



GUNNIES

GUIDE

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1. INTRODUCTION TO GUNNIES

Gunnies is a fast-paced third-person shooter combining chaotic PvP combat, relentless waves of zombified bunnies, unpredictable traps, and hilarious cartoon violence. Designed for quick sessions and explosive fun, the game rewards reflexes, strategy, and adaptability.



2. CHARACTERS

Each Gunnie has a unique look and style. The focus is on cosmetics and player expression.

Zombunnies

These are corrupted, aggressive bunnies that appear in any mode you are playing. Some run, some explode, some tank damage... they are here to increase the challenge.



3.CUSTOMIZATION

Character Skins & Cosmetics

Players can equip a wide range of outfits, headgear, and accessories.

New items are unlocked via lootboxes, events, or in-game progression (through the battlepass for example).



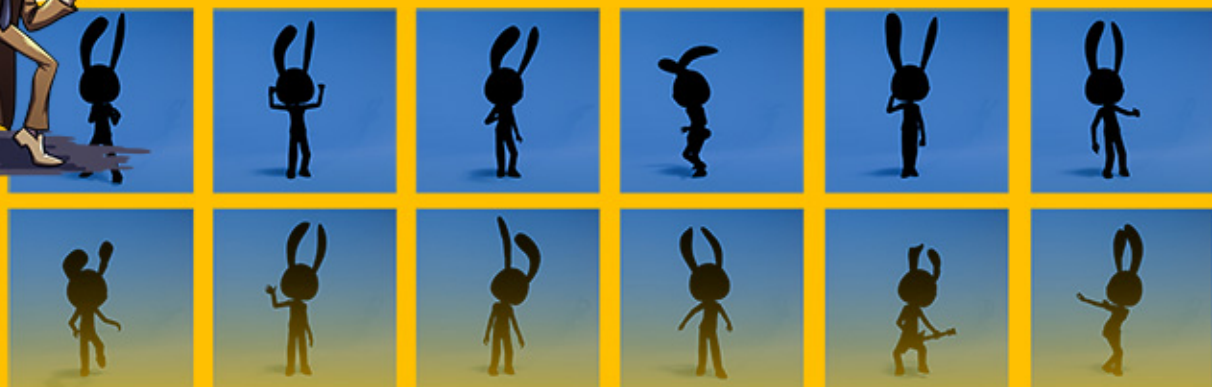
Weapon Skins

Weapon skins alter the visual style of your gear, from playful designs to flashy effects. Legendary skins may include unique animations or sounds.



Emotes & Victory Poses (TBD)

Celebrate your victories with animated emotes and stylish end-of-match poses. These are fully cosmetic and highly collectible.



4.WEAPONS & LOADOUTS

Gunnies features a diverse set of weapons designed to match different playstyles whether you prefer close-range chaos or long-distance precision.



• **Bat (base weapon)**

Perfect for melee fans. Quick swings and satisfying knockbacks — ideal when ammo runs low or for finishing off weakened enemies.

• **Pistol (base weapon)**

Reliable and fast. A balanced sidearm suited for early-game and accurate players.

• **Laser Gun:**

High-tech precision with a fast rate of fire. Great for mid-range duels and stylish takedowns.

• **SMG:**

Delivers rapid bursts at close to medium range. Perfect for aggressive, mobile players.

• **Automatic Rifle:**

All-around performer. Balanced damage, good range, and a steady fire rate. Ideal for most situations.

• **Shotgun:**

Devastating at close range. High damage output, but limited reach. Excellent for ambushes and tight spaces.

• **Sniper:**

High damage. High-risk, high-reward for players who can aim and time their shots under pressure.

• **Grenades:**

Throwable explosives to clear out rooms, control chokepoints, or panic enemies behind cover. Use wisely — and watch for self-damage!



Each weapon comes with unique characteristics and visuals, and players can unlock skins to customize their appearance.



5. SKILL CARDS

How Skill Cards Work

Skill Cards are passive or active modifiers that enhance gameplay or visual experience. Players can equip up to 3 per match.

Types of Skill Cards

Some cards offer utility (e.g. seeing enemy health bars), others improve the stats (e.g. higher jumps) while others gives you new capabilities (e.g. hidden while not moving).

Unlocking and Progression

Skill Cards are unlocked through gameplay, lootboxes, or events.



6. LOOT & RARITY

Lootboxes & Rewards

Lootboxes contain cosmetics, weapon skins, emotes, and Skill Cards. They come in different tiers with increasing chances of rare drops.





Item Rarity Tiers



Common



Uncommon



Rare



Epic



Legendary

Items range from Common to Legendary. Higher-tier items may include visual effects, animations, or exclusive audio.

Drop Rates Transparency

All lootboxes display clear drop rates—Gunnies is fully.



7.LEGENDARY CONTENT

Unique Legendary Items

Legendary items are the rarest and most prestigious in the game. They often include custom VFX, animations, or announcer packs.



How to Unlock Them

Earn them from high-tier lootboxes, seasonal rewards or limited-time events.

Seasonal and Event-Based Legendaries

Some Legendary items are exclusive to events and won't return—making them truly collectible.



8. GAME TYPES



Team Deathmatch

Classic 6v6 competitive mode. Two teams face off in fast-paced combat where every elimination earns points. The first team to reach the score limit — or the one with the highest score when time runs out — wins the match. Ideal for coordinated teamwork and tactical plays.



Free For All

Every Gunnie for themselves! In this solo PvP mode, up to 10 players fight in chaotic, no-teams combat. No allies, no mercy — only one player can stand at the top. The mode rewards raw skill, quick reflexes, and opportunistic kills. Perfect for proving who the best Gunnie really is.



Chaos Mode

Chaos Mode can be applied to any other mode (Team Deathmatch, Free For All, etc.) and adds special conditions. When activated, players have the opportunity to collect Stars, a rare currency are used into a leaderboard for real-money rewards. It's the high-stakes version of your favorite modes, combining adrenaline and potential prizes.



Crazy Protocol

An unpredictable mode where the rules are constantly changing. One match you might only have pistols and double jump, the next it could be shotguns with zero gravity. Crazy Protocol is designed to break routines and push players out of their comfort zone — expect wild setups and unbalanced chaos.

9. TRAINING MODE

Perfect your aim and movement in a risk-free environment. Enter a local lobby populated with bots to simulate match conditions. Ideal for testing new Skill Cards and mechanics before entering ranked play.

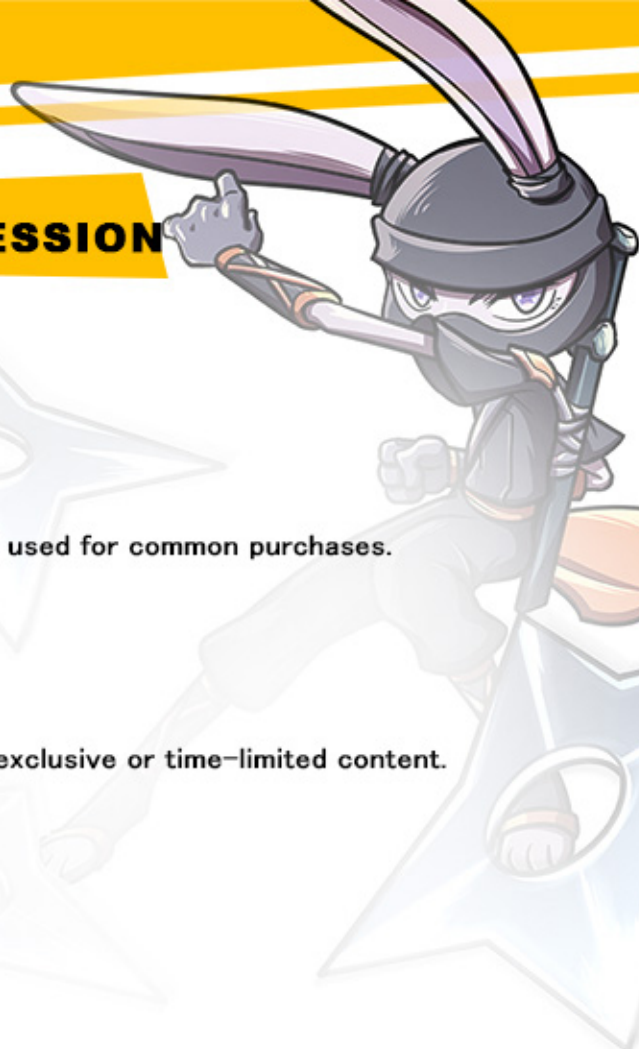
Note: Since this is a local simulation, no XP, progression, or rewards are earned in Training Mode.

Training mode





10. ECONOMY & PROGRESSION



Coins and Karrots



- Coins are earned through gameplay and used for common purchases.



- Karrots are premium currency used for exclusive or time-limited content.



Stars

Stars are a unique currency tied to real-world rewards.

- Earn Stars by playing matches in Chaos Mode each day.
- Open chests on gunnies.io to earn bonus Stars.

Stars may be used in upcoming web-based features and reward systems—including special raffles and limited-time exchanges.

Battle Pass

The Gunnies Battle Pass offers a seasonal progression track full of exclusive rewards:

- Level up your Battle Pass by playing regularly and completing challenges.
- Unlock skins, weapon variants, emotes, lootboxes, Karrots, and more.

Gunnies Gang

Joining the Gunnies Gang unlocks premium progression perks:

- Gain access to a third Skill Card slot, giving you a gameplay edge in any mode.
- Earn extra daily chests on the official website.
- Receive bonus Coins and Stars, helping you progress faster both in-game and on the web platform.

The Gunnies Gang is ideal for players who want to get more out of every match.

Daily & Weekly Missions (TBD)

Challenge yourself with regularly updated objectives (coming soon):

- Complete unique tasks each day or week.
- Earn bonus Coins, lootboxes, and even progress your Battle Pass.
- Missions are designed to encourage diverse playstyles and modes.





11. SPRAY TAGS

Express yourself! You can now place custom artwork on walls, floors, and map geometry.



How it works:

- Press [H] during a match to place your tag
- You can have up to 5 active sprays on the map at once. If you spray a 6th time, your oldest tag will disappear.
- Your tags stay on the map even if you respawn.
- Find new Sprays in Lootboxes and equip them in the Customization Menu.



12. GCN CARDS



In Gunnies, players earn collectible hero cards by playing matches and completing objectives. There are seven base cards to collect, each tied to a unique hero. By collecting 100 of the same card, players can combine them into a rare **Chrome Holo Card**, which permanently unlocks that hero as a playable character. For the most dedicated players, collecting and minting 10 **Chrome Holo Cards** allows them to fuse them into an ultra-rare **Gold Card**—its true utility remains a mystery for now, but trust us... it'll be worth it.

BASE GCN CARDS (SOUL-BOUND TOKENS)

EARNED THROUGH GAME PLAY AND COMMUNITY ENGAGEMENTS.



HOLO CHROME GCN CARDS (TRANSFERABLE NFTS)

EARNED BY COMBINING 100 BASE GCN CARDS OF THE SAME CHARACTER.



GOLD GCN CARDS (TRANSFERABLE NFTS)

EARNED BY COMBINING 1000 BASE GCN CARDS OF THE SAME CHARACTER. MAX SUPPLY OF 500 (FCFS)



13. GUNNIES HEROES 1/2

ONLY ACCESSIBLE AFTER OBTAINING
A HOLO CHROME CARD OR GOLD CARD.



Every Gunny hero is a battle-hardened specialist with a unique skill set and personality shaped by combat. No two heroes play the same, pushing players to experiment, collect, and perfect their roster as they climb the ranks. Gunnies heroes can be acquired through CGN Cards, earned by playing matches and completing in-game challenges. Each card unlocks a hero and adds to your collection, rewarding both skill and dedication. The more you play, the deeper your roster grows.



VERONICA (A.K.A SWEET VENGEANCE)

AGE: 3

SEX: FEMALE

HEIGHT: 3'2"

FAVORITE FOOD: RED VELVET CUPCAKES (WITH A SECRET)

PET PEEVES: UNPUNISHED RUDENESS, MESSY BOWS, BEING UNDERESTIMATED

PROFILE:

SMILES SWEETLY WHILE PLOTTING YOUR DOWNFALL. SWEET V IS THE QUEEN OF PASSIVE-AGGRESSIVE REVENGE, WRAPPED IN LACE AND SUGAR. IF YOU WRONG HER, DON'T WORRY—SHE'LL REMEMBER. FOREVER.



DUSTIN (A.K.A DUST BUNNY)

AGE: 4

SEX: MALE

HEIGHT: 1'2"

FAVORITE FOOD: TRAIL MIX (EMPHASIS ON TRAIL)

PET PEEVES: BEING SLOWED DOWN, SMALL TALK, PEOPLE WHO CAN'T KEEP UP

PROFILE:

A LIGHTNING-FAST ESCAPE ARTIST WHO'S ALWAYS ONE HOP AHEAD. DUSTIN DOESN'T LINGER—HE VANISHES. WHETHER IT'S A RACE, A ROBBERY, OR AN AWKWARD CONVERSATION, HE'LL LEAVE YOU COUGHING IN HIS WAKE. THE ONLY THING HE LEAVES BEHIND? DUST.



JEN (A.K.A DEGEN)

AGE: UNKNOWN (LIVES IN THE MOMENT)

SEX: MALE

HEIGHT: 4'2"

FAVORITE FOOD: ENERGY DRINKS AND QUESTIONABLE SUSHI

PET PEEVES: BEDTIMES, AUTHORITY, BEING TOLD "THIS IS A BAD IDEA"

PROFILE:

CHAOS INCARNATE. DEGEN LIVES ON PURE IMPULSE—WHETHER IT'S GAMBLING SNACK RATIONS, JUMPING INTO A POND LABELED "TOXIC," OR LICKING MYSTERIOUS BUTTONS. SOMEHOW, HE'S NOT ONLY STILL ALIVE, BUT THRIVING IN DISASTERS.

14. GUNNIES HEROES 2/2

ONLY ACCESSIBLE AFTER OBTAINING
A HOLO CHROME CARD OR GOLD CARD.



TEALA (A.K.A TWITCH)

AGE: 3 (IN RABBIT YEARS... OR MAYBE CAFFEINE YEARS)

SEX: FEMALE

HEIGHT: 0'2" (TALLER WHEN VIBRATING)

FAVORITE FOOD: SUGAR CUBES AND COLD BREW CONCENTRATE

PET PEEVES: SLOW TALKERS, REFLECTIVE SURFACES, SILENCE

PROFILE:

A JITTERY, BUG-EYED BUNDLE OF NERVES. TWITCH IS CONSTANTLY MID-BREAKDOWN AND MIGHT BE PART WI-FI SIGNAL. COMMUNICATES MOSTLY IN BEEPS AND RAPID BLINKING. SURPRISINGLY GOOD AT SURVEILLANCE.



SUNNY (A.K.A. SUNSET)

AGE: 6

SEX: MALE

HEIGHT: 2'2"

FAVORITE FOOD: ANYTHING SPICY, PREFERABLY ON FIRE

PET PEEVES: DAMP WEATHER, DIM LIGHTING, LUKEWARM OPINIONS

PROFILE:

HOT-HEADED AND PROUD. SUNSET THINKS EVERYTHING LOOKS BETTER SCORCHED—SNACKS, FASHION, RELATIONSHIPS. HAS A FLAIR FOR DRAMATIC EXITS AND ONCE BURNED A BRIDGE JUST TO SAY HE DID. LITERALLY.



CONNOR (A.K.A MINT CONDITION)

AGE: 0 (NEVER OPENED)

SEX: MALE

HEIGHT: 1'2"

FAVORITE FOOD: FROSTED MEMORIES AND NOSTALGIA

PET PEEVES: FINGERPRINTS ON PLASTIC, LOUD KIDS, EXPIRATION DATES

PROFILE:

A BUNNY TRAPPED IN PRISTINE PACKAGING... UNTIL SOMEONE TORE THE SEAL. MINT IS PART GHOST, PART COLLECTIBLE, AND ALL ATTITUDE. HE'S CUTE, COLD, AND MILDLY CURSED—BUT STILL PHOTOGENIC.



BUTTERKNIFE

AGE: 4

SEX: FEMALE

HEIGHT: 2'2"

FAVORITE FOOD: TOAST. WITH SURGICAL PRECISION.

PET PEEVES: CRUMBS, DULL BLADES, SLOPPY EXECUTION

PROFILE:

THE SOFT-SPOKEN PSYCHO. BUTTERKNIFE NEVER RAISES HER VOICE—JUST HER STANDARDS. SHE CAN SLICE TOAST SO CLEANLY IT'S CONSIDERED AN ART FORM. YOU'LL NEVER SEE HER SNAP... UNTIL THE FINAL PANEL.



GUNNIES™

