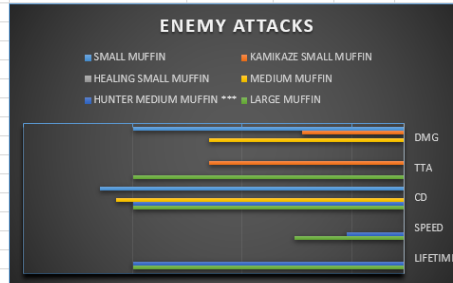
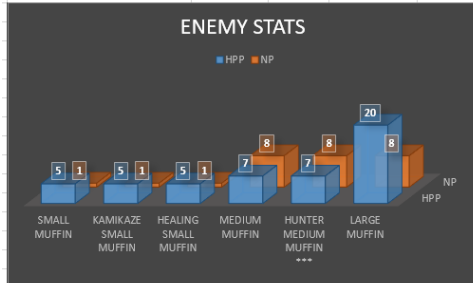


| ENEMY STATS | | |
|--------------------------|-----|----|
| ENEMY TYPE | HPP | NP |
| SMALL MUFFIN | 5 | 1 |
| KAMIKAZE SMALL MUFFIN | 5 | 1 |
| HEALING SMALL MUFFIN | 5 | 1 |
| MEDIUM MUFFIN | 7 | 8 |
| HUNTER MEDIUM MUFFIN *** | 7 | 8 |
| LARGE MUFFIN | 20 | 8 |

| ENEMY ATTACKS | | | | | | |
|--------------------------|------------------|-----|-----|-------|----------|--|
| ENEMY TYPE | DMG | TTA | CD | SPEED | LIFETIME | |
| SMALL MUFFIN | 1 | 0 | 0.5 | 300 | 0 | |
| KAMIKAZE SMALL MUFFIN | 35 | 5 | 0 | 0 | 0 | |
| HEALING SMALL MUFFIN | 0 | 0 | 0 | 0 | 0 | |
| MEDIUM MUFFIN | 5 | 0 | 0.7 | 300 | 0 | |
| HUNTER MEDIUM MUFFIN *** | {3,2,1,1} - (20) | 0 | 1 | 90 | 1 | |
| LARGE MUFFIN | 5,4,3,2 | 1 | 1 | 30 | 1 | |

| LEGEND | |
|--------|--------------------|
| STATS | |
| HPP | = Health / Piece |
| NP | = Number of pieces |
| DMG | = Damage |
| TTA | = Time To Attack |
| CD | = Cooldown |



** Player total health value = 100 **

** CD = Time in between attacks **

*** HUNTER MEDIUM MUFFIN = If uses normal attack, will deal 3,2,1,1 damage over 1 second. If uses special attack, will deal 20 area damage. ***

** SPEED = Attack Speed **