

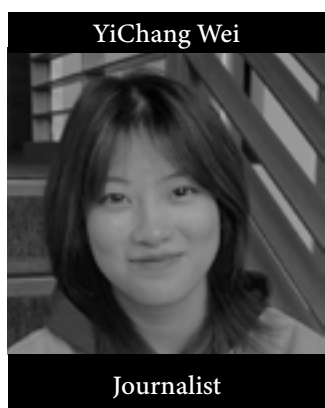
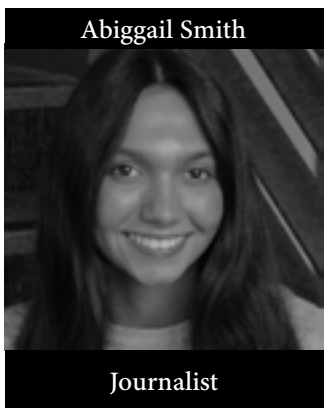
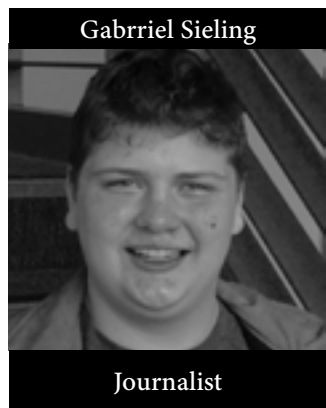
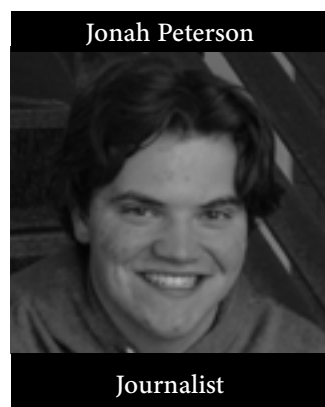
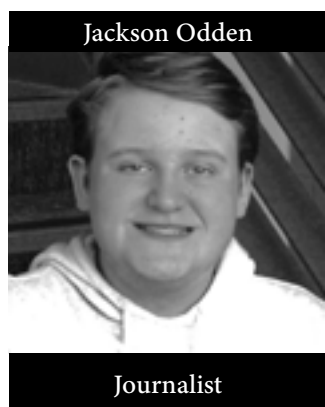
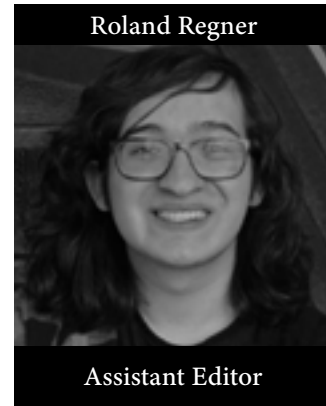
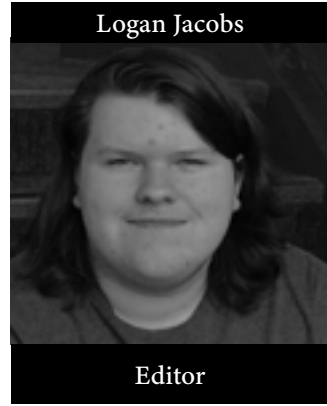
THE MUSTANG

P O S T



***ENTER THE
GUNGEON TIERLIST!***

STAFF



APRIL 2024



Cover Image: 4 Gungeoneers around the Ammonomicon

Feature

Pages 2-45

Enter the Gungeon: Ranked

Editor, Roland Regner goes in-depth on Enter The Gungeon and how the characters rank.



ENTER THE GUNGEON

ALL GUNGEONEERS RANKED

By Roland Regner

An air tank that fires live sharks. An electric guitar that shoots music notes. A skateboard-riding, sick-hat-wearing gun. A gun made entirely of cheese. A bullet that fires guns that fire bullets. Magic wands taped together that transform people into chickens. Literally just the lower-case letter r. A gun that shoots elephants. A horn from a unicorn that fires killer rainbows. A laser pointer. A machine gun that fires heat seeking missiles. A water gun. A sword that shoots more swords. A cannon that fires black holes. A banana.

All these items have one thing in common: they're all in the indie video game Enter the Gungeon.

Enter The Gungeon is a roguelike, dungeon-crawling video game developed by Dodge Roll and published by Devolver Digital where a band of misfits take on an endless gauntlet of bullet-like enemies in a massive dungeon filled to the brim with firearms for the taking.

Each character, or Gungeoneer, have a singular purpose: to kill their past by preventing themselves from making a life changing mistake.

Although each Gungeoneer shares a similar goal, they are vastly different not only in appearance but also in their loadout and signature abilities; in this way not all Gungeoneers are made equal, some are much more capable than others.

As this is the case, I, an Enter The Gungeon expert (self-proclaimed), am going to rank each of the playable characters in order of worst to best in terms of their starting abilities and how useful they are in the both the short run and the long run, their difficulty to play, how effective they are in the hands of both inexperienced and experienced players.

There are nine playable Gungeoneers, four characters available from the beginning, four unlockable characters, and one character available only in cooperative play; these characters are the Pilot, the Convict, the Marine, the Hunter, the Robot, the Bullet, the Paradox, the Gunslinger, and the Cultist.

Each character has a starting weapon with infinite ammo and a few items that either function passively or need to be activated for use.

Now that you know the basic information for each character, let's begin this list with the unranked Gungeoneers.

UNRANKED THE PARADOX & THE GUNSLINGER

Both the Paradox and Gunslinger are playable Gungeoneers, but they are considered to be game modifiers since they cost *Hegemony Credits*.

This currency is only usable* in the games' hub area, the Breach, and it can be used to purchase new items to spawn in the Gungeon or for turning on special modifiers that aren't considered normal play.

For example, you can rescue an NPC during gameplay and then meet with them in the Breach; after talking to them you can spend Hegemony Credits to activate a Blessed Run which constantly changes the player's held weapon to any oth-

er unlocked weapon in the game.

These two characters cost Hegemony Credits because they can drastically change the way the game is played, similar to the Blessed Run, and cause the game to become much easier than if played by a standard character.

As well as Hegemony Credits, one of the following Gungeoneers has an ability associated with *Synergies*.

A synergy is an effect that occurs when having two weapons or items that correlate with one another. Synergies greatly vary in effects, some being increasing damage, changing the appearance of a

weapon, changing the function of a weapon, increasing ammo capacity, improving an item's effect, granting followers that block bullets, etc.

They are very fun and add lots of re-playability to runs, but they are less frequently obtained and are not meant to be a part of a character's starting kit.

Every item that each Gungeoneer starts with has no available synergies (besides the Paradox's kit), thus adding to the character being more of a game modifier rather than a standard Gungeoneer.

*except for a very specific occasion that happens only 4 times ever while talking to an NPC during a run that applies an effect to the Breach that I didn't feel the need to specifically mention so deal with it.

The Paradox



The Paradox costs five Hegemony Credits to play and is an unlockable Gungeoneer that has an appearance that constantly morphs into different characters' outfits and has a space-like filter on them. They change appearance each time they interact with any objects in game and every time they dodge.

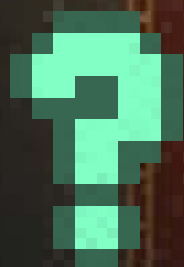
They have no alternate costume nor alternate starting weapon, and their starting loadout is incredibly random. They have one starting gun from any of the characters (besides the Gunslinger's weapon), one random gun, and one random passive item or active item. This is why the character costs Hegemony Credits and why they cannot be ranked properly on this list.

Their starting loadout could be anything between a bow and arrow to an energy cannon that disintegrates matter, a jar full of bees to a wheel of cheese that makes you completely invincible, or even a rotary phone that drops nuclear bombs to hand-held frog that shoots bubbles with the power of carbonated beverages.

The Paradox can be incredible or terrible depending on your luck, but they are definitely not a standard Gungeoneer because of their strange starting equipment and Hegemony Credit cost and thus are unable to be ranked on this list. Even though they cannot be ranked, it is still entertaining to play as them and start a run with some powerful and overly random equipment instead of the classic and simple starting kits that other Gungeoneers have to offer.



The Paradox



Random Gun



Random Item



The Gunslinger

The Gunslinger costs seven Hegemony Credits to play and is an unlockable Gungeoneer that has the appearance of a bearded figure wearing a brown wide brim hat and a green poncho that has an animated face on it similar to the face of a standard bullet kin enemy.

They have no alternate costume nor alternate starting weapon. Their starting gun is the Slinger: a revolver that fires accurate and long-range shots and upon the emptying of a clip the weapon is thrown, dealing additional damage and potentially stunning the target. The Gunslinger then pulls out another identical pistol from his belt because he prefers just getting a new weapon over reloading.

His starting item is the Lich's Eye Bullets, which grants all weapons access to ALL of their Synergies. The effect can be incredibly varied but overall, it is typically quite the effective power boost, and so each gun the Gunslinger has is incredibly powerful compared to its normal counterpart.

Having all weapons be at their full strength instantly is very powerful because it not only turns bad weapons into great weapons, but it also turns great weapons into incredible weapons. As this is the case combined with the fact that the Gunslinger costs Hegemony Credits to play, he is unable to be ranked on this list alongside the basic Gungeoneers: he is simply in the game to offer a fun, destroy-everything-and-make-all-your-weapons-good mode in the game making the Gunslinger thoroughly enjoyable to play.



The Gunslinger



Slinger



Lich's Eye Bullets

LET THE TIERLIST BEGIN!

The main tierlist consists of the remaining seven Gungeoneers available to play without needing Hegemony Credits. Each following tier will include an in-game chest that represents the character's ranking. The Gungeoneers at the bottom of the list are not terrible choices, a run cannot be instantly doomed because of a character choice. Each Gungeoneer can find and equip themselves with an arsenal capable of beating any trial with ease. The following Gungeoneers are simply less effective than others because of their mechanics and playstyles landing them at the bottom of the list.



#7

The Convict

The Convict is one of the four starting Gungeoneers and has the appearance of a blonde woman wearing a bright orange prison jumpsuit. Her alternate costume changes their appearance to have most of her hair shaven off, some dark paint above her eyes, and a purple punk outfit adorned with spikes. Her alternate starting gun is an orange pistol that shoots laser spheres instead of bullets.

Her starting weapon is the Budget Revolver: a small handgun that fires inaccurate shots, has a small magazine size, and has to reload constantly. This weapon is one of the worst infinite ammo starter guns; even its item description says, “the Budget Revolver is used by only the most desperate Gungeoneers.” Luckily for the Convict, this isn’t her only starting weapon. She also has the Sawed-Off: a very short-range shotgun that has a decent clip size, fires four bullets at a time, and has a finite ammo pool.

Her starting items are the Enraging Photo and the Molotov; the Enraging Photo is a passive item that activates when the Convict takes damage, it causes the player to enter an enraged state for our seconds, instantly reloading their held weapon and granting double damage for the duration. The Molotov is an active item that when used lights a large area in front

of the player on fire, causing most enemies that cross over it to take fire damage over time. It has infinite uses but needs to be recharged by dealing damage after it is used.

The Convict has a respectable number of starting items, but those said items are not only mediocre, but also dangerous to use. Every part of her starting equipment encourages a dangerous playstyle, with only one item giving a reasonable payoff. The Budget Revolver is purposely a poor weapon; it is weak to encourage the player to use the slightly more powerful Sawed-Off instead.

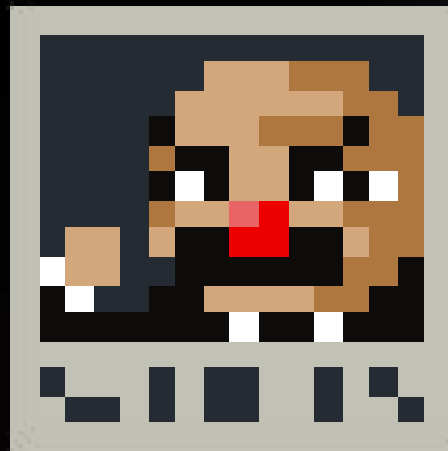
The Sawed-Off has many problems. It is only effective on first-floor enemies that it can one-shot, it becomes nearly useless on later floors as enemies have increased health, and leads to unnecessary player damage as they must be absurdly close to be effective. With a small ammo pool, it can hardly deal with the first floor before being emptied, forcing the use of her Budget Revolver; both of which are terrible against bosses. The Sawed-Off is straight up garbage. It isn’t effective against regular enemies or bosses, it puts the player in more danger than it puts enemies in, and it becomes completely obsolete when another weapon is obtained or when not on the first floor.



The Convict



The Convict's
Alternate Costume



Enraging Photo

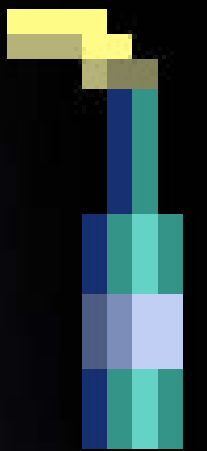
On the brighter side, the Convict's items are better than her weapons, but not by much.

The Molotov is a decent item that deals good damage to stronger enemies, but it can damage the user and it's cooldown is too long. This causes the player to hold onto it's charge rather than frequently using it. Most Gungeoneers can only hold one active item, so the Molotov can and should be quickly be exchanged for another item.

Finally, the Enraging Photo; while the buff granted is powerful, it has two fatal flaws. The activation method and it's duration. Taking damage isn't bad for an experienced player but is terrible for a beginner who will likely die quickly (thanks for nothing Sawed-Off) due to the difficulty of recovering lost health. Even for an expert, the loss of too much health can be problematic as finding health can often be left up to chance. In standard rooms it has little use, if damaged the player can quickly clear the current wave of enemies, but the effect runs out long

before another wave spawns or before they can make it to the next room. It is more effective in boss fights allowing the Convict to deal lots of damage, but taking damage in a boss fight, either purposefully or unintentionally, prevents the player from obtaining the powerful item given when defeating a boss without taking damage, those being the Master Rounds which grant a permanent extra heart container.

In conclusion, the Convict has too many items that get replaced quickly and that encourage a "risk vs reward" playstyle, which is ineffective for a roguelike that gives minimal healing methods and is quite risky for only a miniscule reward which is why I consider them to be the worst Gungeoneer in the game. However, each Gungeoneer still has strength in the right hands and are all capable of the same feats. This list is simply my opinion on the strength of these characters compared to one another; so, to all the Convict fans out there please do not throw a molotov cocktail at me. Thanks.



Molotov



Budget Revolver

Sawed-Off

Alternate Budget Revolver

#6

The Cultist

The Cultist is a Gungeoner who is only available in Co-op games as player two. They have the appearance of a figure wearing a pink robe which completely conceals them except for their bright yellow eyes. Their alternate costume swaps out their robe for a large apple costume. Their alternate starting gun is a worm that fires smaller worms, which matches their apple costume.

Their starting weapon is the Dart Gun: a toy gun that fires foam darts that do decent damage, has long range, and has decent accuracy. Their weapon is adequate, and it reveals that the Cultist is just some kid messing around with toys in the Gungeon.

Their starting items are the Friendship Cookie and Number 2; the Friendship Cookie is an active item that revives fallen allies in Co-op and respawns them with three full hearts, but it's only a one-time use item. Number 2 is a passive item that boosts the Cultist's speed and damage by a decent amount when they are alive and Player one is not.

The Cultist's starting equipment doesn't seem bad, but unfortunately there are hidden downsides not related to their equipment. The differences added in Co-op play are the main problems.

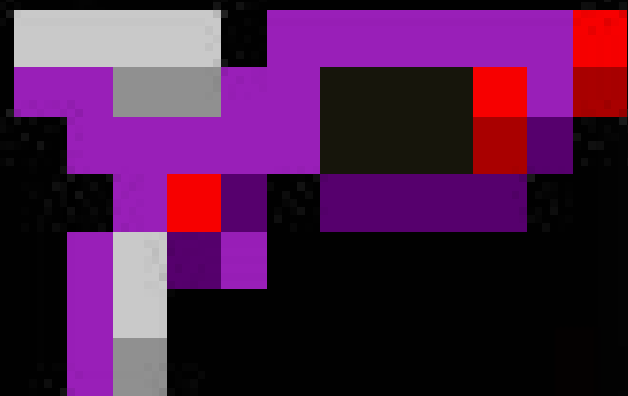


The Cultist



The Cultist's
Alternate Costume

*This is the best alternate costume out of all the characters, it's incredible.



Dart Gun



Dart Gun Alternate



Revival Chest



Friendship Cookie

Number 2

While in Co-op all enemies have 40% more health, all weapons, items, and pickups need to be shared between players, when a player runs out of health they become a ghost that can only perform a weak defensive ability, and when there is a ghost all chests become revival chests that bring ghosts back to full health but can no longer give equipment. Using chests for revives means the players have much less weapons and items overall, especially since they need to split them between each other. On the other hand, because there are two players they can deal twice as much damage to enemies. This makes things somewhat balanced out damage wise, but still negatively skewed items and weapons wise.

The Dart Gun is a relatively weak starting weapon, but still is better than others, and the Friendship Cookie is a good active item as having both players alive negates many of the downsides that come with Co-op. While the effects of Number 2 sounds good, it's activation conditions are too

strict and stat boosts are less potent than they seem. It gives a 41% damage boost but enemies in Co-op have 40% more health, meaning the buff only removes the extra health enemies gain leaving it with only the speed increase. Having the effect activated is not great because it means your teammate is down, it's just a boost that helps if your ally messes up frequently. Both players living is more powerful than the buff given, and the effect only works if the Cultist is the survivor; if they fall first then the other player receives none of the buffs and has no counter to the enemy's increased health.

To summarize, the Cultist's starting kit is decent overall, but their item that seems the most powerful is rarely active and can only negate a few of the weighty problems that cooperative multiplayer creates. Although they aren't the best, I do enjoy the cooperative style of play they add as well as their apple cosmetics making them fun to play occasionally with a friend.

CHECKPOINT



This checkpoint in the tierlist represents the division between below average characters and good characters.

The following Gungeoneers are much more effective fighters; they have abilities that benefit them in the initial stages of the game that can still provide some help in the later parts of a run. Although some of them come with their own unique challenges, these next characters are all solid choices that can contend with the higher tier characters.

The next two Gungeoneers are very close to one another in terms of strength. An argument could be made to swap placements for the next two Gungeoneers due to their similarities, but I personally prefer reliability over potentially slightly better performance which leads us to the 5th placed Gungeoneer on the list.

#5

The Robot

The Robot is an unlockable Gungeoner that has the appearance of a small machine with an old computer monitor functioning as their head. It displays keyboard symbols like 1, 0, and] as it's face and their torso has a small compartment. Their alternate costume gives them the appearance of a metallic skeleton with glowing red eyes. Their alternate starting gun is a small skull that fires bones which matches their alternate skin.

Their starting weapon is the Robot's Right Hand: a small weapon with an exceptionally large clip size, excellent accuracy, and decent range. The Robot's Right Hand is the best *standard starting weapon by a wide margin and the most powerful tool in the Robot's arsenal; also, according to the game most robots are left-handed. It has one extra mechanic, every time the

player picks up the Junk item, they gain a permanent 5% damage boost. Junk is found when breaking a chest and is usually worthless, but as the Robot, Junk gives a small yet additive boost.

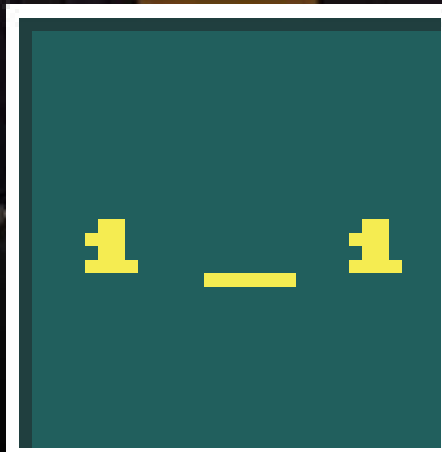
Their starting items are Battery Bullets and Coolant Leak; Battery Bullets are a passive item that electrifies all bullets fired increasing accuracy for all weapons, adding a chance to deal additional damage, causes bullets to electrify water, and grants immunity to electrified water. The effect that Battery Bullets apply to water is related to their other item, Coolant Leak. It is an active item that creates a stream of water that can wash away fire or poison and can be electrified to damage enemies that walk over it. The Coolant Leak has infinite uses but needs to be recharged by dealing damage after use, like the Convict's Molotov.



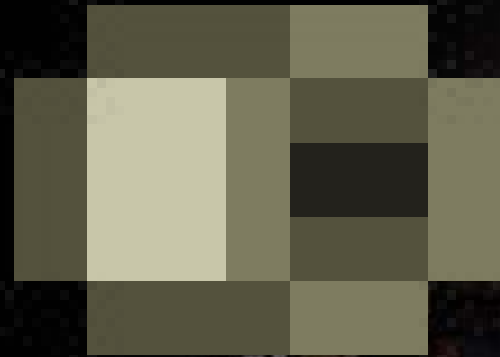
The Robot



The Robot's Alternate Costume



*One other starting weapon is better, but it functions very differently than all other starting weapons.



Robot's Right Hand



Robot's Right Hand Alternate



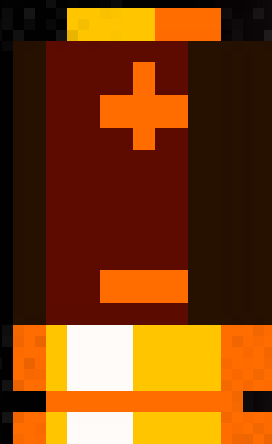
Armor



Coolant Leak



Junk



Battery Bullets

The Robot has an excellent starting kit with a strong weapon that is effective for a long time, a passive item with multiple useful effects that is always active, and an active item that is easily replaced, yet still powerful early on in combination with their passive item. This sounds great, so why is the Robot ranked so low? The reason for the Robot's placement is because of how their health works.

The Robot has no health. Instead, the Robot has armor: armor is similar to health but is much less common, more expensive in shops, and causes an effect that destroys enemy bullets in a large area when receiving damage. Armor isn't necessarily bad, but the fact the Robot only has armor makes them a far more difficult character for all players. The Robot cannot use health pickups in any way, and most item drops are health pickups which become useless. Similarly, every item in the game that effects the player's max health or ability to heal loses that function; if that is the item's main purpose, then the Robot only gets five to ten *shells or nothing, making many items nearly useless for the Robot. As armor is harder to replace than health, every piece lost is more impactful than losing health as it is much less likely to be recovered; this makes the Robot much worse at recovering from bad situations.

This is their main and most prominent weakness, but they also have other minor weaknesses as well. Breaking chests for Junk is not guaranteed, instead of giving Junk it could give a random item, a heart pickup that can't be used, or it could just explode, potentially damaging the player. Destroying chests prevents them from being opened for equipment; if players rely too heavily on the boost Junk provides, they will be left with a rather barren arsenal which is problematic as well as less fun than having lots of loot. Finally, the Coolant Leak is easily replaced by other active items, but it still has the advantage of being able to recharge quickly and creating an obstacle that the player doesn't have to avoid.

Considering this, the Robot has strong tools that can be useful for an entire run which attempt to, but don't fully, compensate for his abnormal health mechanics which makes them a more complex and challenging character. The Robot was designed to be a glass cannon character, which means they're intended to be more difficult, but also more fun to try and adapt to their "just don't get hit lol" style of gameplay they bring to the table.

*Shells are in-game currency.

#4



The Marine

The Marine is one of the four starting Gungeoneers and has the appearance of a man in a blue, sci-fi suit of armor with a large helmet that has an orange visor. Without armor, his helmet is removed showing that he has short black hair and is missing an eye. His alternate costume changes his outfit into a medieval suit of armor that has a green surcoat with a yellow emblem on it. His alternate starting gun is a yellow and light blue pistol that fires blue energy spheres.

His starting weapon is the Marine Sidearm: a large yellow pistol with a good clip size, decent range, good accuracy, and quick reload time. This weapon is remarkably similar to the Robot's Right Hand, but slightly worse, making it the second-best standard starting weapon. Its simple effectiveness makes it a powerful part of the Marine's kit.

His starting items are Military Training, Supply Drop, and one piece of armor; Military Training is a passive item that decreases reload times by a decent amount, increases accuracy, and lowers charge time on weapons that are charged to fire. Interestingly, Military Training is the only item in the game that lowers charge time, making it a unique effect. Supply Drop is an active item that summons an ammo refill for one weapon when used, but it can only be used once. The Marine gets an extra hit-point of armor at the start of the game thanks to his helmet.



The Marine



The Marine's
Alternate Costume



Marine Sidearm

The Marine is quite the simple Gungeoneer, and he is meant to be just that; a standard character with a powerful weapon, a permanent and decent boost to multiple stats, a free ammo refill whenever needed, and slightly more survivability at the start of a game. He doesn't have anything outstanding, but he does have reliability, ease of access, and simplicity which makes him an excellent choice for beginners. The only problem with the Marine is that he doesn't bring anything new to the table, which isn't necessarily a bad thing; he just has good obtainable effects, like reload speed, rather than unique effects, like having armor instead of health.

In conclusion, the Marine is a simple Gungeoneer with no flaws, but they lack the change in game-play and additional effectiveness other characters have. For new players the Marine will be the best choice with his base strengths; however, if you are an experienced player you will likely use other characters more to take advantage of their more interesting abilities.



Marine Sidearm Alternate



Military Training



Supply Drop



Armor

#3



The Hunter

The Hunter is one of the four starting Gungeoneers and has the appearance of a woman with long purple hair wearing a bright yellow robe. Her alternate costume changes her robe into a wolf styled garment that now goes over her head and obscures her eyes while stationary. Her alternate starting weapon is a polished silver revolver with a red barrel that fires pink energy spheres.

Her starting weapon is the Rusty Side-arm: an old pistol that has a small clip size, low accuracy, and decent range. This starting weapon isn't particularly good, and shares similarities with the Convict's Budget Revolver. Luckily for the Hunter, this isn't her only starting weapon. She also has the Crossbow: it fires single, high power, high velocity arrows that can one-shot most enemies through the first and second floor, and two-shot some of the sturdier enemies on the first floor as well. The Crossbow

also has a quick reload time, a good ammo capacity, and has full effectiveness at all ranges, making it a great weapon in rooms as well as in early boss fights.

Her starting item is the Dog: a tennis ball that summons Junior II. Every room cleared gives him a chance to find pickups including hearts, keys, ammo, maps, etc. When near a disguised mimic he barks to alert the player, and you can PET the DOG; the Enter the Gungeon Wiki states, "While there is no mechanical advantage in doing so, it's recommended that you pet the dog frequently, because he is a very good boy."

The Hunter has less equipment than most other Gungeoneers, yet what she has is powerful and can make certain difficult parts of the game much easier to deal with along with giving a decent and permanent boost to finding pickups.



The Hunter



Junior II



The Hunter's Alternate Costume



Rusty Sidearm

The Rusty Sidearm, although mediocre, is a highly effective secondary to the Crossbow; it works well at long-range and the Rusty Sidearm can be quickly unloaded on close-range enemies. It can also be used in less dangerous situations to avoid ammo waste on the Crossbow. Another way to save ammo is to alternate between the two weapons when fighting enemies that take more than one Crossbow arrow to defeat.

The Crossbow is an incredible weapon to begin a run with. It doesn't do anything particularly outstanding; it's simply a powerful weapon that excels in the early game. It's ability to one-shot enemies early on makes the game MUCH easier for beginners and helps them to better understand the game's mechanics. For seasoned players it acts as a powerful and guaranteed weapon for the first boss, other Gungeoneers have to rely on their starting weapon or whatever equipment they find for the first boss fight. Essentially the Crossbow is a strong, ammo efficient, and easy to use weapon that works great on early floors as well as their boss fights.

Even with all these strengths the Dog is just as, if not more, versatile than the Crossbow. Junior II has a 5% chance to find item pickups for every room cleared. There are about twenty rooms per floor, so combined with the regular 20% the pickup spawn chance becomes 25%; according to this, about twenty-five pickups drop per run. Of course, since it's a chance the pickup spawns, the amount found can fluctuate. You could get lucky or unlucky for more or less drops respectively, but overall the Dog increases the total pickups collected by a decent amount. Part of the Dog's utility comes from the



Crossbow



The Hunter petting Junior II



Dog





Rusty Sidearm Alternate

usefulness that pickups have. Hearts and armor keep the player alive for longer, keys help to get new weapons and items, and ammo allows weapons to be used for longer; pickups are the lifeblood of a good run, especially hearts for beginners and keys for experienced players.

Junior II has even more helpful effects, although these are typically less useful. When near a disguised mimic Junior II barks; mimics can waste keys and damage the player if opened, and they are powerful enemies that can be found anywhere. Mimics have telltale signs that they aren't real chests, but those signs can be subtle or hard to notice for beginners. Having Junior II bark at them saves newer players from being tricked by mimics, allowing them to avoid their attack and be prepared to fight them. Defeating a mimic still grants the equipment that would've come from the chest, letting the player save a key if they defeat the mimic without attempting to unlock it. Unfortunately, the Dog cannot bark at certain other mimic enemies, such as pedestal mimics. Finally, petting Junior II is a fun option they added to the game. All Gungeoneers can find the Dog item after certain criteria are met, and nearly all of them have a unique and happy expression while petting him, how wholesome. :)

Overall, the Hunter is an excellent choice for beginners as well as for experts because of her early combat advantage, more common pickups, and dog companion because that's just fun. You can't go wrong picking the Hunter, every part of her kit is strong and useful for long periods of time making her one of the best Gungeoneers.

FINAL CHECKPOINT



The final two Gungeoneers are up next, and their high placement mainly comes from their equipment being unlike the other's items and weapons. Most Gungeoneers prior to this point had weapons or items that were useful at the very beginning of the game, but eventually become impractical or get replaced such as the Marine Sidearm or Coolant Leak; the final Gungeoneers' equipment has full effectiveness throughout the entirety of a run.

These characters, especially #1, can be incredibly powerful in the hands of a player that fully understands their mechanics. It's time to round off this tierlist starting with the second strongest Gungeoneer.



#2



The Pilot

The Pilot is one of the four starting Gungeoneers and has the appearance of a man with red pompadour styled hair, a green button up shirt, and a black vest. His alternate costume swaps his main outfit out for a dark red parka with a fluffy collar and gives him a light green visor. His alternate starting weapon is a golden version of his starting gun that fires yellow energy projectiles.

His starting weapon is the Rouge Special: a sci-fi blaster that is dark blue and fires green blasts of energy. It has decent clip size but slow reload time, short range, and high spread; it's even worse than the Budget Revolver (which is honestly impressive) and is the worst starting gun in the game. Luckily for the Pilot, he has multiple items that have powerful effects.

His starting items are Disarming Personality, Hidden Compartment, and Trusty Lockpicks. Disarming Personality is a passive item that gives the Pilot a

15% discount when purchasing anything from shops. Hidden Compartment is a passive item that allows the player to hold two active items at once and increases the maximum ammo capacity of all guns by 10%. Both effects are amazing, and the fact that they are both crammed into one item is great. Finally, Trusty Lockpicks is an active item that has a 50% chance of opening any lock; if it fails then the lock becomes broken and can no longer be opened in any way. It has infinite uses, can recharge very quickly, and works very well with the Hidden Compartment's increased active item holding.

The Pilot is a toss-up Gungeoneer for many. His weak starting weapon is often what turns players away, but after overcoming the challenging Rouge Special the Pilot becomes a force to be reckoned with thanks to his many high value utility items.



The Pilot



The Pilot's
Alternate Costume

The Rouge Special is a garbage gun. That's the unfortunate truth, but its weakness is quickly negated in the same way that powerful infinite ammo guns are ineffective. Starting weapons are replaced early on regardless of strength; powerful infinite ammo guns like the Marine Sidearm will likely only be used on the first floor. When other weapons are available they should be used because they are very often stronger than any starting gun. As well as this, ammo and ammo saving items are common enough to make *running out completely an uncommon problem. Strong infinite ammo guns are useful for longer, but eventually become seldom used in every run making them much less powerful overall. The Rouge Special is the only weak link in the Pilot's kit and its minor detriment is nothing compared to the benefits of his items.

His first item is Disarming Personality; the discount given isn't incredible by any means, but the amount of money it saves overall per run is substantial. Shells are limited resources collected when completing rooms. Players earn more money on later floors, but shop prices increase on later floors as well, even more than the extra shells received. Disarming Personality helps

negate these price increases late game and allows for cheaper purchases early game enabling more purchases to be made per run. Think back to the Dog, it gave useful pickups but it was left up to chance whether you would get anything or if it was of any use. Shops on the other hand are available on nearly every floor and contain a large assortment of pickups, items, and weapons for purchase. The player can choose what they need for their current situation rather than leaving it up to chance. Shops are powerful, and Disarming Personality allows the player to take further advantage of the strength they provide.

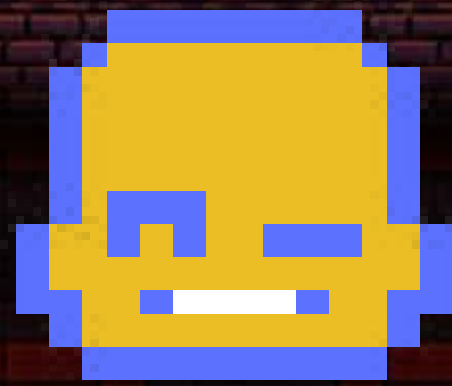
Next up, Trusty Lockpicks. They are a luck-based item, and many dislike it for this reason. Despite this, it has great usefulness and versatility especially at the beginning of runs. Their main use should be on low value chests or while low on keys. Imagine this scenario, the floor is fully completed and there's one chest remaining, but the player has zero keys. The average Gungeoneer can only break the chest and move on; however, the Pilot can attempt to open the chest. If it unlocks then the chest's contents are free, if it breaks the lock then they're left in the same situation as other Gungeoneers. The

two outcomes for the Pilot are either nothing gained nothing lost or a free chest. This scenario and others happen frequently as keys can be uncommon, especially on the first floor. Two guaranteed chests per floor, locked doors, and extra chests can appear which all require keys to be unlocked. Chests essential for maintaining runs as they are the main way to acquire weapons and items, so the more the player can open the stronger they become. The Trusty Lockpicks simply allow the player to reap more of the powerful benefits, like chests, that keys provide at almost any time.

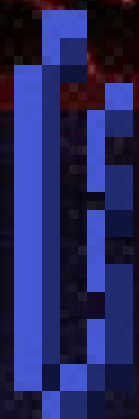
Finally, Hidden Compartment: the ability to carry two active items increases their longevity and allows the use of active items with differing purposes. Items like Coolant Leak are designed for use in combat while Trusty Lockpicks are for use outside of combat. Normally players could only pick one item if presented with both types, but the Pilot can take advantage of both. Another problem with active items is their frequency of appearing. If the player has an item and they find another then one must be left behind, wasting one of the limited items given per run. The Pilot can hold two active items without worrying about leaving one

behind or having to decide which is better. The second benefit is that all weapons have 10% more maximum ammo. **Every weapon can be used longer before running out of ammo and all ammo pickups are 10% more effective. Running out of ammo for a powerful weapon in combat can compromise your game by causing preventable damage and panic. Being unable to find ammo pickups can leave weapons worthless for extended periods of time, but the Pilot's ability to make ammo last longer and be more effective can prevent these situations. The fact that it allows the player to more easily avoid running out of ammo along with its ability to improve ALL obtained weapons, as well as allowing two active items to be held makes it an incredibly powerful boost to begin a run with.

To Recap, the Pilot is an exceptionally strong Gungeoneer, albeit more difficult for beginners, thanks to his wide array of utility items that provide impactful effects throughout the entirety of a run. If the player takes the time to make it past his daunting, yet not terrible, starting weapon and understands how to make use of his Trusty Lockpicks properly, they can truly be a force to be reckoned with.



Disarming Personality



Trusty Lockpicks



Hidden Compartment



Rouge Special



Rouge Special Alternate

*Running out of ammo on all weapons.

**Every weapon besides the few that have less than 10 ammo.

The Bullet

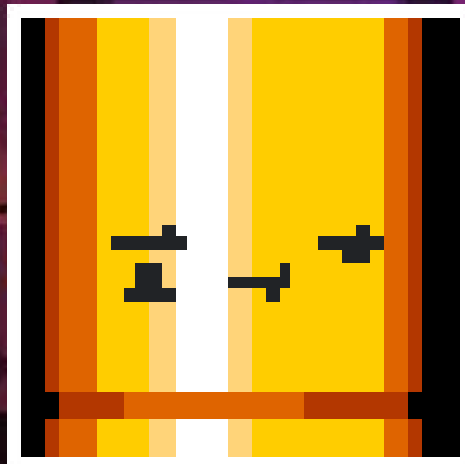
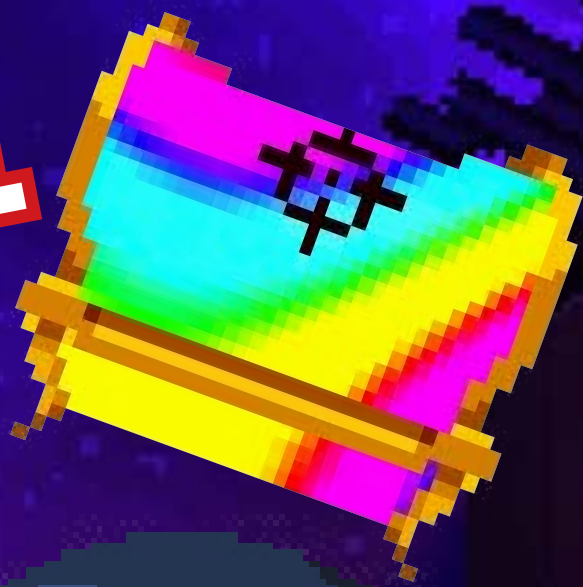
The Bullet is an unlockable Gungeoneer that has the appearance of a Bullet Kin enemy wearing a red cape. They have two alternate costumes; his alternate costume turns him into a large pink rabbit with a puffy tail and buck teeth. His bonus alternate costume, which is only available in the physical versions of the game on Nintendo Switch and PlayStation 4, changes his appearance to a Red Shotgun Kin enemy wearing a red cape. Their alternate starting weapon makes them use a large and sharp carrot that matches their pink rabbit costume.

Their starting weapon is Blasphemy: a large sword with a copper cross-guard, pommel, and leather grip. When swung it creates a crescent shaped slash in front of the player which deals damage and destroys enemy bullets; additionally, while at full health it fires a long range and piercing rainbow-colored sword beam when swung. It does not have a clip and never needs to be reloaded, but if reloaded can knock back enemies and destroy bullets. Blasphemy is the only infinite ammo starter weapon that can be unlocked and found by other Gungeoneers, this is because it's FAR more powerful than any other starting weapon and is the key component to the Bullet's strength.

Their starting item is Live Ammo: a passive item that makes the player immune to enemy contact damage as well as increasing the damage done by dodge rolling: a Gungeoneer's main technique for avoiding bullets.

The Bullet is the strongest Gungeoneer, no buts about it. It takes quite some time to unlock them, so despite being a difficult character for beginners most newcomers will not be able to play as them until they become much more familiar with the game. For experienced players, it only takes a few runs to understand how to play the Bullet properly.

#1



The Bullet's
Alternate Costume



The Bullet



The Bullet's
Physical Edition
Exclusive Costume

Before addressing Blasphemy, let's look at their passive item Live Ammo: while simple, it's very effective at keeping the Bullet safe. Seven enemies only use contact damage to attack, twelve enemies have other abilities but mainly rely on contact damage, three bosses attack frequently through contact, and nearly every enemy can deal contact damage but don't specifically use it. All these attacks are unable to damage the Bullet; the protection it provides is great. As well as this, Blasphemy encourages the player to be close to their target, further increasing Live Ammo's usefulness. It also increases the player's dodge roll damage which is not very useful; they're unsafe and weak attacks that should be only used on incredibly weak enemies, but the Bullet can use them safely on slightly stronger enemies.

"Strong infinite ammo guns are useful for longer, but eventually become seldom used in every run making them much less effective overall." Remember that? WELL, FORGET IT BECAUSE BLASPHEMY DOESN'T LISTEN TO THE RULES. This "gun" can be (and should be) used for an entire run. The amount of protection it gives is so immense that even though its damage becomes less reliable as runs go on, it should still be used because it makes the Bullet nearly untouchable. Being able to destroy bullets is a rare perk only few weapons have, but the amount of space cleared by one swing of Blasphemy is on par with the strongest and rarest of similarly functioning weapons. It's honestly ridiculous just how safe the Bullet can play while still dealing considerable damage.

Dangerous enemies become a joke, bosses can be beaten without breaking a sweat, and this is only the first of the three uses that make Blasphemy overpowered!

The sword beam fired by Blasphemy is an incredibly useful feature of the weapon. Without this projectile it would be restricted to close-quarters combat, which would make it only a defensive tool rather than the jack-of-all-trades weapon that it is. Its ability to pierce multiple targets as well as long range allows the Bullet to attack groups of enemies safely from any distance. Finally, the beam and the slash of the weapon can individually damage enemies meaning that at close range both attacks land, dealing double damage. There's a potential weakness to this feature however; if the Bullet is not at full hearts, then Blasphemy cannot fire its projectile. This appears to be a major weakness, especially because without the beam Blasphemy is much weaker, but there is an easy workaround to this downside. Armor protects the player's normal health; damage received removes the armor instead of hearts, preventing the Bullet from losing their ability when damaged. Alongside armor, Blasphemy itself greatly helps to avoid losing health because of its incredibly strong defensive abilities. Essentially, the potential to lose part of Blasphemy's strength is easily avoided and is hardly an issue, leaving only a powerful feature that gives Blasphemy more damage and some much-needed range.

The final feature Blasphemy has is Guard Flashing. Guard flashing is a technique that damages every enemy in a room

regardless of distance or cover. Performing this ability requires the Bullet to attack facing away from an enemy, double-tap reload, then quickly face them; it's difficult to execute, but when practiced and perfected it becomes an incredible tool in the Bullet's arsenal. Other weapons that function similarly to guard flashing are less effective and are limited by their maximum ammo unlike Blasphemy. There's not much else to say about guard flashing; it's an extremely powerful attack that's a part of an already ridiculously strong weapon given to the player automatically just for playing the Bullet.

All in all, the Bullet is overpowered. Their weapon gives them incredible defense, range, and area control that can't be matched by any other Gungeoneer's abilities.



Live Ammo



Blasphemy



Blasphemy Alternate

FINAL THOUGHTS

Even if a Gungeoner is considered weaker than others they still have great merit in many ways. Each character has unique cosmetics, different styles of gameplay, and interesting lore; every character is worth playing even if they aren't "overpowered". Enter the Gungeon encourages it's players to try different Gungeoneers and understand their differing playstyles so that they might find their preferred Gungeoneer. Regardless of character choice, the Gungeon holds countless hours of enjoyment as well as ridiculous amounts of details and information to learn, making it one of my personal favorite games of all time (if you couldn't already tell from this lengthy article). If this game interests you in any capacity, I highly recommend you give it a shot; and if you do, you'd best be prepared to Enter the Gungeon.



THE MUSTANG

P O S T



**GUNGEON
TIERLIST FINALLY
COMPLETED!**

SHEYENNE HIGH SCHOOL'S OFFICIAL NEWSPAPER - APRIL 2024