback screws up all systems. ITTS goes crazy, missile lock halts, horrible sounds of static and feedback... all for several sec.	Run through if active.	Between :60 and :120	One-shot item	Special "missile" icon.
MORE SPECIAL	Siphon Missile	Over 10 seconds, this missile removes 30% of your victim's fuel.	Run through if active.	Between :30 and :60	One-shot item	Special Missile and fuel icon.
MORE SPECIAL	Mirror Image	Hit this and a copy of your ship can be "fired" like a missile.	Run through if active.	Between :60 and :120	:60 seconds	Special ship icon.
MORE SPECIAL	Fake Lock	Anyone you lock with ITTS will hear the bitching betty "missile" warning.	Run through if active.	Between :60 and :120	:60 seconds	Special missile icon.
MORE SPECIAL	Detect Cloak	You can see anyone who is cloaked.	Run through if active.	Between :30 and :60	Infinite	Special "No Cloak" icon.