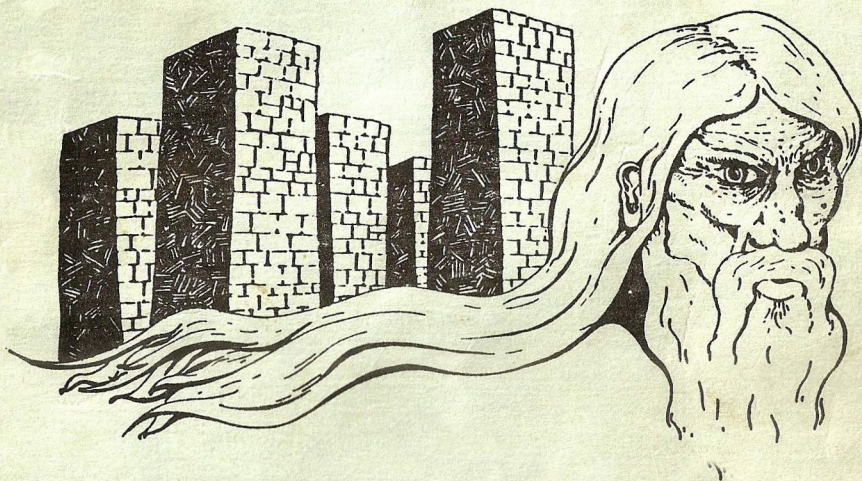


THE POWER STONES OF ARD II

The Five Towers Of Trafa-Zar



copyright 1990 by Bill Cleveland

Three C's Projects
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"Of course," shouted Niz. "That worm, that snake in the grass, that son of a viper, how else but in such a fashion would he hide it. It would take a serpent like him to think of doing that to it."

The sudden outburst from your mentor took you quite by surprise. For months on end he had solemnly poured over his mountainous pile of books and scrolls and manuscripts and had hardly spoken a word. As his apprentice, you had dutifully gone about your daily chores and had studied all of your spells and incantations (and learned *NEVER* to disturb the Master when he was reading). It was true that Niz was one of the greatest wizards left alive and you were his first apprentice in over fifty years. Still, he devoted so much of his time to his books that you had never really gotten a chance to practice *casting* your spells (something Niz forbid you to do without his direct supervision)! This, however, seemed like a good time to approach him.

"How has who hidden what, Master?"

Niz looked up with a start but quickly a broad smile appeared beneath his cascading, white whiskers. "Oh, I had no idea you were standing there.", he said. "Come over and let me show you."

For the first time, you were being permitted (no, *requested*) to look upon the pages that have held your Master's interest for all this time.

"Trafza-Zar is the who. He is possibly the most powerful of all the Great Wizards, and by far the most evil. I'm afraid he would be more than a match for even me if I had to face him spell against spell. That is why very few have ever dared confront him. But you see, my young one, confront him I shall for he holds hostage one of the three great Power Stones of Ard, that one known as the Mind Stone."

"Power Stones? What are they?"

"They are an ally to those, like us, who are true believers and defenders of the good and right. They are three stones, forged eons ago from the magic of many Great Wizards who's aim it was to rid the world of all evil. In a way, they were an accident of sorts. You see, in those ancient times, the fight against evil was going quite badly and the wizards had been forced to retreat back to the stronghold known as Ard. There, in an act of desperation, they inscribed a Korwin circle, the likes of which has never been created since, so powerful it was. Then, standing around it, they all began casting spells into the center of the circle. The popular belief is that they were trying only to create a field of such "good" energy that the forces of evil would be held at bay. Instead, their magic coalesced into what we now know as the Power Stones. Armed with these, the wizards were able to drive back the evil hord and all but vanquish it from the face of the earth.

"But many brave wizards were lost and in the end only three were left. Fearing for their own lives they did the worst possible thing, they each took a Stone and headed off in different directions, abandoning Ard, and all but canceling the Stones' incredible power. The wizards tried their best to hide themselves and the Stones from the evil ones. They built great strongholds and such but in each case, evil overcame them."

"So you have discovered where Trafa-Zar has hidden one of the Power Stones?"

"Oh no, I have known that for many, many years. Infact, he has not hidden it anywhere. The Mind Stone is right where the wizard from the fortress of Ard put it long ago. Trafa-Zar only guards it. It is of such pure good that if he were to even be in the same room with it, he would be instantly and utterly destroyed. Yet he is so afraid it will

fall into the hands of those who seek good, he can not bring himself to be far from it."

"Then what is it you have discovered, Master?"

"Why, where he hid the staff of the ancient wizard. It contains enough of the energy from the Stone that should it's magic be released in his presence, he would be destroyed as surely as if struck down by the Mind Stone itself. That, I fear is the only way anyone will ever defeat him. I have searched every scrap of information I could find looking for clues as to where or how he had hidden it. In so doing, I learned that appropriately enough, the word "ARD" will recover the staff, but just as important, I have learned of the tests and traps set by the original owner of the five towers which were meant to defend it from the forces of evil. They are actually simple if you keep in mind goodness and purity. The whole thing is quite elemental. I also was able to learn many of the strengths and more importantly, the weaknesses, of the minions of Trafa-Zar that now inhabit its rooms. All I lacked was the means to fell the foul wizard himself."

"Well then, when do we leave? I'm ready to get out and try some of these spells I've been learning."

"Not we, my young apprentice, just I. For it is the destiny of the Stones that each must be reclaimed by a lone adventurer. Only one may go and the other may not follow. Is that understood?"

"Yes, Master.", you mumble with your head hung in disappointment.

"Good! Now help me prepare a powder of teleportation. There are no doors or windows leading into the towers so this is my only way in. There is one small area on the first level of the first tower that is not magically protected so if we mix the powder properly, a few sprinkles of it and I should

instantly find myself just inside. Unfortunately, once in, the only way out will be through the power of the Mind Stone itself."

Creating the powder was difficult but the time went quickly and at last it was ready. Niz went to have a meal of spareribs (his favorite) and left you to get together the gear he would need on his adventure. As you searched under the workbench for one of his many wands, you felt Niz's cat, Thunder, jump on your back and then onto the table. There was a crashing sound beside you as the bowl that contained the magical powder shattered on the floor. You jumped to your feet but it was too late. The cloud had already enveloped you. You watched helplessly as the room faded and you felt yourself loose material form.

As quickly as it had started it was over. Your body took on solid form once again and your senses instantly became acutely alert. You found yourself standing in the utter darkness but you doubted if you were completely alone. You knew at once that there was only one place you could possibly be and you knew there was only one thing you could do. By some strange twist of fate, you had stumbled into the very jaws of death, into the towers of Trafa-Zar, and if you hope to ever leave here alive, you must find a Power Stone of Ard, the one they call the Mind Stone!

***** PLAYING THE ADVENTURE *****

START-UP

Before running this program, you should make a back-up copy of both sides of the program disk and label them disk #1 and #2. Save the original disk as a master and NEVER use it to run the program. When ready to start, make sure that you are booting up from a "cold" start (the computer should have been just turned on). There should be nothing in your computer's memory prior to loading and no other programs should have been run. Insert disk #1 into drive "0". Type:

DOS <ENTER>

IF YOU HAVE 2 DISK DRIVES - Put disk #1 in drive "0" and disk #2 in drive "1". This will prevent you from having to make numerous disk swaps as you play.

You will be asked two questions about your computer that will help configure the game to make the most of your system. Simply press the proper key.

CHARACTER SELECTION

After the opening title, you will be asked if you wish to use the character already on the disk or create a new one (just press 1 or 2). There is only room on the disk for one character at a time so if you elect to generate a new one, the old one will be lost. Therefore, if you plan to save more than one character, make a few extra back-up copies. ***BUT***, be sure to keep disks one and two together for each character

you plan to use.

CHARACTER GENERATION

When you elect to create a new character, you will find yourself in the Ability Score Generator (or ASG). This is where you have a chance to "custom design" the character that you will run in the adventure. There are three characteristics and four abilities you must choose. You will then be assigned other scores based on these first seven.

NAME - This can be anything you want as long as it does not exceed a combination of eleven letters and spaces. Hold the <SHIFT> key down for capitals. If you make a mistake, use the <LEFT ARROW> key to backspace. When you have correctly typed the name you have chosen, press the <ENTER> key and that name will be recorded.

RACE - You will next be asked to choose a race for your character. This can be either an elf or a human. To choose, just press <E> for elf or <H> for human. Elves will tend to be smaller and somewhat weaker than their human counterparts but being slightly magical in nature, they *MAY* tend to have better spell points.

SEX - You have the choice of male or female. Each will have their own advantages. Press <F> or <M> to select.

Now you are ready to choose your ability scores. They will be chosen as a block (or group) from among six groupings. By using the <RIGHT ARROW> or <LEFT ARROW> key you are able to choose the group of scores which you feel will give your character the best chance for success. The higher the score,

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the better. You may consider a score of 12 to 14 to be about average. When you have positioned the box around the grouping you have chosen, press the <SPACE BAR> and your choice will be recorded.

As you might expect, each ability has an effect on different aspects of the game. A little common sense and experience will help you make the best selection.

STRENGTH - This is a measure of raw, physical strength so it will be helpful in physical activities. It will determine to a large part how much weight you will be able to carry. It will also affect how much extra damage you do from attacks that use the <A> command. As these points drop, this is a reflection of how tired your character is becoming. Should your strength reach zero, then your character will pass out from exhaustion. The fastest way to regain lost strength points is by sleeping, using the <Z> command.

INTELLECT - This is a measure of mental strength. This ability is the one most closely involved with spell points, spell use, and spell *POWER*. Lost intellect points are very difficult to regain!

DEXTERITY - This score relates to your co-ordination. It will affect your armor rating since the better you can dodge attacks the harder you are to hit (which is what the armor rating reflects). This score will also have an effect on the speed of your attacks and spell use during combat. The better your dexterity, the faster your attacks will be and so the harder it will be for your opponents to get an attack off.

CONSTITUTION - This is a measure of the general vigor or

frailness of your character. It will have an effect on the number of health points you receive. It also shows how long your character can go without food. If your constitution should be allowed to drop to zero then your character will have died of starvation. Finding things to eat, then, will be one way of regaining these points.

Once these ability scores have been chosen, your computer will generate two more scores based on these selections.

HEALTH POINTS - These are what are lost in the event of physical or magical injury. Think of them as wounds. Should your health points dwindle away to zero or below, then your character dies. Any opponent that must be fought will also have a number of health points although you will not know how many. These opponents will be killed when you have reduced their health points to zero or below by physical or magical means.

SPELL POINTS - Each of the twenty spells your character has learned takes mental energy in order to cast. The mind of your character is where this energy is stored. Generally speaking, the greater the intellect, the greater the storage capacity. As you gain experience (and therefore levels) your mental discipline will allow you to store more and more of this energy thus giving you more spell points. Casting spells will drain some of this energy. Once trained in the ways of the magical arts, your mind becomes so dependent on the continual presence of the spell energy that should you deplete it down to zero you would at once lose consciousness. The way to tap into the plane of magical energy and recharge your spell points is by using the (W) key.

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Now that you have generated all the needed information for your character, you are ready to proceed your adventure. Simply press the <SPACE BAR>. You will have to wait a few moments while your computer reads from the disk all the information it needs to begin.

STARTING THE ADVENTURE

Take a moment here to study some of the features of the game screen. Refer to the figure below for help in identifying where to find different information. You will find it helpful to become familiar with some of the basic game mechanics before proceedings.

The screenshot shows a character information screen for 'Malina'. It includes a portrait (2), a list of stats (1), a list of skills (3), a level and armor section (4), a hand description (5), a prompt (6), and an inventory window (7) containing a 'DAGGER'. The screen is divided into several sections with dotted borders. A bracket (3) groups the skill icons. Callouts 1-12 are as follows:

- 1: Points to the character's name 'Malina'.
- 2: Points to the character's portrait.
- 3: A bracket groups the skill icons: 'SEX FEMALE', 'RACE ELF', 'STRENGTH 9', 'INTELLECT 20', 'DEXTERITY 13', 'CONSTITUTION 14', 'HEALTH POINTS 99', 'SPELL POINTS 33', 'MAGIC', 'SWORD', 'SPEAR', 'MACE', 'STAFF', 'WAND', 'SCEPTER', 'ROD', 'SPEAR', 'MACE', 'STAFF', 'WAND', 'SCEPTER', 'ROD'.
- 4: Points to the 'LEVEL 1' and 'AR 2' section.
- 5: Points to the 'IN HAND-dagger' text.
- 6: Points to the prompt 'What do you wish to examine?'.
- 7: Points to the 'DAGGER' in the inventory window.
- 8: Points to the 'DAGGER' text in the inventory window.
- 9: Points to the 'DAGGER' text in the inventory window.
- 10: Points to the 'DAGGER' text in the inventory window.
- 11: Points to the 'DAGGER' text in the inventory window.
- 12: Points to the 'DAGGER' text in the inventory window.

(1) ABILITY SCORES - As you can see, these scores written twice. The column of scores to the left represents the maximum for that characteristic for your character. These scores change only under special situations. Those scores in the white area are "current" scores reflecting the "temporary" condition of your character. These are very subject to change.

(2) CHARACTER PICTURE - This is a graphic representation of what your character looks like.

(3) SPELL BOX - These five pictures represent the five spells that once cast, will stay on until turned off. When one of these spells is cast, a white box will be drawn around the picture representing that spell. That box will stay lit until the spell is turned off. See the spells <CTRL><1> through <CTRL><5> for explanations of what these spells do.

(4) LEVEL - This is an indication of your skill development. As you cast spells and fight opponents, you will gain experience. When you have enough experience, you will be awarded another level. As you go up in level, you will be given extra health and spell points.

(5) IN HAND - This indicates what your character is holding. Picking up an object (the <G> command) will automatically put it in your hand. You can change what you are holding with the <I> command. Many of the commands you will use look at what is in your hand and are affected by it. For example, if you press the <P> key, the game will want to know where you want to put what is in our hand.

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(6) TEXT AREA - Here is where you are given information, asked for input, and generally interact with the adventure. When you press a command key that requires clarification, You will see the white input box. As you type in your response, it will appear in this box. If you make a typing error, press the <LEFT ARROW> to backspace. Press <ENTER> to register your input.

(7) ARMOR RATING - This number indicates how well protected your character is (or how hard they are to physically hit). The worst armor rating you can have is zero. Most characters will start with some number a little higher than this due to their dexterity. The upper limit of armor rating depends on many factors.

(8) WEIGHT OF LOAD - This reflects the total weight of all the items your character is carrying. Your current strength will determine how much you can carry.

(9) OPPONENT PICTURE - Here you will see just who is in the room with you.

(10) NUMBER OF OPPONENTS - This will tell you just how many are in the room with you. As you do battle and kill opponents, this number will change to show how many remain.

(11) ROOM DISPLAY - When you use the light spell, this area will be activated and you will be able to see an eye-level view of the room you are in. You will not see items, etc. but you will be able to see doors and other exits.

(12) DIRECTION - When you activate the direction spell then you will see north, south, east, or west written here

depending on which direction you are facing. This can be very helpful in keeping track of where you are.

COMMAND KEYS

<ARROW KEYS>.....These are used to indicate the direction in which you wish your character to move. The <UP ARROW> is used when you want to move straight ahead through the door or opening in the middle of the room display. The <RIGHT ARROW> and <LEFT ARROW> will likewise turn you through the openings to your character's right and left. The <DOWN ARROW> will turn you around and take you out the way you came in. It is important to remember that you will end up facing the way that you move. For example, lets say that your character is facing NORTH and wants to go through a door in the EAST wall. Pressing the <RIGHT ARROW> key will do the move and your character will end up facing EAST. Now here, you see a door to the right again. Since you are facing EAST then the door would be on the SOUTH wall. Press the <RIGHT ARROW> and you will turn and go to your right, in this case SOUTH, which is the direction you will end up facing.

<ALT>.....This displays an inventory of all items being carried and the the weight of each. In later stages of the game there may more than one page of items. The adventure cannot continue until you have exited the inventory by pressing the <SPACE BAR>.

<CTRL>.....This key is used with the number keys to select spells. See the section on spells for further explanation.

<F1>.....Use this key to turn off a continual action spell.
See the section on spells for further explanation.

<F2>.....This key will do a quick exam of the room you are
in and tell you what items are to be seen here.

<@>.....The "at" key does just that, it tells you where you
are at. It will let you know in which tower you are and
on what level of that tower.

<A> ATTACK.....This command allows you to do hand-to-hand
combat with an opponent. Empty hand fighting is possible
if you do not have or forget to hold a weapon. Since you
have many options during combat, you must actively press
command keys after your opponent has attacked. In other
words, during a fight, pressing the <A> key once is only
good for one swing of your weapon.

 BREAK.....You will be asked what you plan to try and
break. It will be assumed that what you are holding in
your hand is what you will be doing the breaking with.

<C> CLIMB.....Use of this command will help you get up and
down between *some* of the tower levels.

<D> DROP.....This is used when you no longer wish to carry
an item. If you are trying to carry more than your
strength will allow then you will be asked to drop
something.

<E> EAT/DRINK.....By eating and/or drinking you can regain
some lost constitution points which are an indicator of
your relative hunger/thirst.

(F) FILL.....Use this when you wish to put something into the item you have in your hand.

(G) GET.....This works like the "DROP" command only in reverse. You will not be able to "GET" (or pick up) everything you encounter but sometimes if you are told you cannot "GET" something it may be that you are not stating the noun properly (ie. typing in SWORD instead of BROAD SWORD). If you "GET" more than you can carry you will be asked to "DROP" something. Also, whatever you pick up is put "IN HAND" and what was in your hand before is put away.

(H) HAND.....This would be "giving" what you have "IN HAND" to whoever (or whatever!) is in the room with you.

(I) IN HAND.....Use this command to change what is in your character's hand. The item you put here is what the program will recognize as the item you plan to use when pressing many other command keys. If you do not wish to hold anything then at the prompt just press <ENTER>.

(J) JUMP.....As in straight up.

(K) KNEEL.....This, of course, tells your character to get down on their knees.

(L) LISTEN.....Think of this as standing very still and quiet, doing nothing but trying to hear any unusual sounds. Use the arrow keys to indicate direction.

(M) MOVE/PUSH.....This can be anything from pushing a button

to trying to move a mountain.

<N> NOD.....This is an up and down, "yes" movement of the head.

<O> OPEN.....You may use this command to interact with anything you want your character to try to open. This command is not needed to open doors.

<P> PUT.....With this command you can try to put what you have in your hand somewhere specific.

<Q> QUIT.....This is the game save feature. After pressing <Q>, you will be asked if you wish to play again. This allows you to save the progress you have made and keep playing. BE ADVISED, there may be times when it is smart **NOT** to save your progress! An example might be if you did something that cost you half of your intellect. If you press <Q>, the game will be saved like that and you could find the going rather tough since spells rely so heavily on intellect. When and whether or not to save will be strategy left up to you.

<R> READ.....This can be used on anything that has writing on it. If you want to read what is written on an object you have found, you will first need to have the item in your hand. Then, simply press <ENTER> after pressing this key.

<S> SAY.....This command empowers your character with speech. Whatever you type is what they will say out loud.

<T> TOUCH.....You can lightly touch any thing in your hand

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(or your hand!) to something else. This will be a light touch doing no damage but some things may be dangerous to touch.

<U> UNLOCK.....If you have a key in hand then this is a useful command.

<V> VOLLY.....This command will cause your character to throw whatever is in hand. If you are in combat then the throw will be an attempt to hit your opponent.

<W> WIZARD TRANCE..When your character casts a spell, they use some of their spell points. Your character has been trained to go into a special state of mind, or trance, which will regain those lost points. This can be a dangerous thing, however, because while in this state their mind is unprotected and very vulnerable. You are also not able to defend yourself physically.

<X> EXAMINE.....This is how you take a closer look at places or things. Just pressing <ENTER> means that you want to take a general look around at the room you are in. This will also show any items you might want to "GET" which are in that room.

<Y> YANK/PULL..This command is similar but opposite to "MOVE/PUSH" as the name implies.

<Z> SLEEP.....Physical combat and carrying heavy loads are very exhausting so these things make you tired. This is reflected in the temporary loss of strength points. One way to regain those lost points is by sleeping.

SPELL COMMAND KEYS

The number keys control your spell casting. You will have twenty spells to chose from but there are only ten numbers. Therefore, in order to cast half of the spells you will have to use a combination of the <CTRL> key and number key. Be sure to press the <CTRL> key first or you will cast the spell for that number that does not need the <CTRL>.

<1> ARCANE ARROWS.....VAR...Small bolts of magical energy that jump from your fingertips. The higher your level the more arrows you cast at one time but also the more spell points it will use. You may hit more than one target at a time.

<2> LIGHTNING.....50...This will cause a single bolt of magical lightning to strike one of your opponents. The higher your level and intellect, the greater the strength of the lightning.

<3> FIREBALL.....75...This will cause a massive explosion of fire in the room. Again, your level and intellect will affect the power your spell has.

<4> BRIMSTONE.....200...This spell generates a rain of hot brimstone that fills the room. It is extremely destructive and can even be damaging to you.

<5> MIND MELT.....333...Casting this spell attacks the minds of all opponents in the room. It destroys them instantly. However, the minds of a very few will be so strong or be protected in such a way as to be immune to its effect.

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- (6) HOLD.....50...By casting this, you magically bind an opponent for a short time. While held, they will be unable to attack you.
- (7) STONE.....125...This is a step above the HOLD spell. This will turn an opponent to stone, permanently!
- (8) AUGMENT.....5...This spell helps you do better in hand-to-hand combat. It can be used up to three times in any one battle with an additive effect. When you change rooms, the effect of this spell are canceled.
- (9) IRONSKIN.....60...The use of this spell increases your character's armor rating. The length of time this spell stays in effect depends on your level and intellect.
- (0) STRENGTH.....75...By casting this spell you will greatly increase your strength which will affect many aspects of your character's performance. The length of this spell depends on how much you tire yourself. You may find yourself a bit in need of rest after using this much strength.

The following 5 spells, once cast, will remain on until you use the (F1) key to turn them off or until you go unconscious and are no longer able to concentrate. They will also go off when you press the (Q) key. As long as these spells are on they will be a continual drain on your spell points. A box around the symbols in the upper right corner will let you know which ones are on.

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<CTRL><1> MAGIC SHIELD..50..This spell will setup a magical barrier around you. It will help protect you from some of the magic that will be cast at you.

<CTRL><2> LIGHT.....3..You will need to cast this spell in order to see the room that you are in.

<CTRL><3> DETECT DOOR...6..Use of this spell will help you find hidden and secret doors. Without this spell on, all you will see is a plain wall. With it on, you will hear a tone and the outline of the door will be seen on the wall in the map area.

<CTRL><4> DETECT LIFE...8..When this spell is on, you can tell if there are any living beings in the adjoining rooms. There will be a tone and a message at the bottom of the text area if live is detected.

<CTRL><5> DIRECTION....10..When this spell is on then you will be told in which direction you are facing. This will be very helpful in mapping and keeping track of where you are.

<CTRL><6> LOCK.....10..If you are in a room with doors then casting this spell will magically lock them. This will prevent anyone (or anything) from being able to get through to you.

<CTRL><7> KNOCK.....VAR..This spell is used to unlock those doors which are or have been magically locked. The further along you are in the adventure, the stronger the magic that holds the doors closed. Therefore, the more

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spell points you will need to overcome the magic.

(CTRL)<8> HEALING.....10...When you are hit, clawed, bitten, or magically attacked by your opponents, you will take damage which shows as loss of health points. Casting this spell will get you back between one and ten health points. You will not be able to get more than your maximum number of points.

(CTRL)<9> CURE.....200...When your character has lost health points this spell will bring you back up to your health point maximum.

(CTRL)<0> SUSTAIN.....VAR...As your character goes through this adventure, their constitution drops and if it reaches zero then your character dies. This spell helps by temporarily slowing down the drop in constitution. The amount of spell points this uses will depend on what your current constitution is.

NOTES

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NOTES

****C O M M A N D K E Y S****

*⟨A⟩ ATTACK	*⟨UP ARROW⟩	FORWARD
⟨B⟩ BREAK	*⟨RIGHT ARROW⟩	TURN RIGHT
*⟨C⟩ CLIMB	*⟨DOWN ARROW⟩	TURN BACK
⟨D⟩ DROP	*⟨LEFT ARROW⟩	TURN LEFT
*⟨E⟩ EAT/DRINK		
⟨F⟩ FILL	*⟨ALT⟩	INVENTORY
⟨G⟩ GET		

*⟨H⟩ HAND

S P E L L S

⟨I⟩ IN HAND	⟨1⟩ ARCAIN ARROWS	VAR
*⟨J⟩ JUMP	⟨2⟩ LIGHTNING	50
*⟨K⟩ KNEEL	⟨3⟩ FIREBALL	75
⟨L⟩ LISTEN	⟨4⟩ BRIMSTONE	200
⟨M⟩ MOVE/PUSH	⟨5⟩ MIND MELT	333
*⟨N⟩ NOD	⟨6⟩ HOLD	50
⟨O⟩ OPEN	⟨7⟩ STONE	125
⟨P⟩ PUT	⟨8⟩ AUGMENT	5
*⟨Q⟩ QUIT	⟨9⟩ IRONSKIN	60
⟨R⟩ READ	⟨0⟩ STRENGTH	75
⟨S⟩ SAY	⟨CTRL⟩⟨1⟩ MAGIC SHIELD	50
⟨T⟩ TOUCH	⟨CTRL⟩⟨2⟩ LIGHT	3
*⟨U⟩ UNLOCK	⟨CTRL⟩⟨3⟩ DETECT DOOR	6
*⟨V⟩ VOLLY	⟨CTRL⟩⟨4⟩ DETECT LIFE	8
*⟨W⟩ WIZARD	⟨CTRL⟩⟨5⟩ DIRECTION	10
TRANCE	⟨CTRL⟩⟨6⟩ LOCK	10
⟨X⟩ EXAMINE	⟨CTRL⟩⟨7⟩ KNOCK	VAR
⟨Y⟩ YANK/PULL	⟨CTRL⟩⟨8⟩ HEALING	10
*⟨Z⟩ SLEEP	⟨CTRL⟩⟨9⟩ CURE	200
	⟨CTRL⟩⟨0⟩ SUSTAIN	VAR
*⟨@⟩ LOCATION	⟨F1⟩ REMOVE SPELLS 1-5	
	⟨F2⟩ CHECK FOR ITEMS	

* = Automatic execute command

