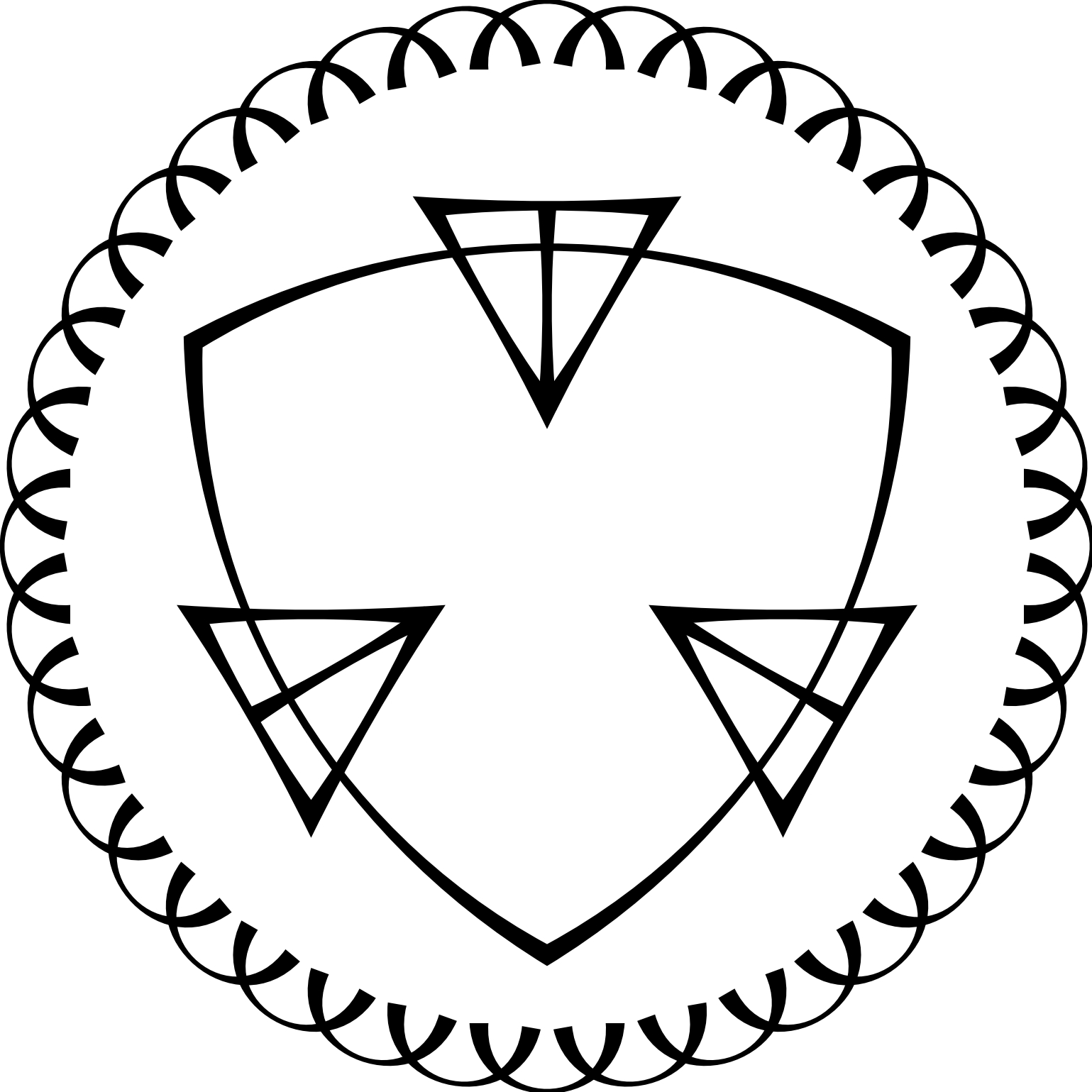
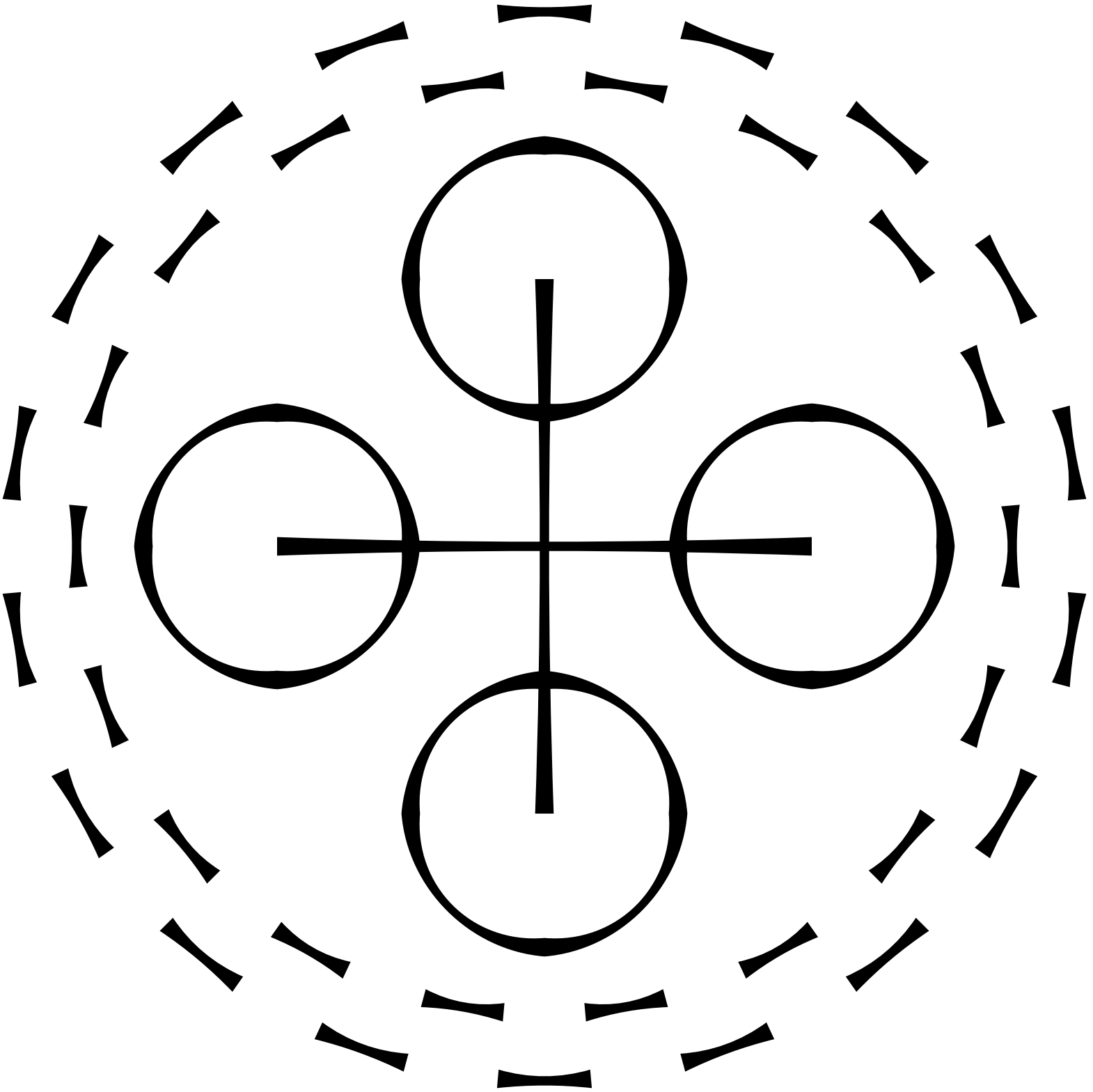


ABSORB



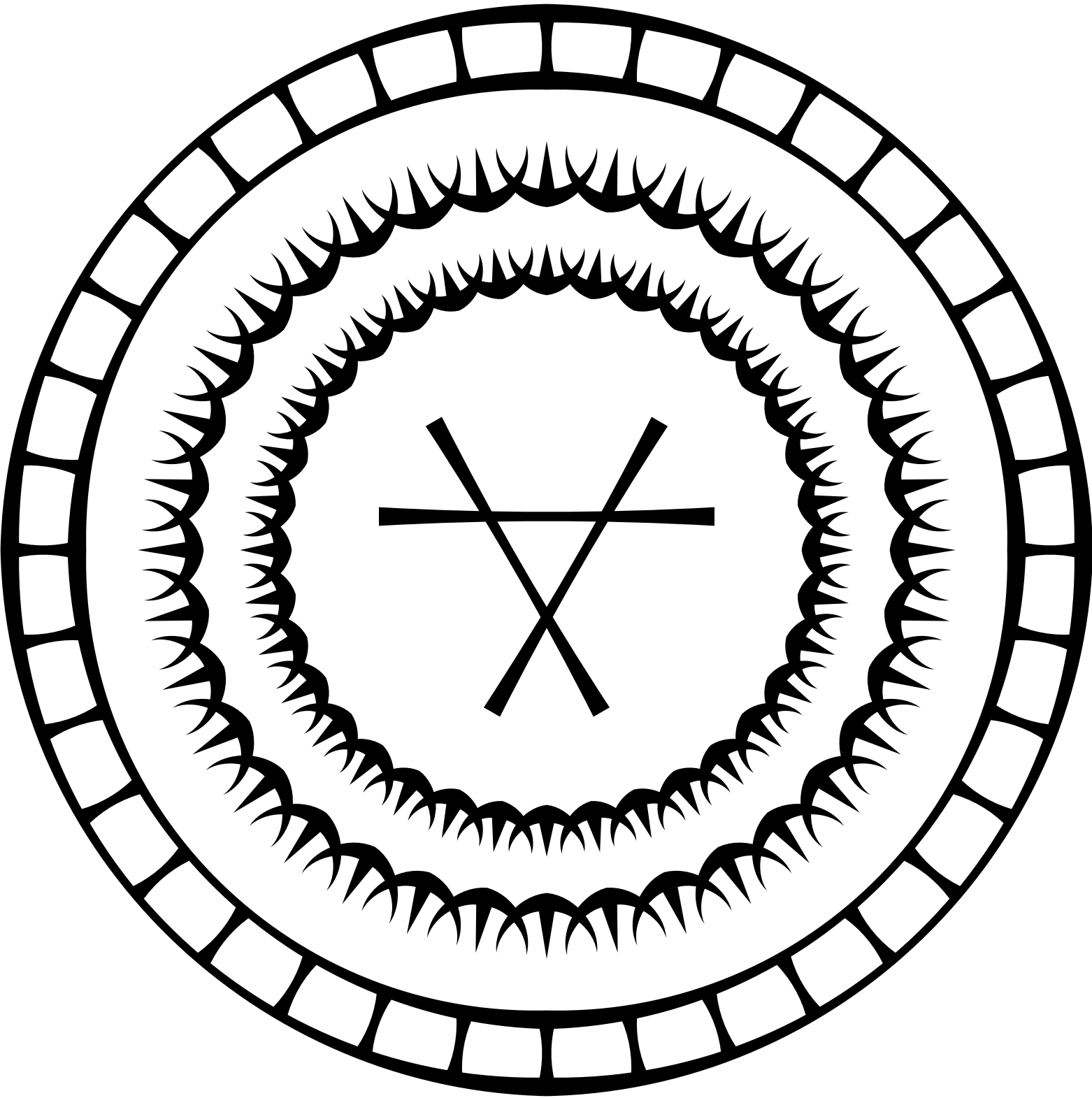
ABSORB

ADD



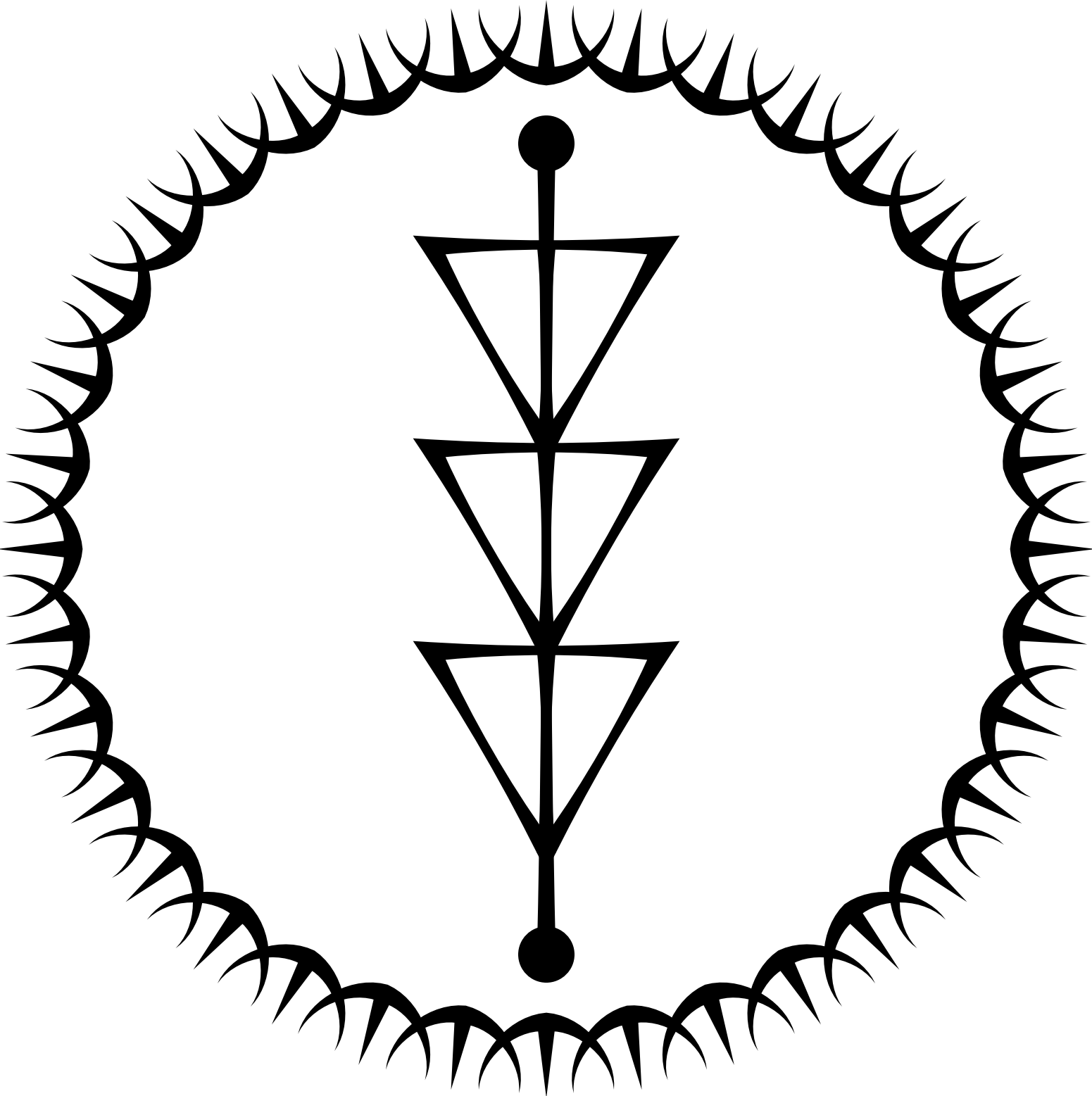
ADD

ADRENALINE



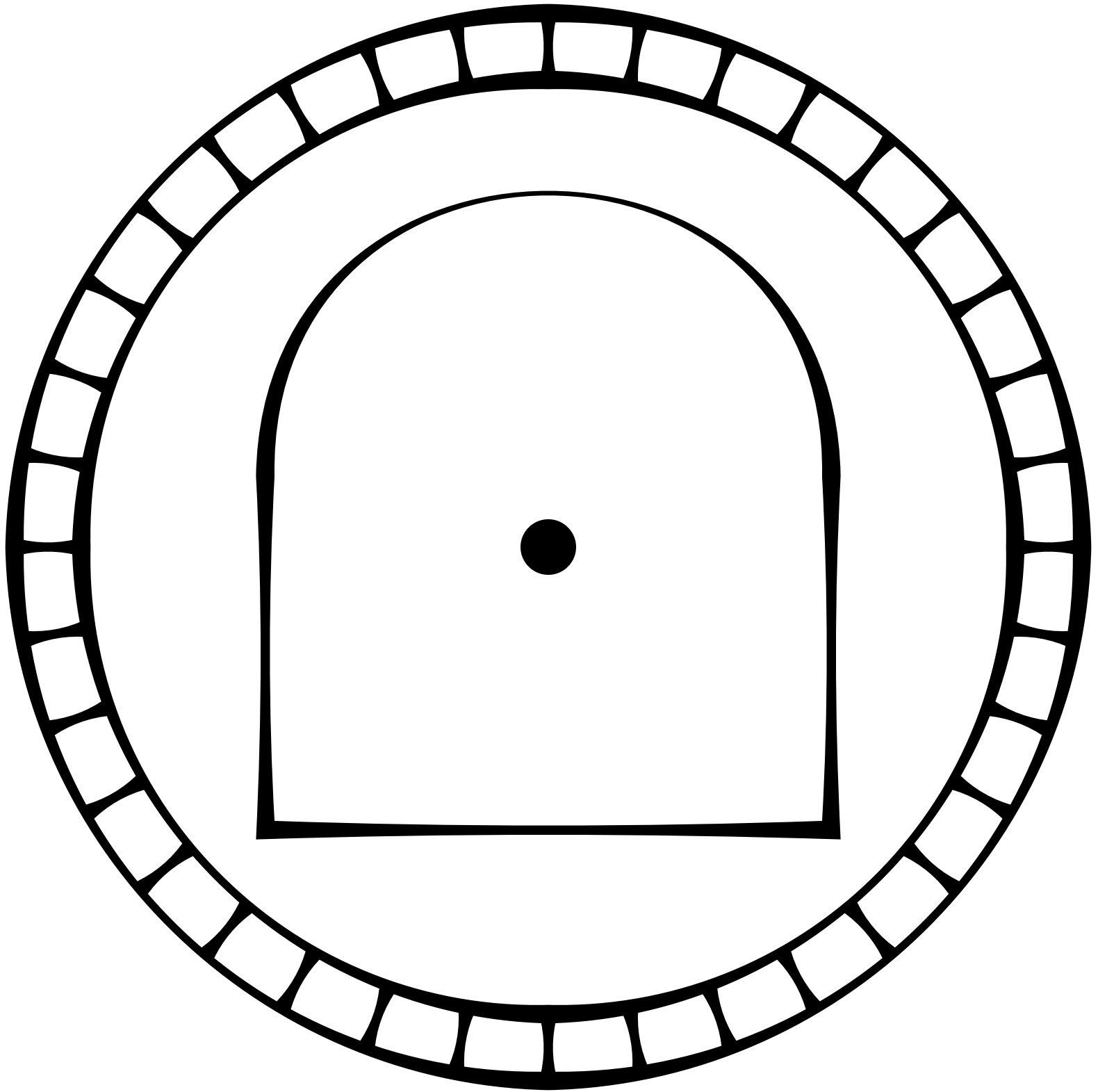
ADRENALINE

BLASTER STICK



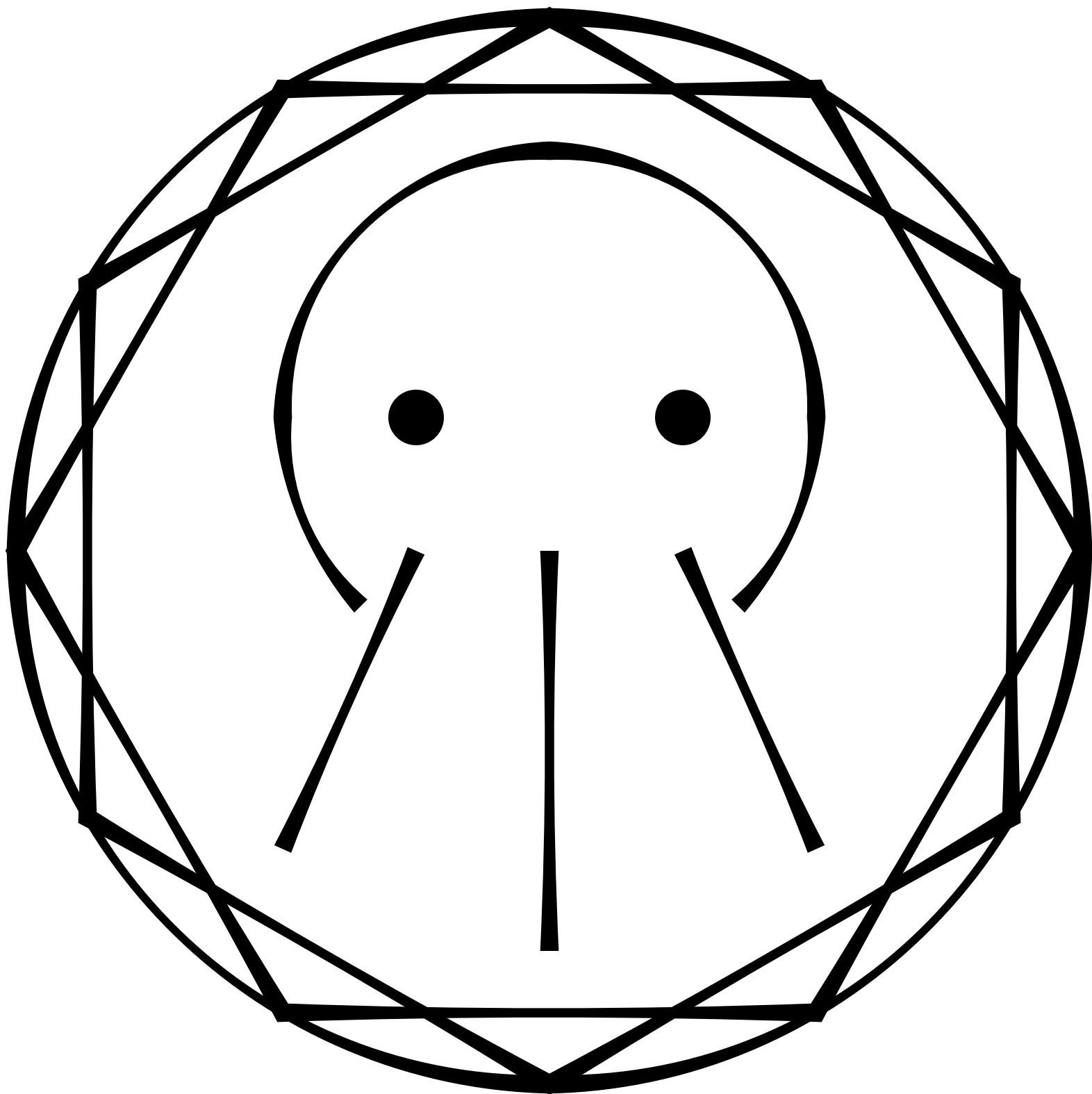
BLASTER STICK

CREATE DOOR



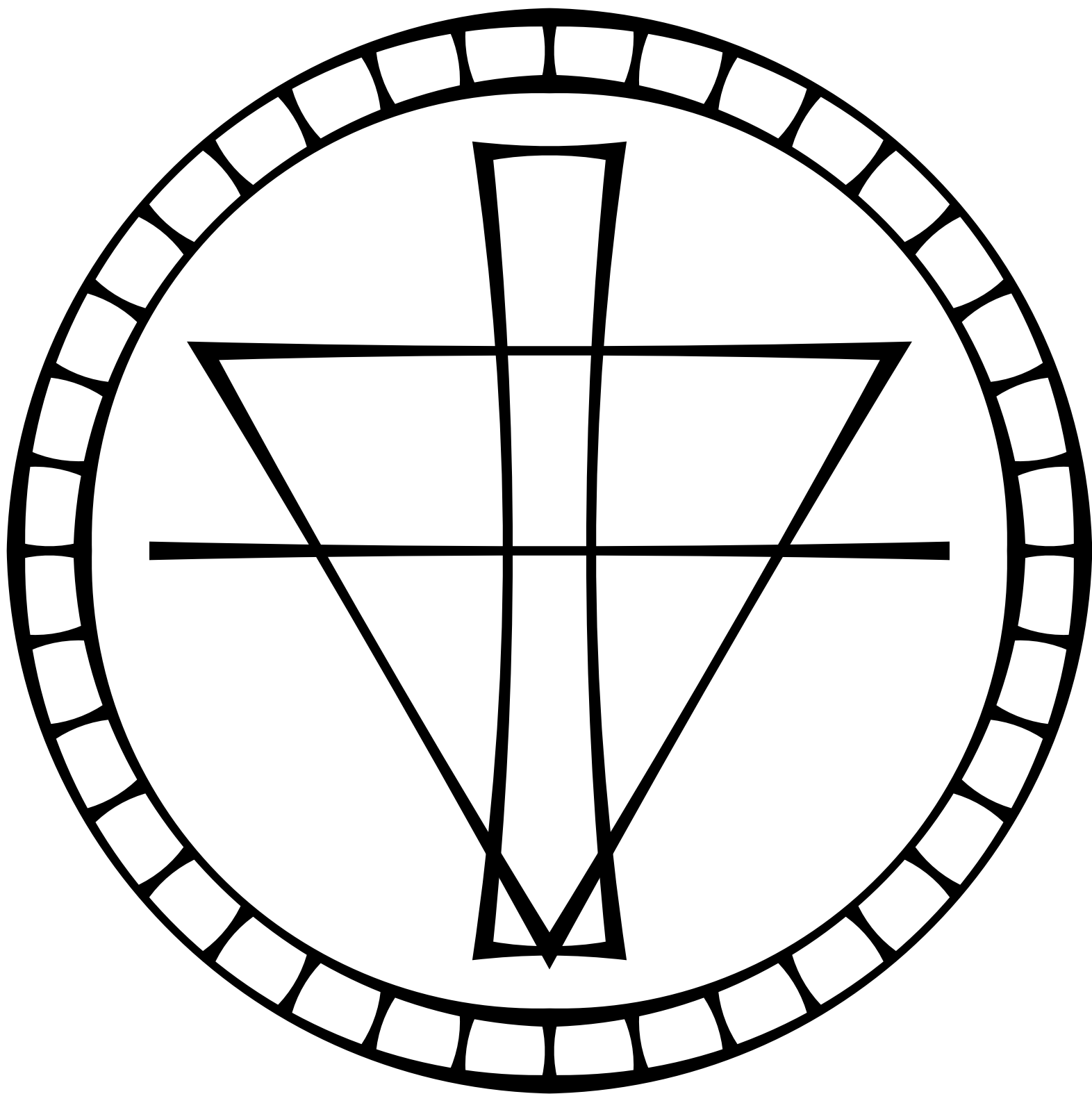
CREATE DOOR

CREATE SKELETON



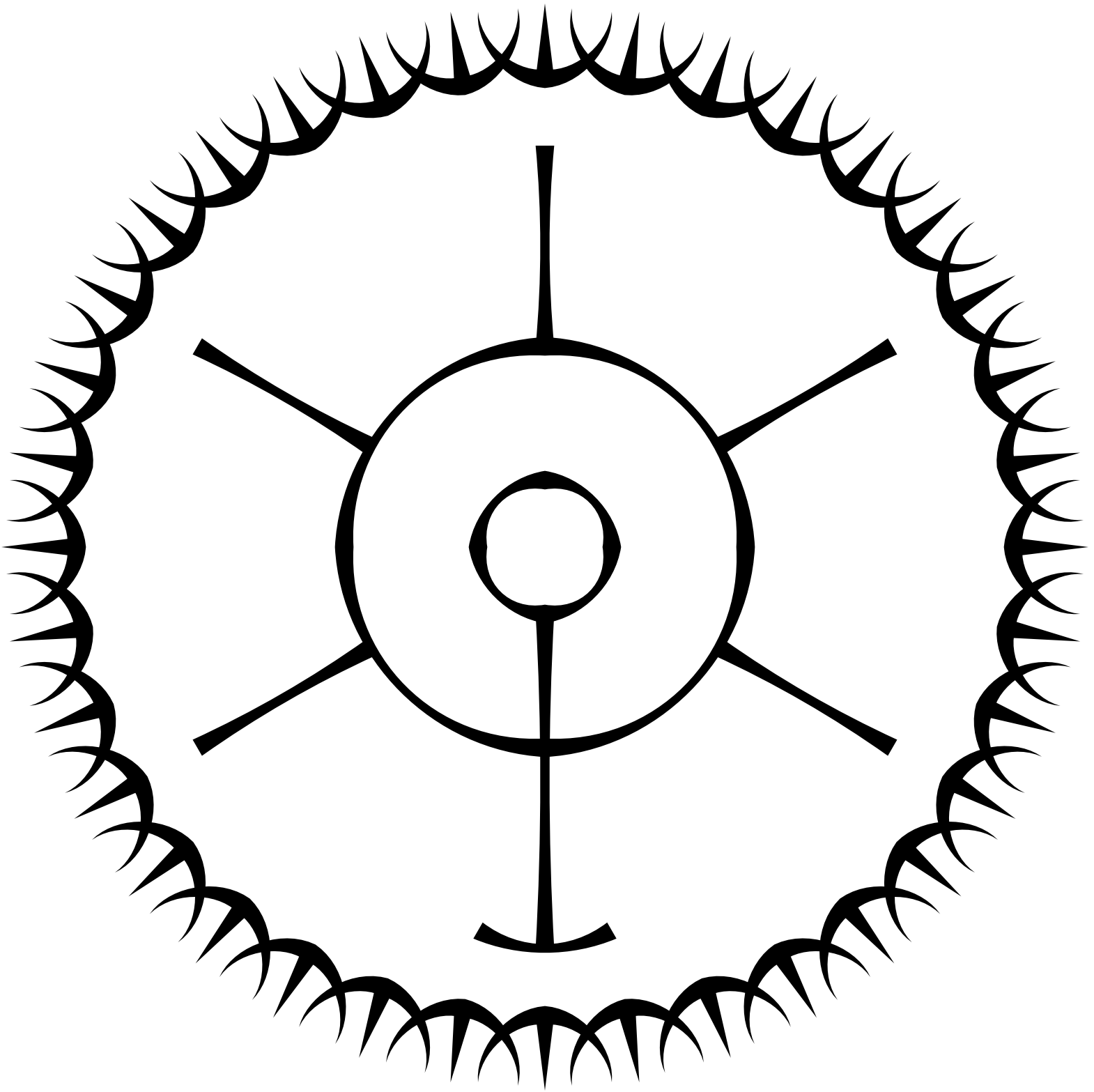
CREATE SKELETON

CREATE WALL



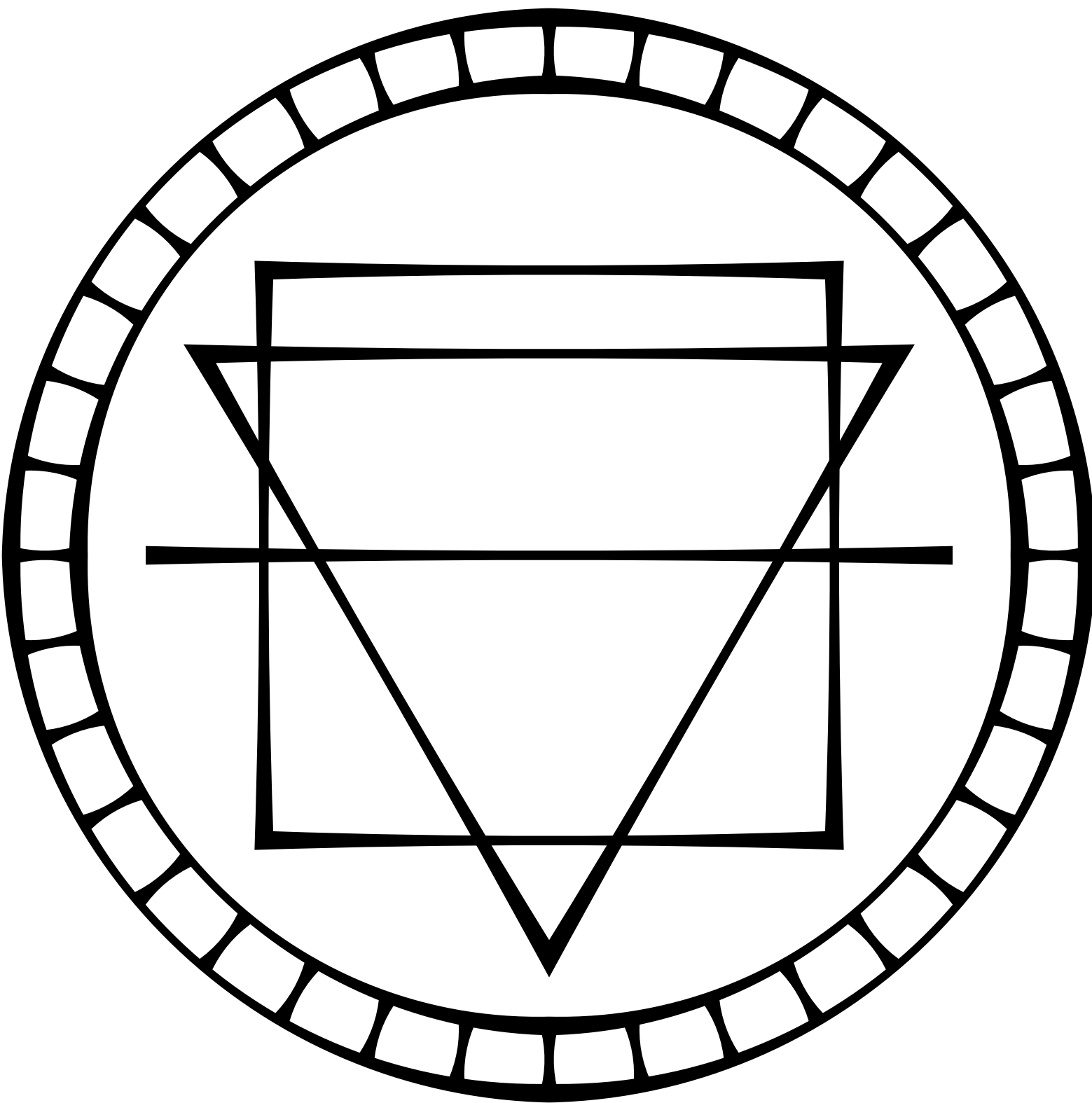
CREATE WALL

DROP OBJECT



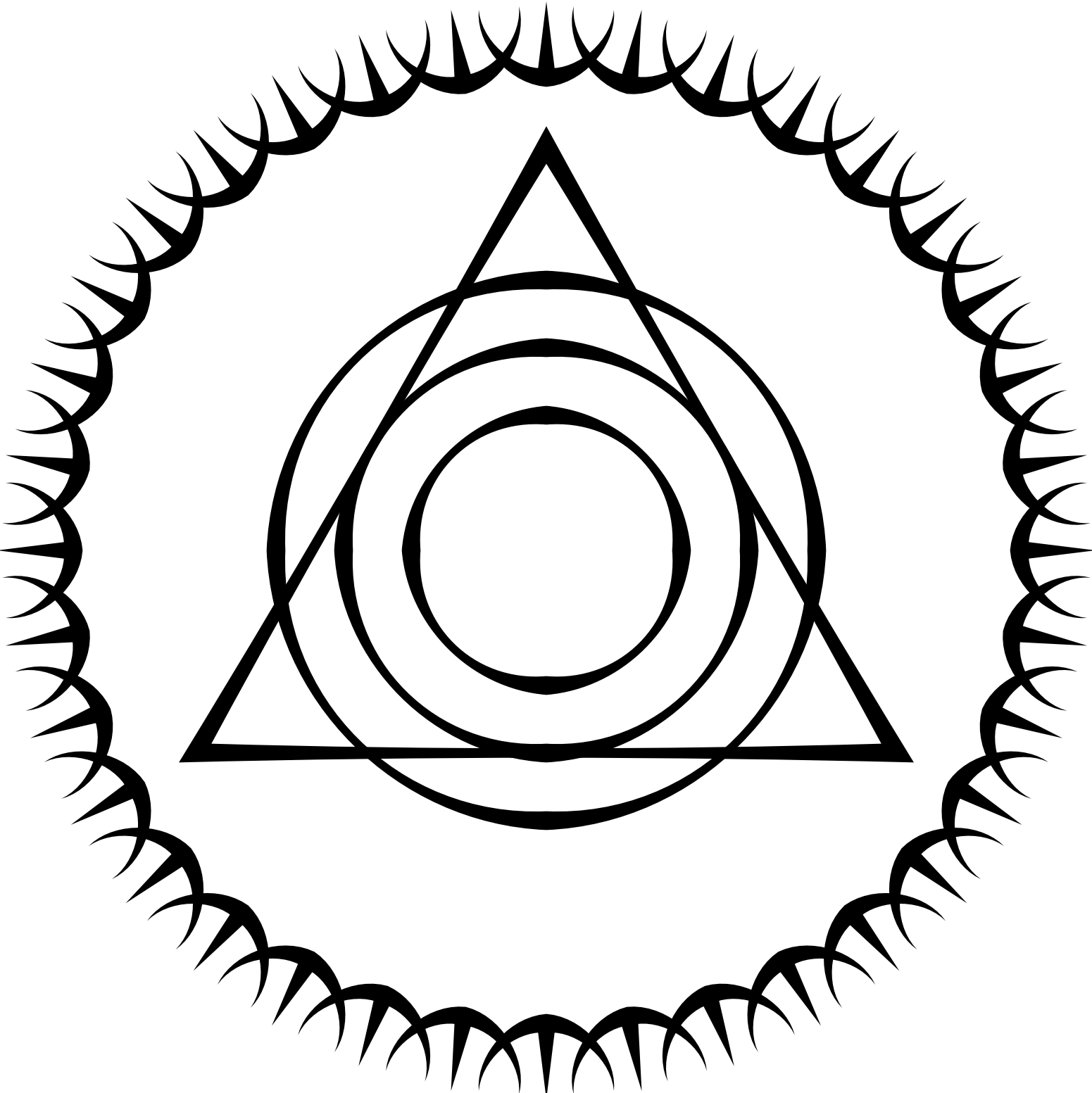
DROP OBJECT

FILL SQUARE WITH STONE



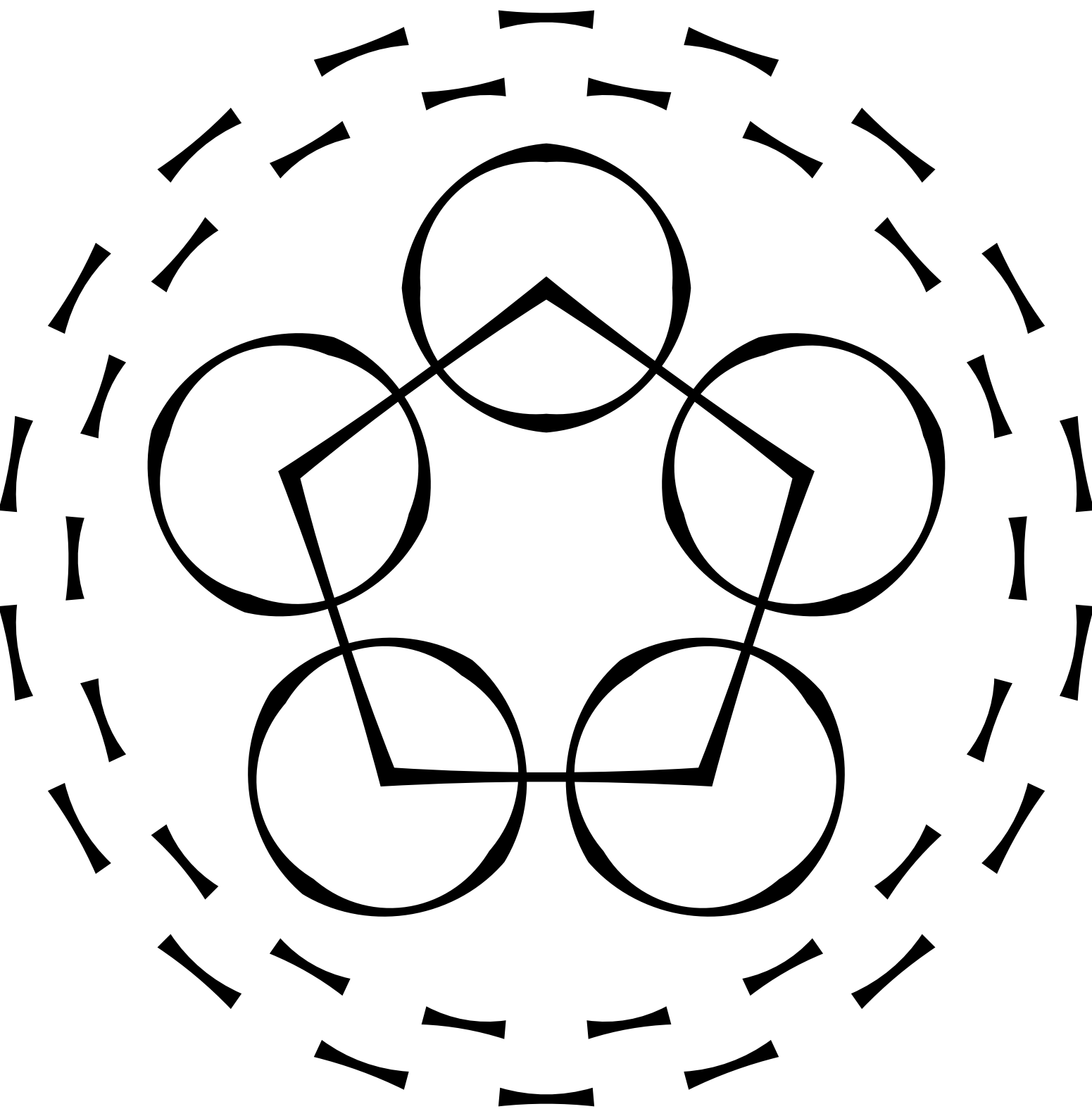
FILL SQUARE WITH STONE

FIREBALL



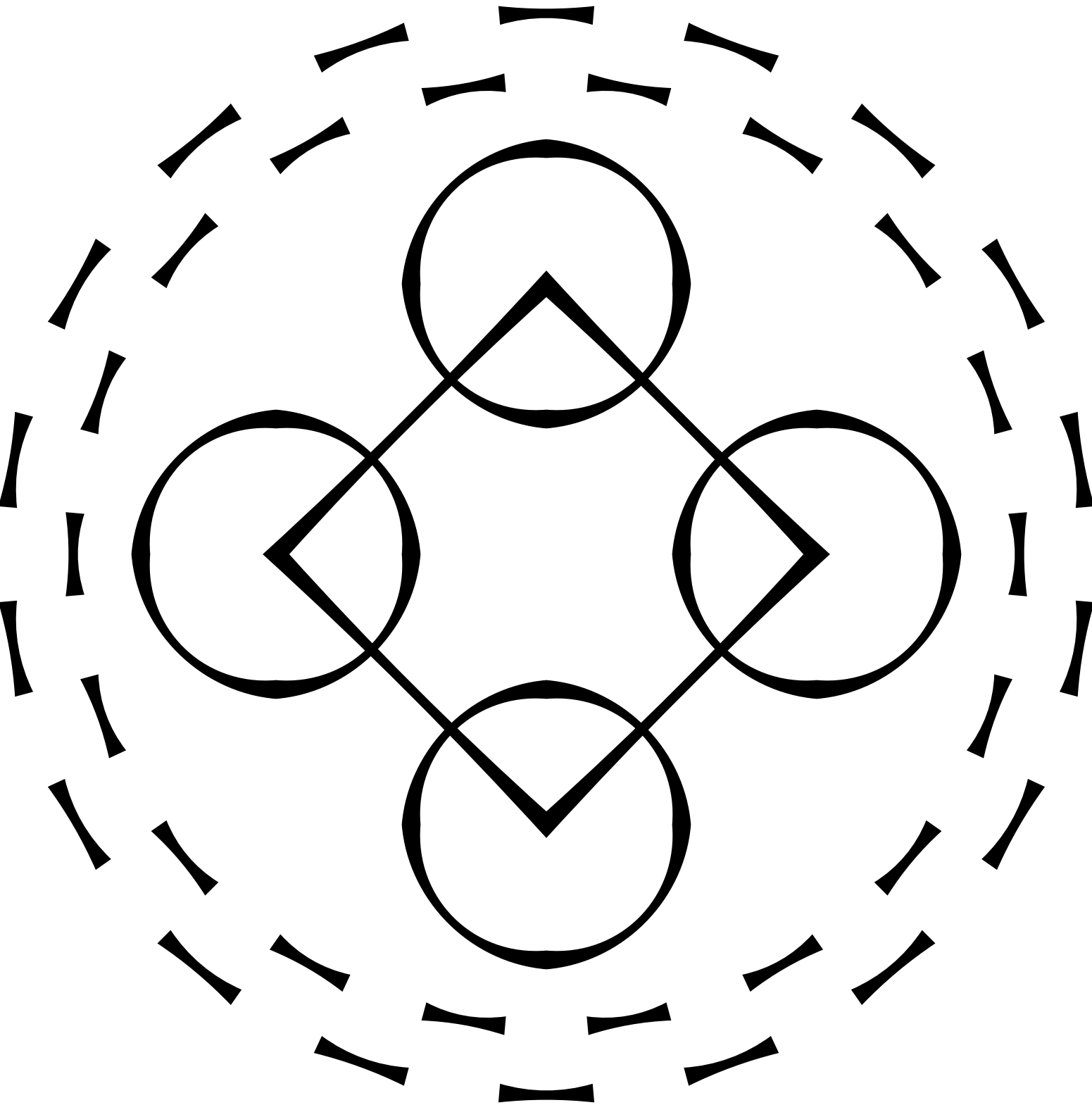
FIREBALL

FIVE



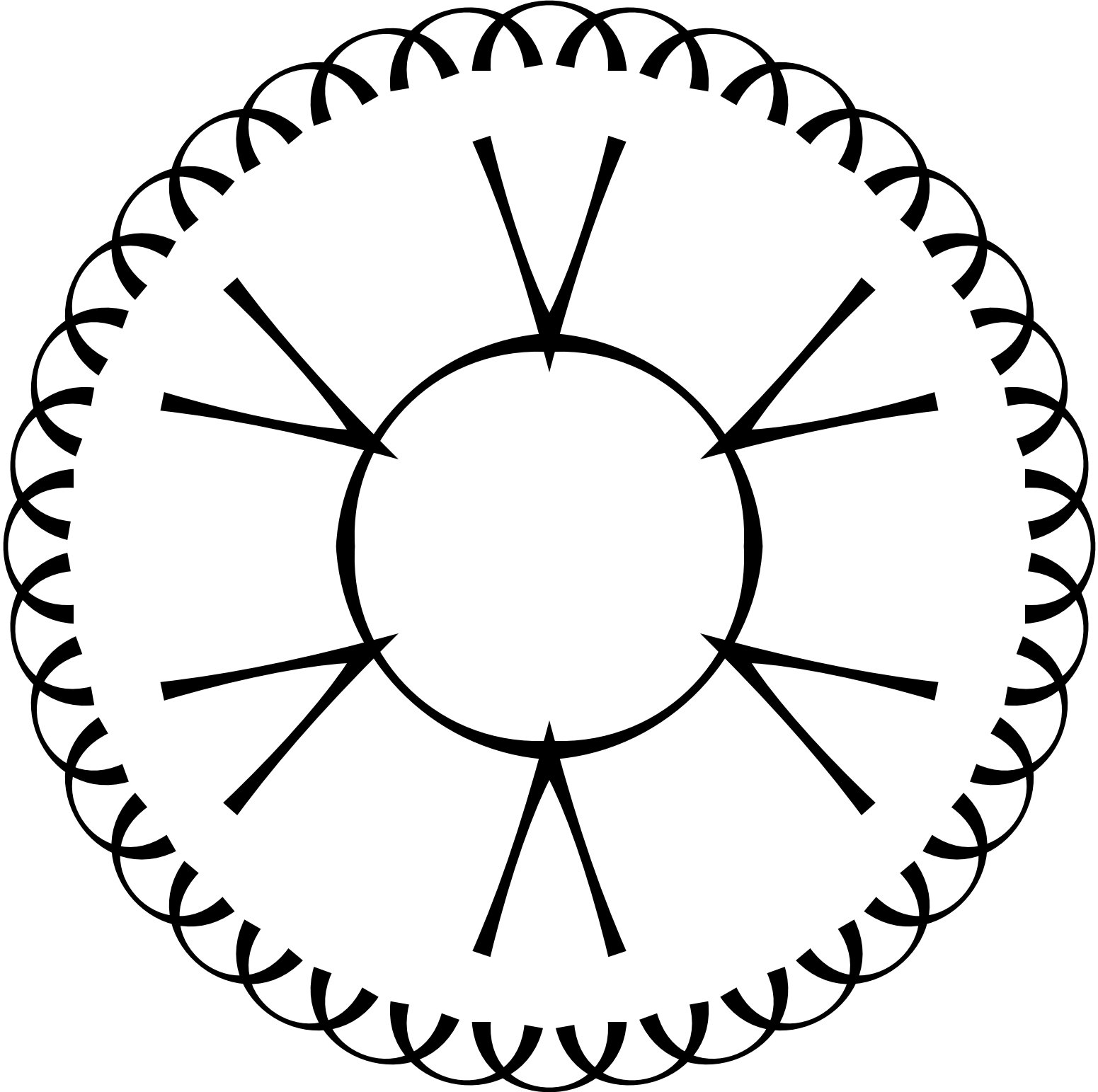
FIVE

FOUR



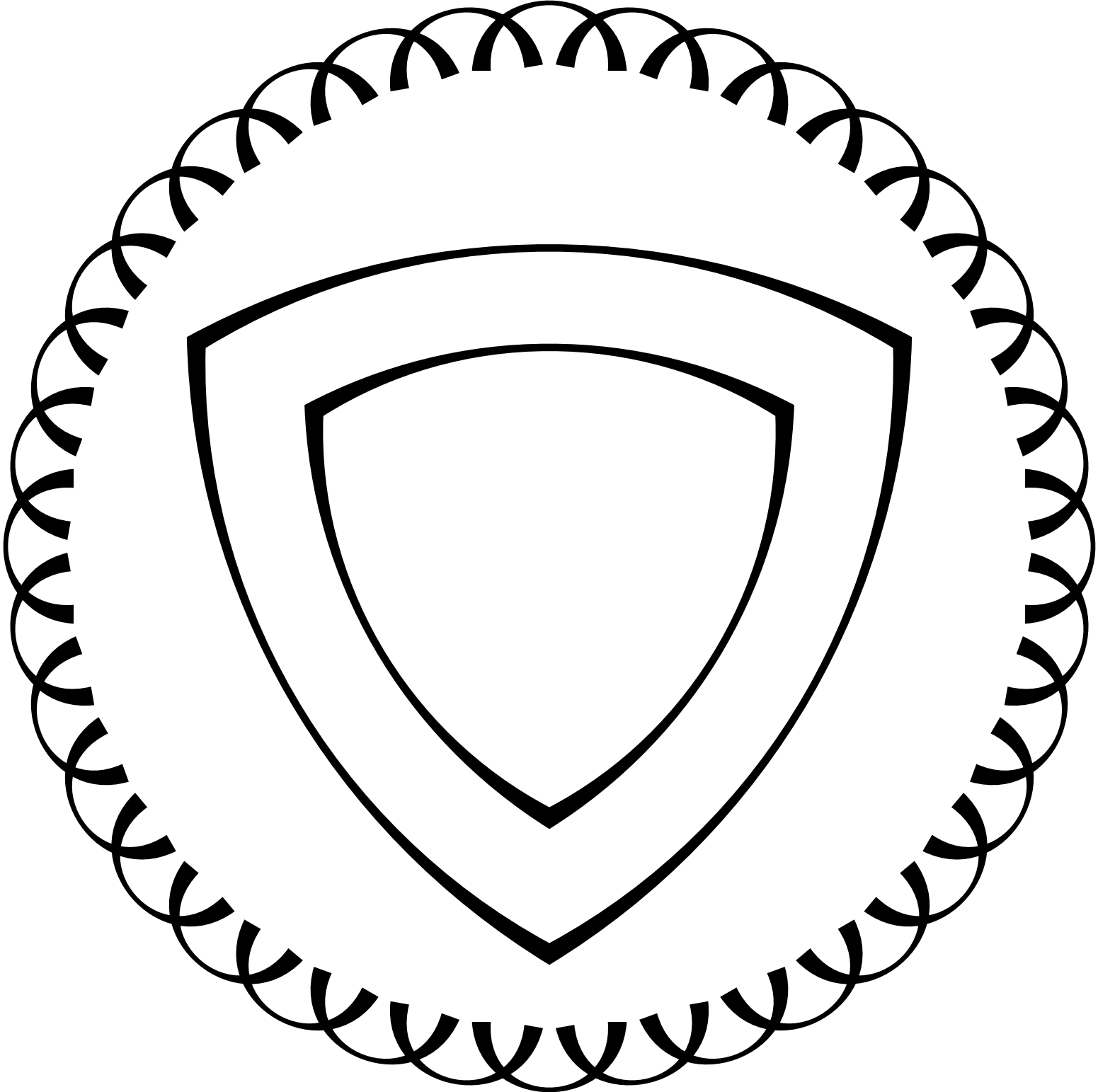
FOUR

FULL REFLECTION



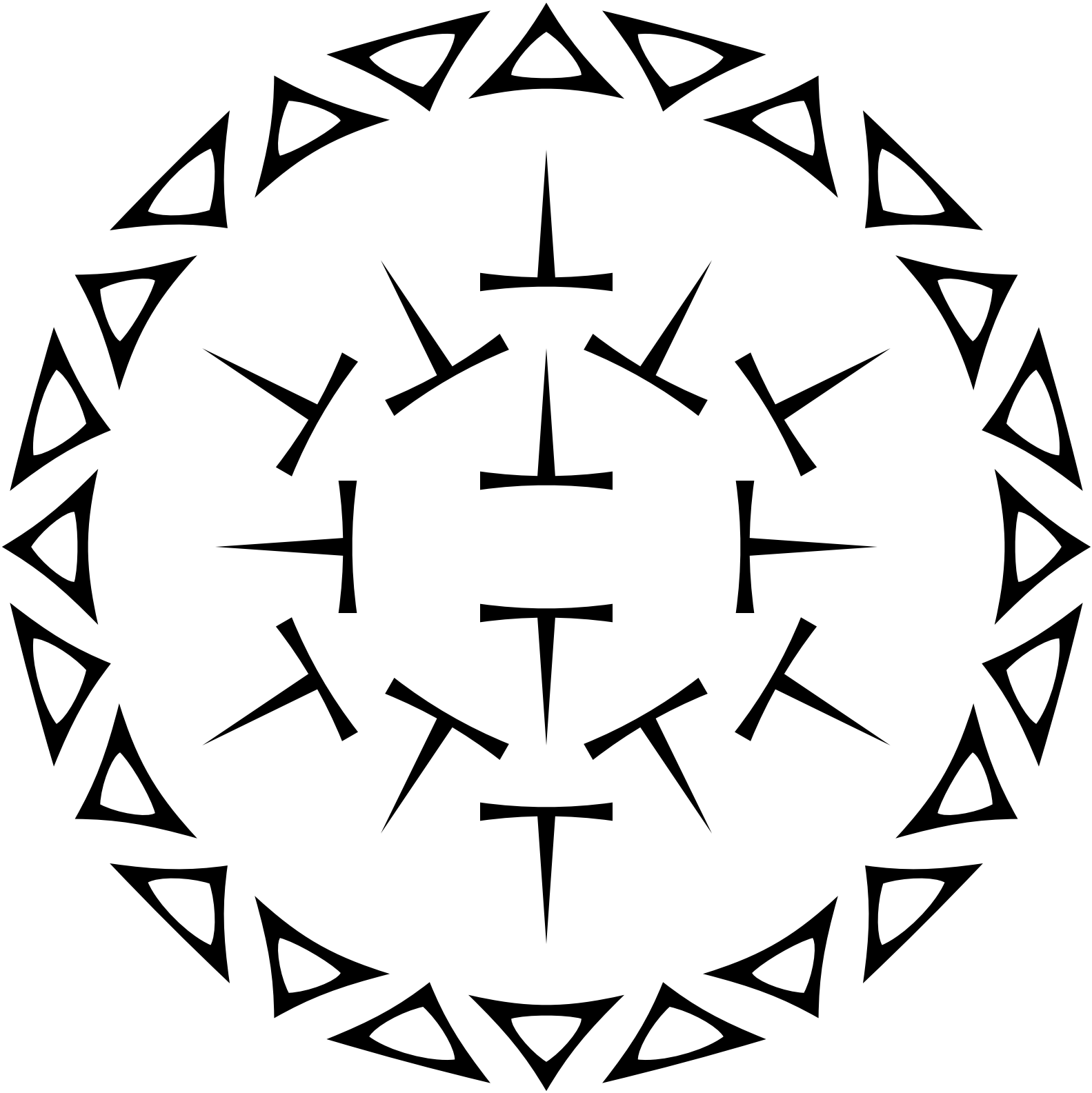
FULL REFLECTION

FULL SHIELD



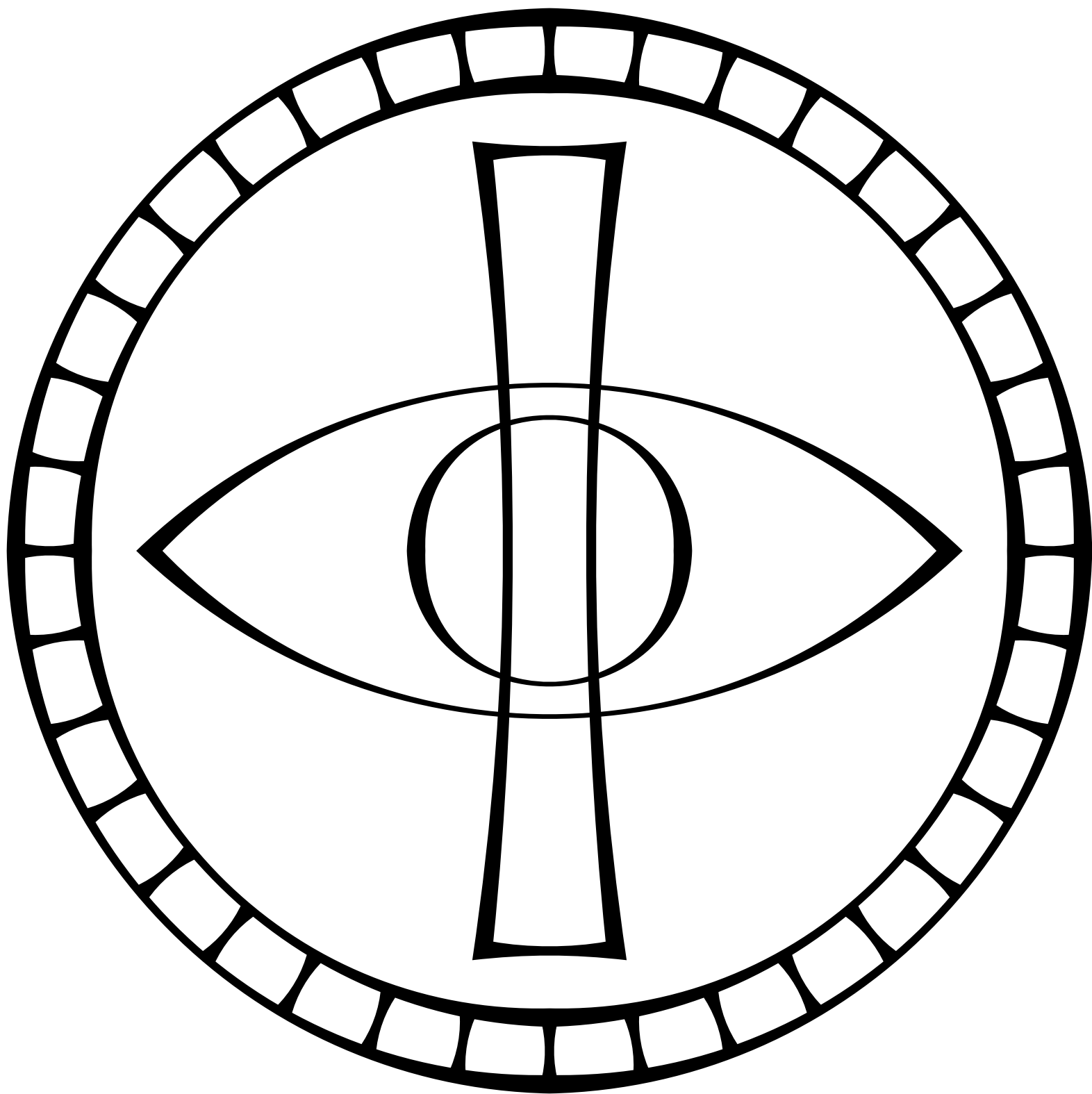
FULL SHIELD

HANDFUL OF TACKS



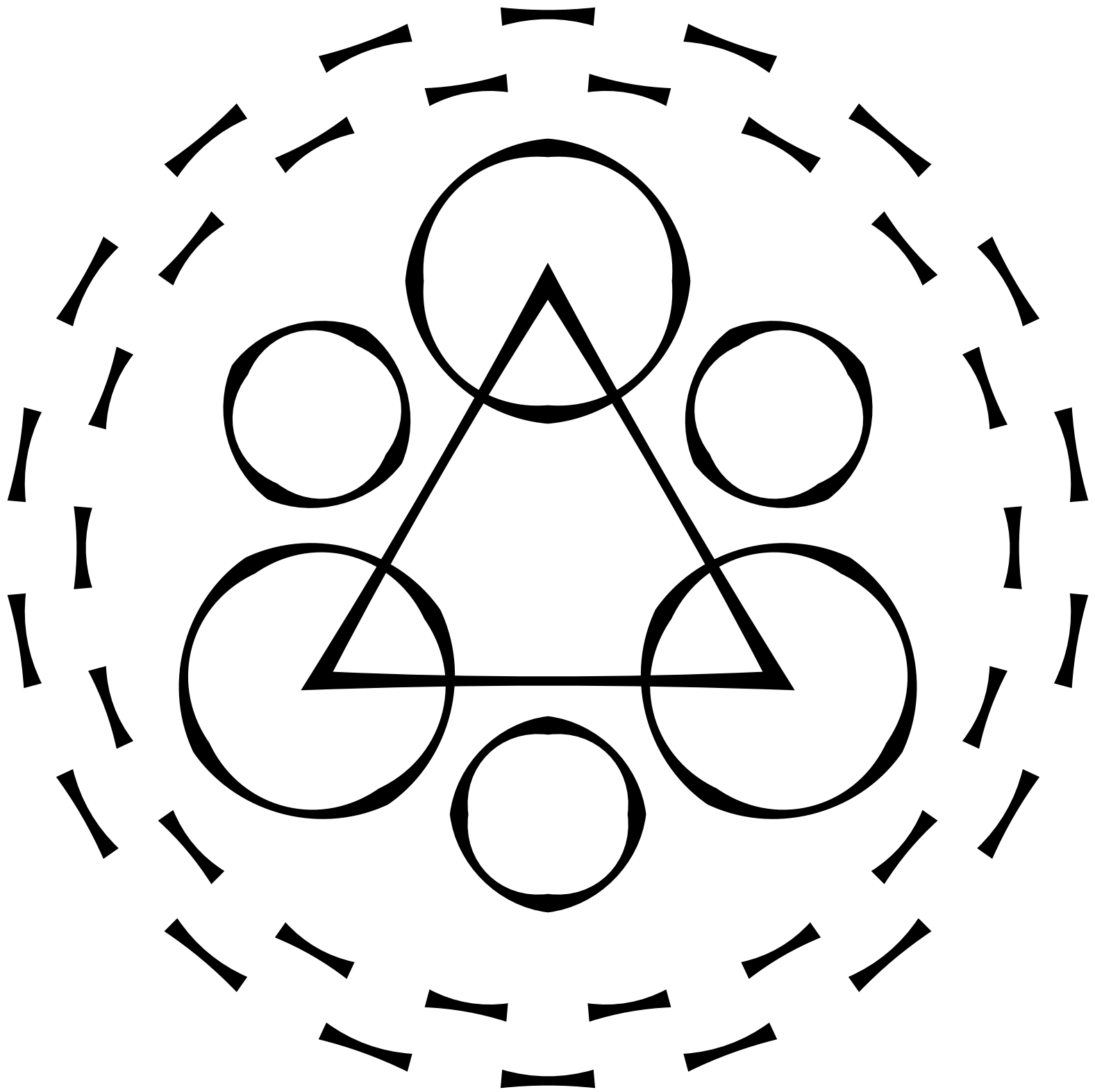
HANDFUL OF TACKS

ILLUSIONARY WALL



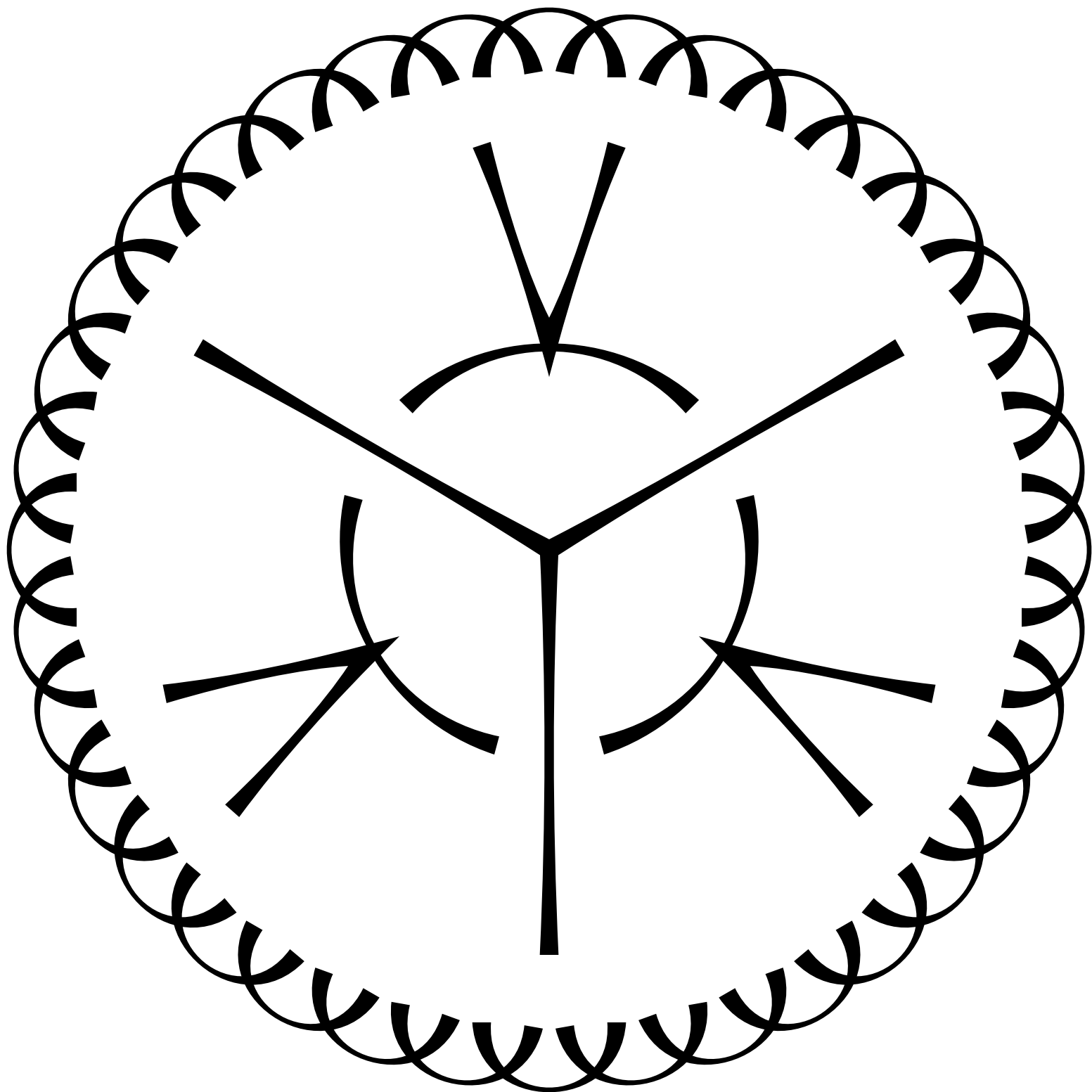
ILLUSIONARY WALL

RANDOM



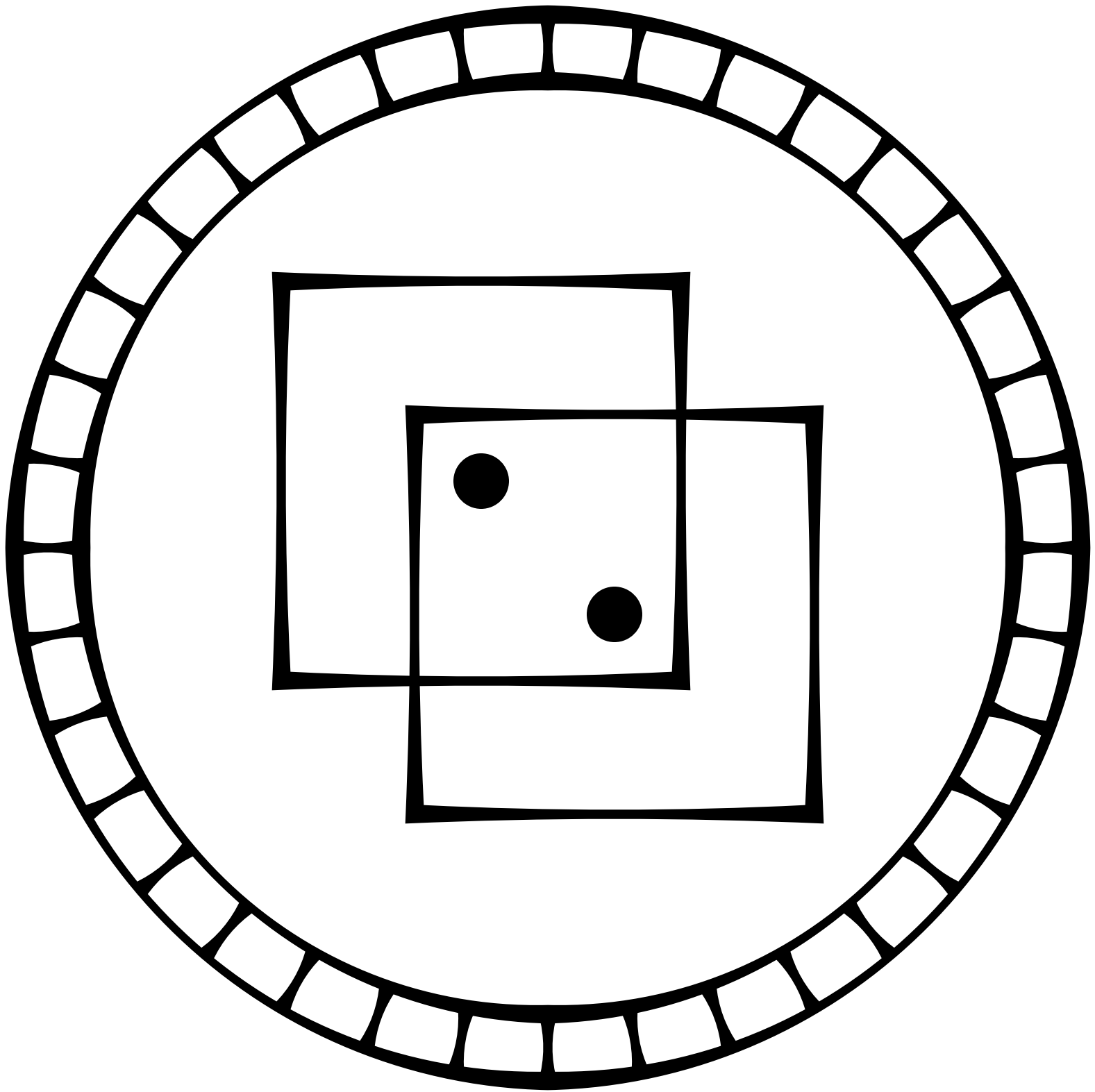
RANDOM

REFLECTION



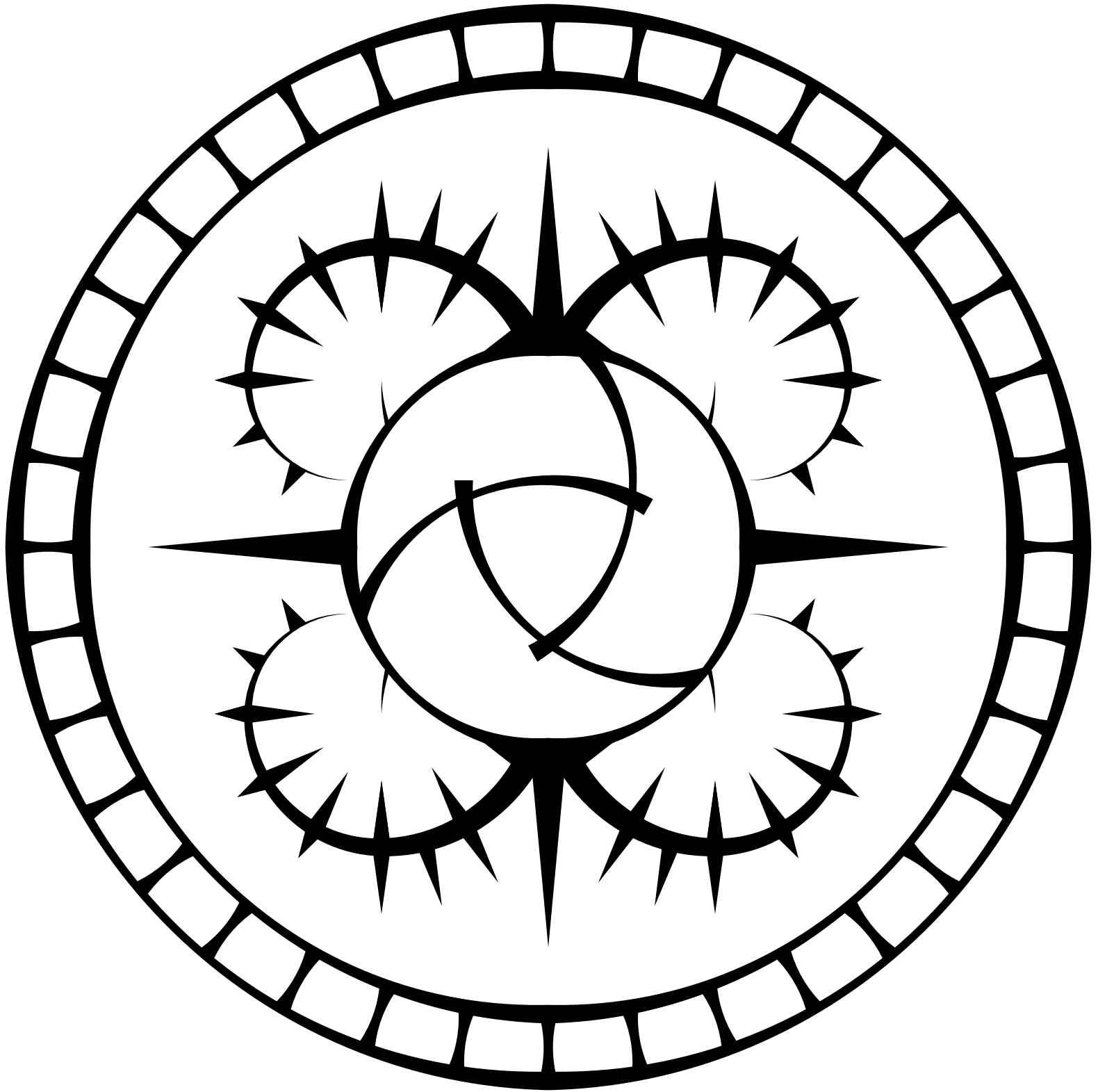
REFLECTION

RELOCATE SECTOR



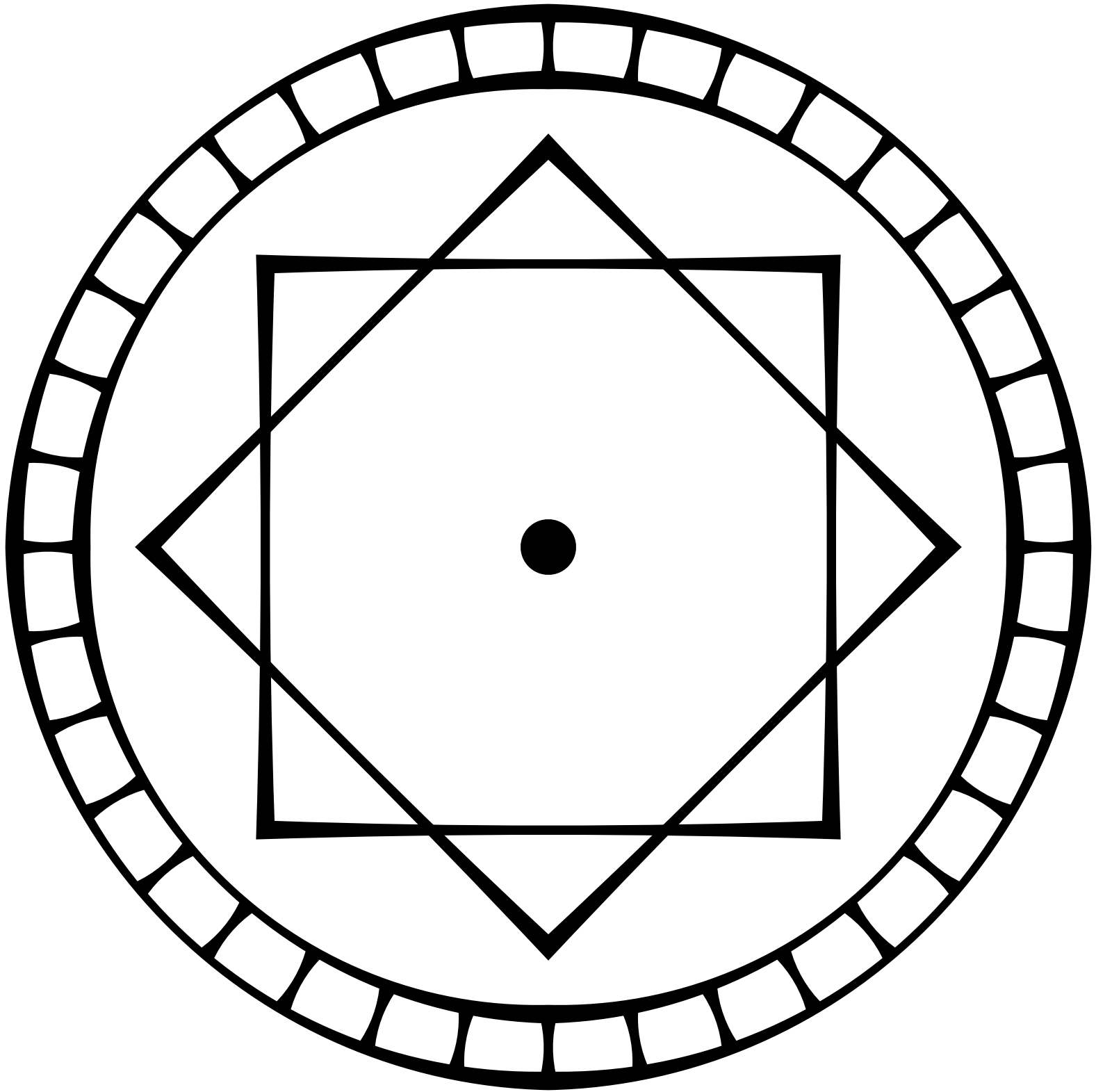
RELOCATE SECTOR

ROSEBUSH



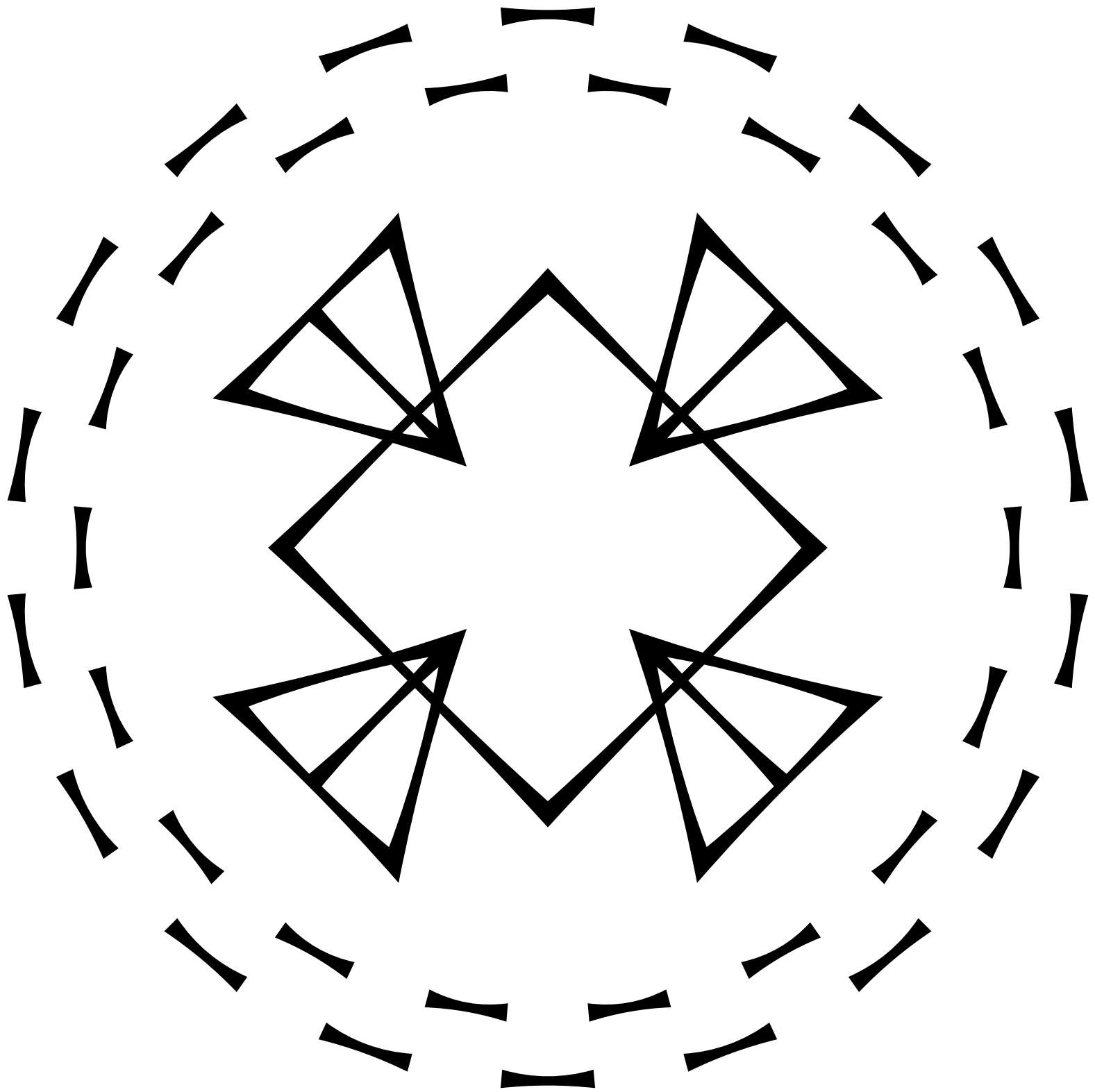
ROSEBUSH

ROTATE SECTOR



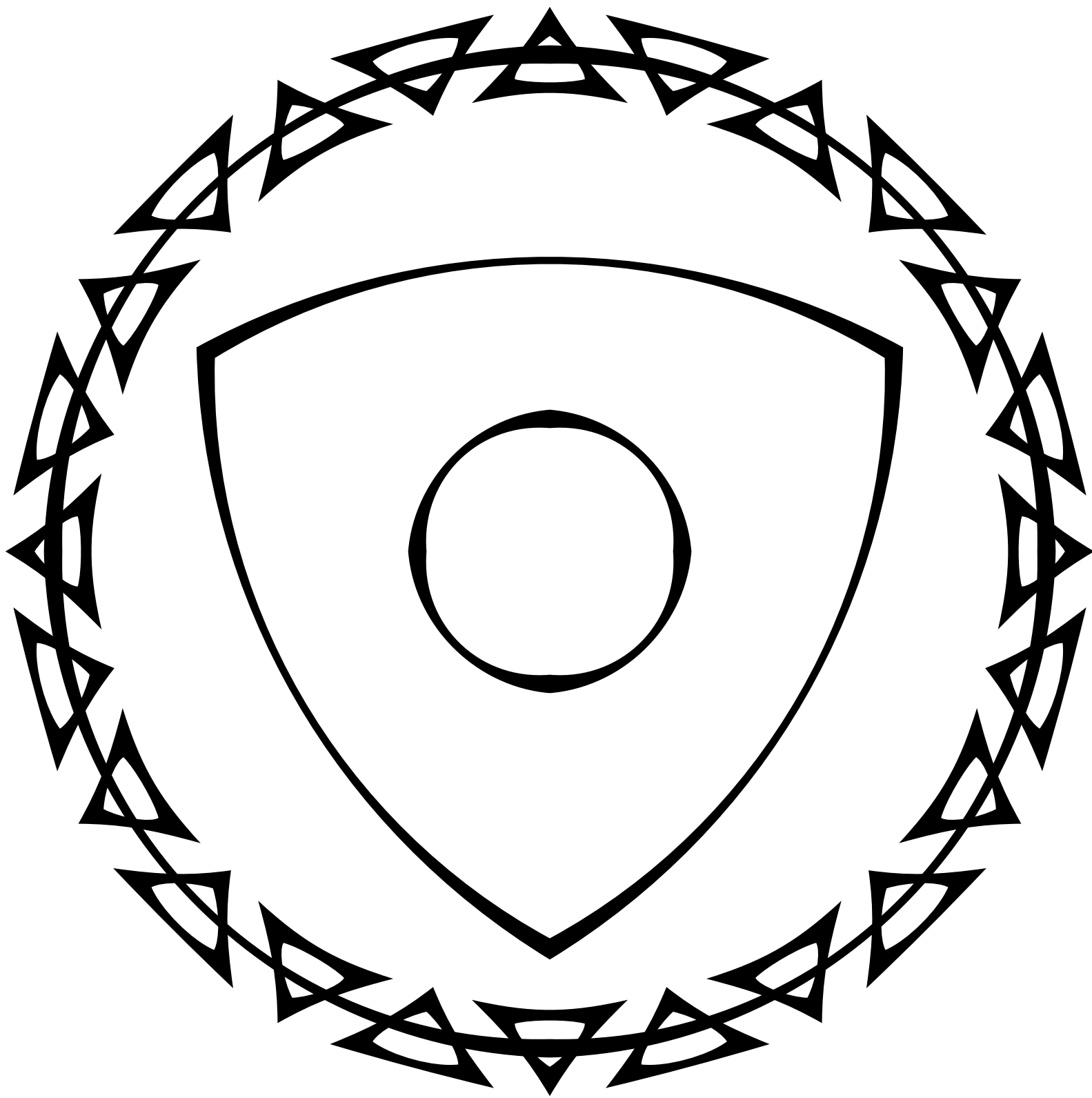
ROTATE SECTOR

SHATTER



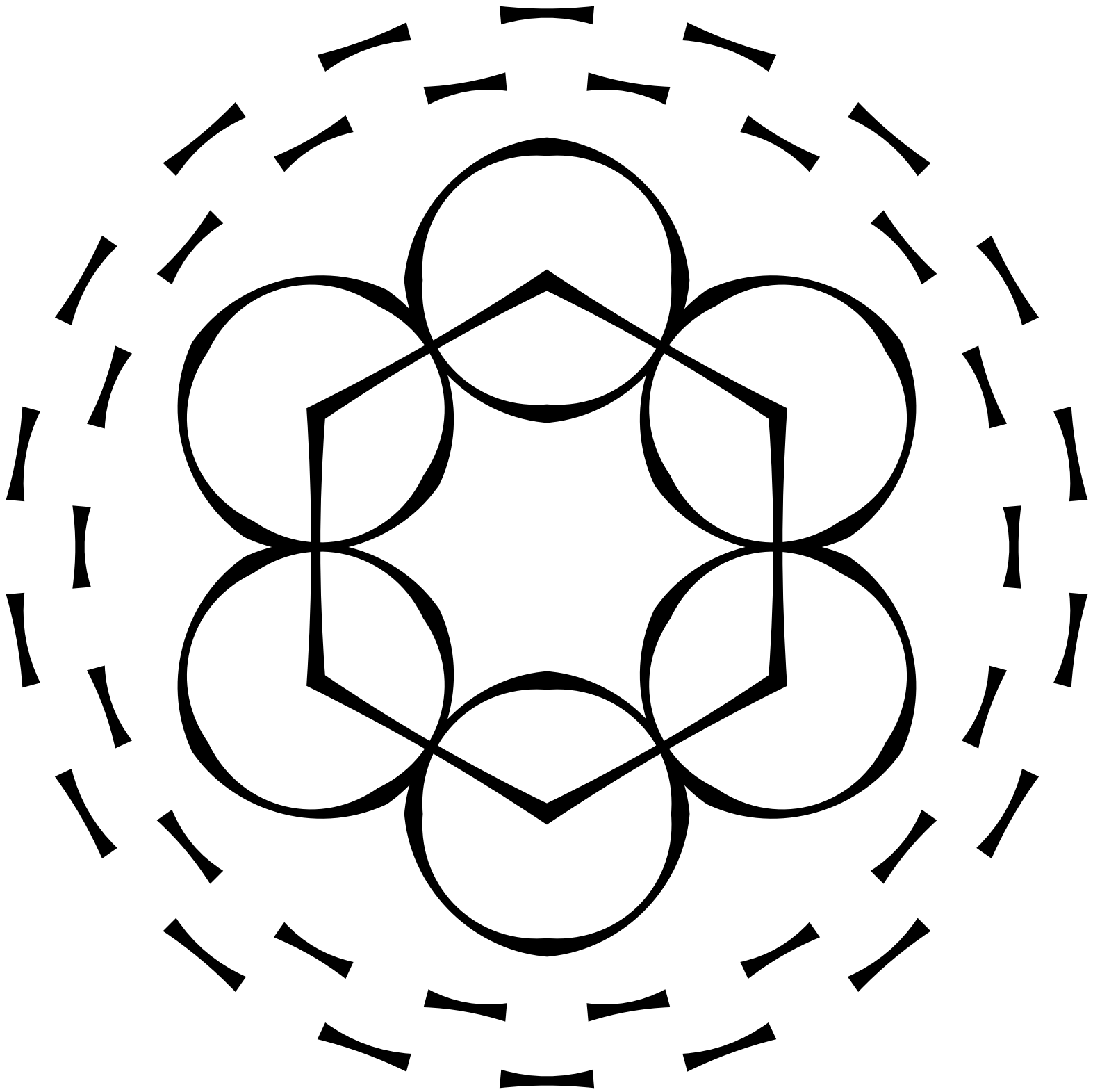
SHATTER

SHIELDSTONE



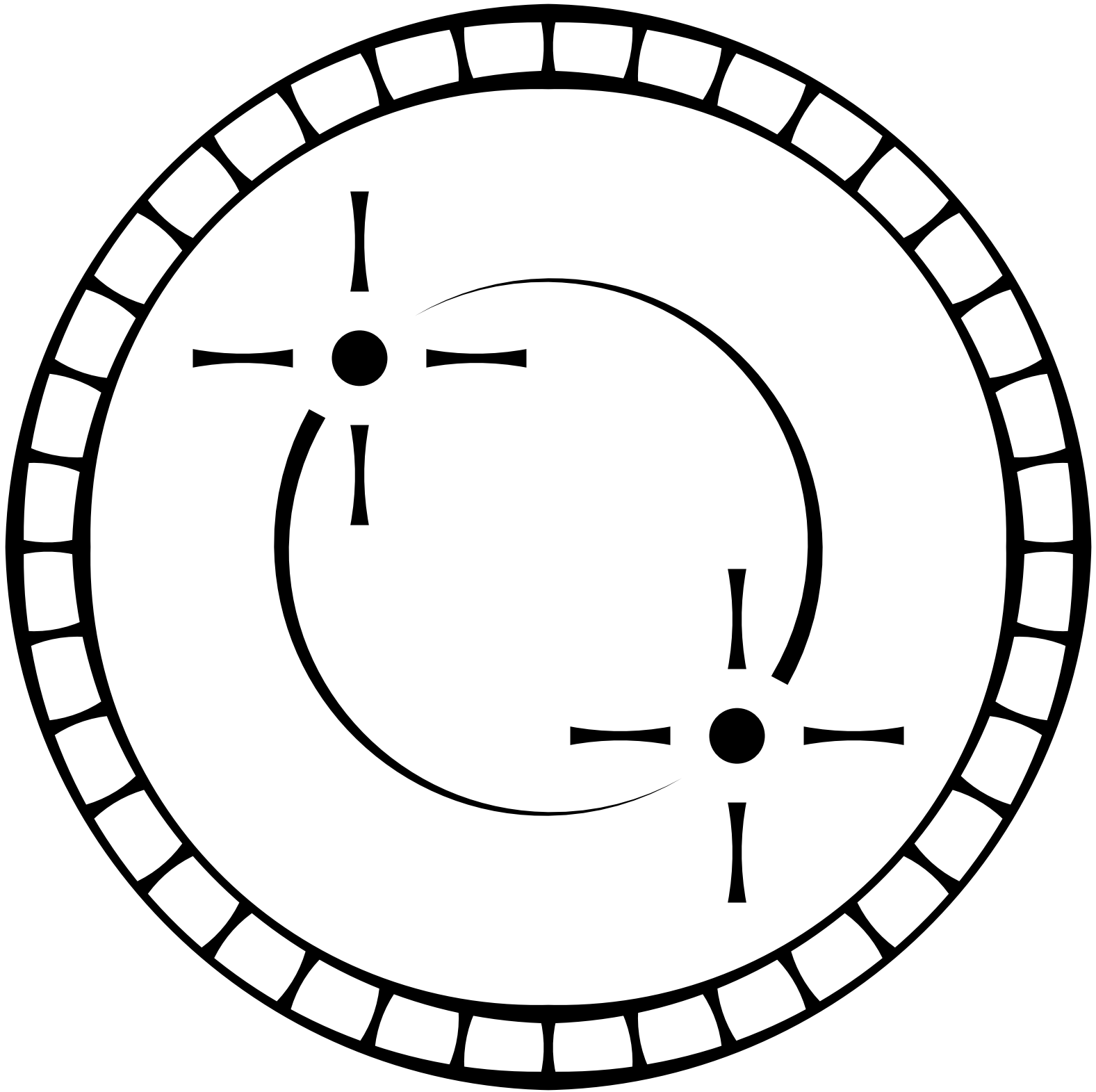
SHIELDSTONE

SIX



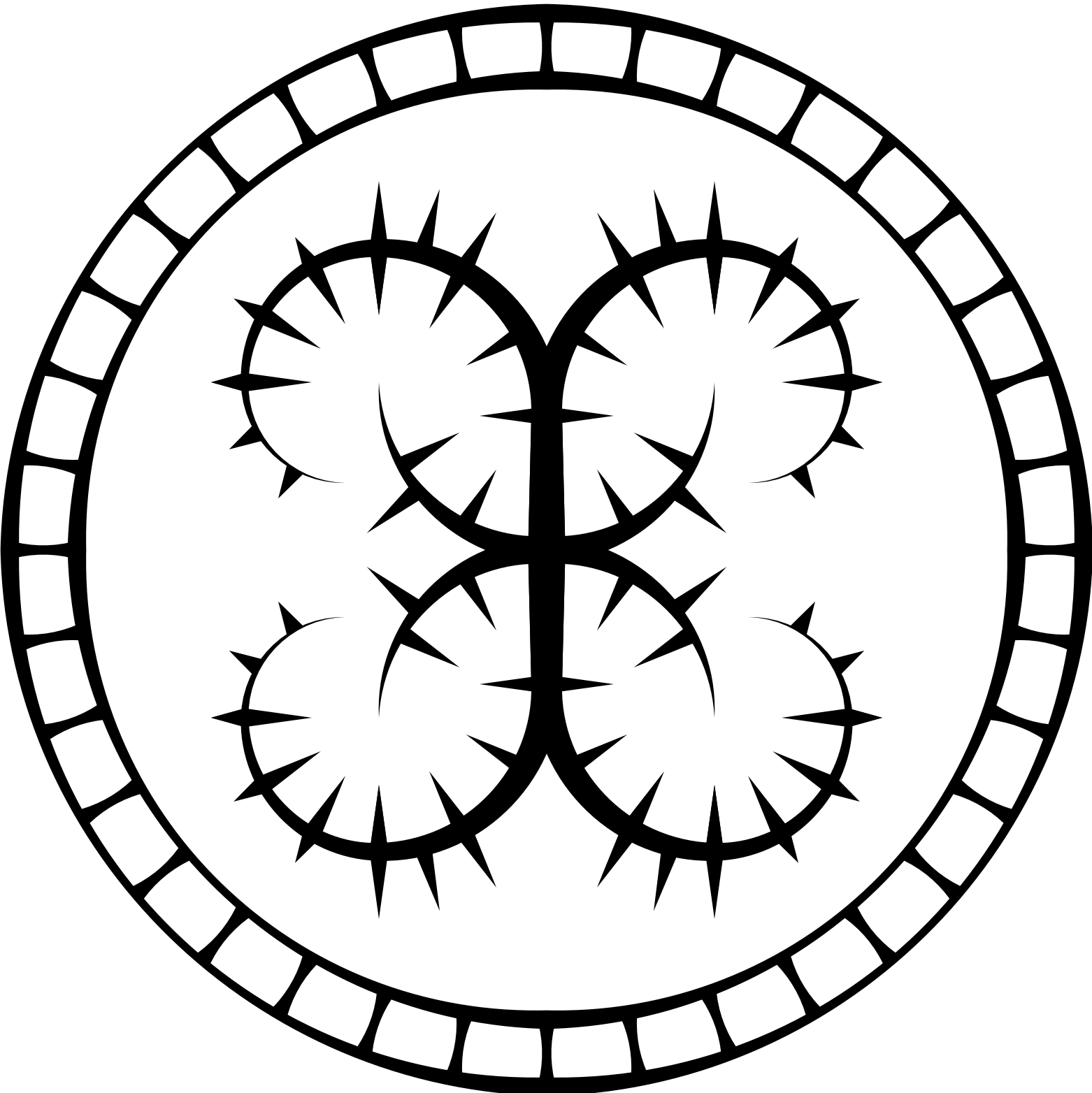
SIX

SWAP HOME BASES



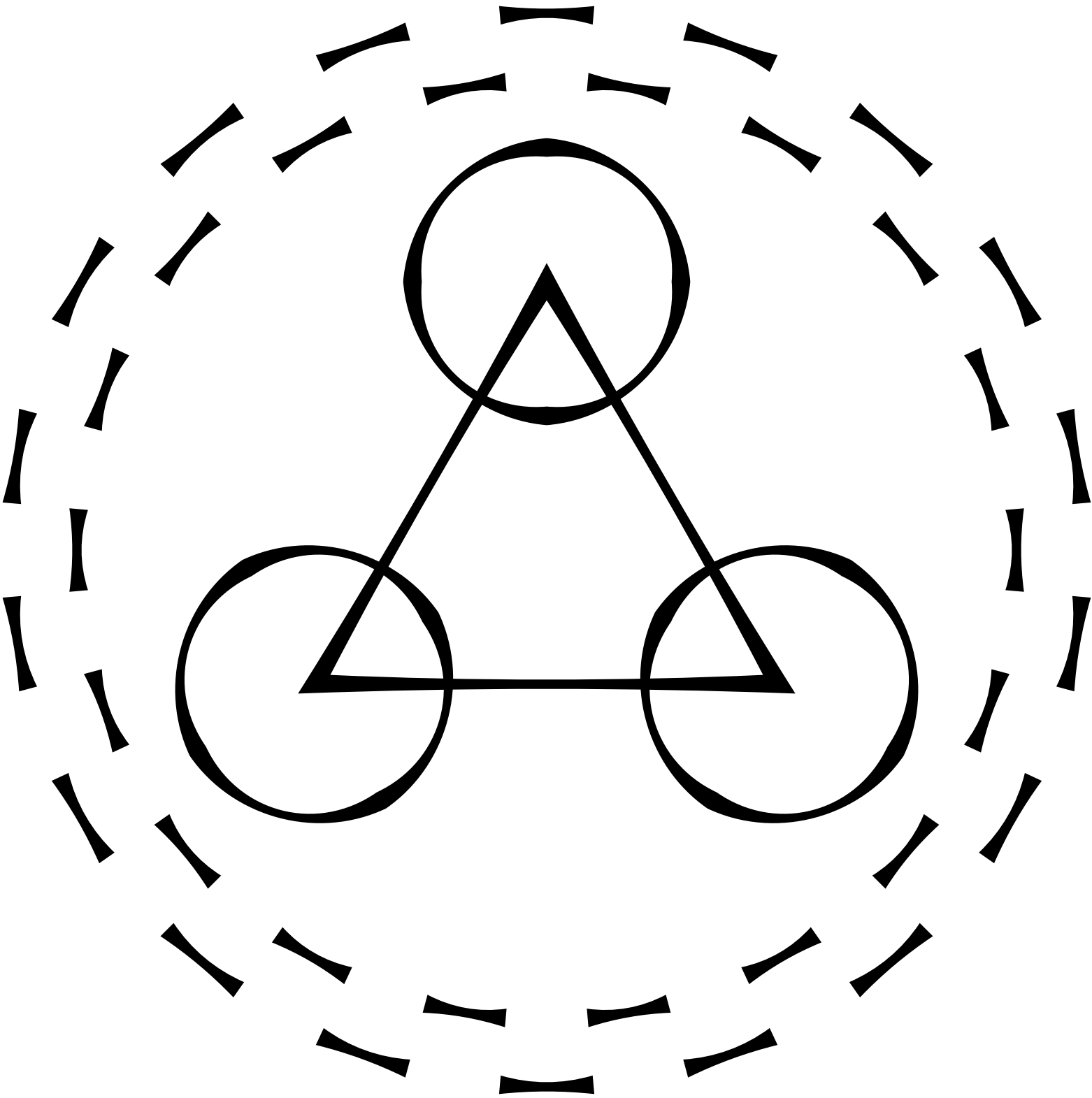
SWAP HOME BASES

THORNBUSH



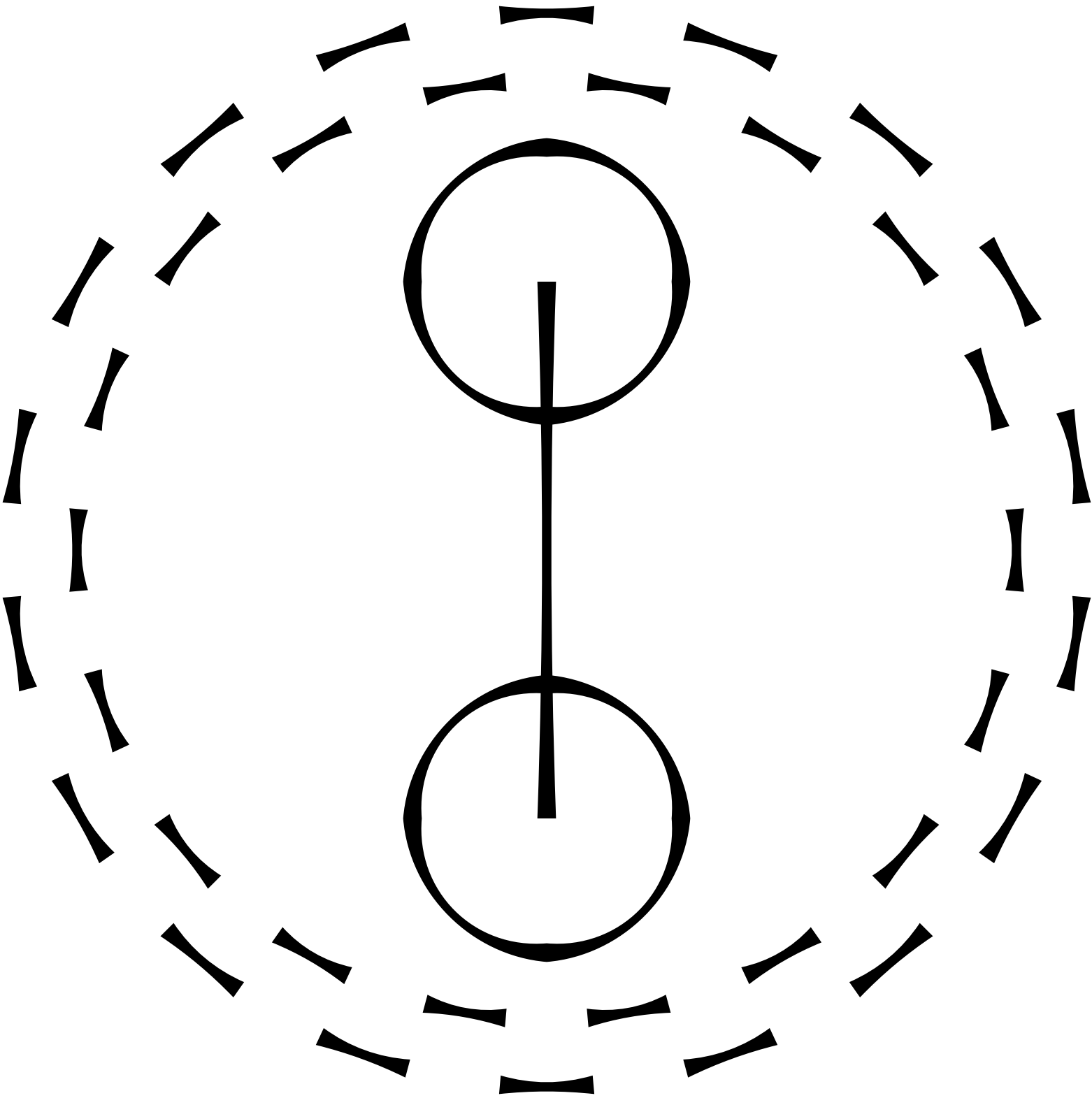
THORNBUSH

THREE



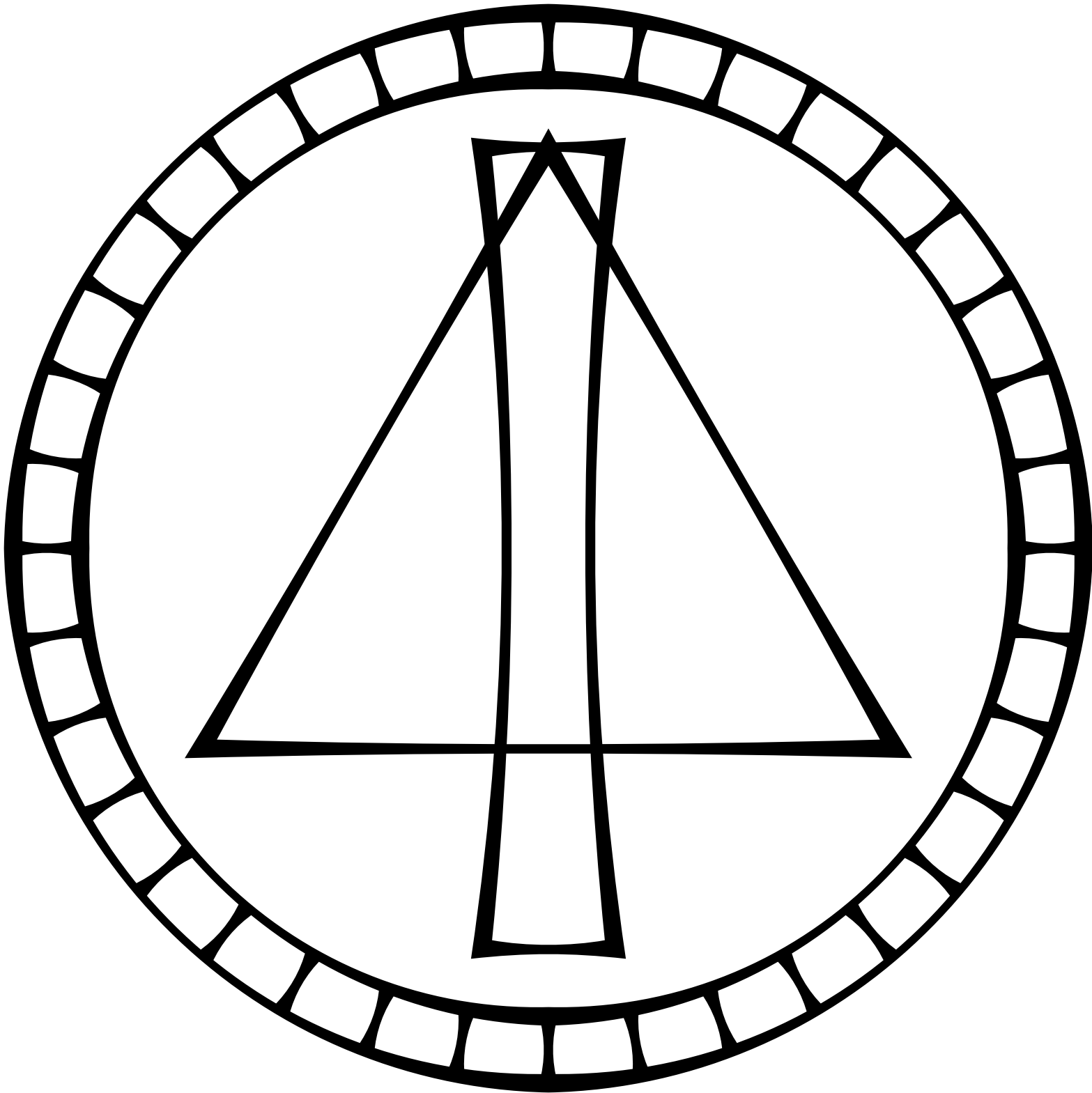
THREE

TWO



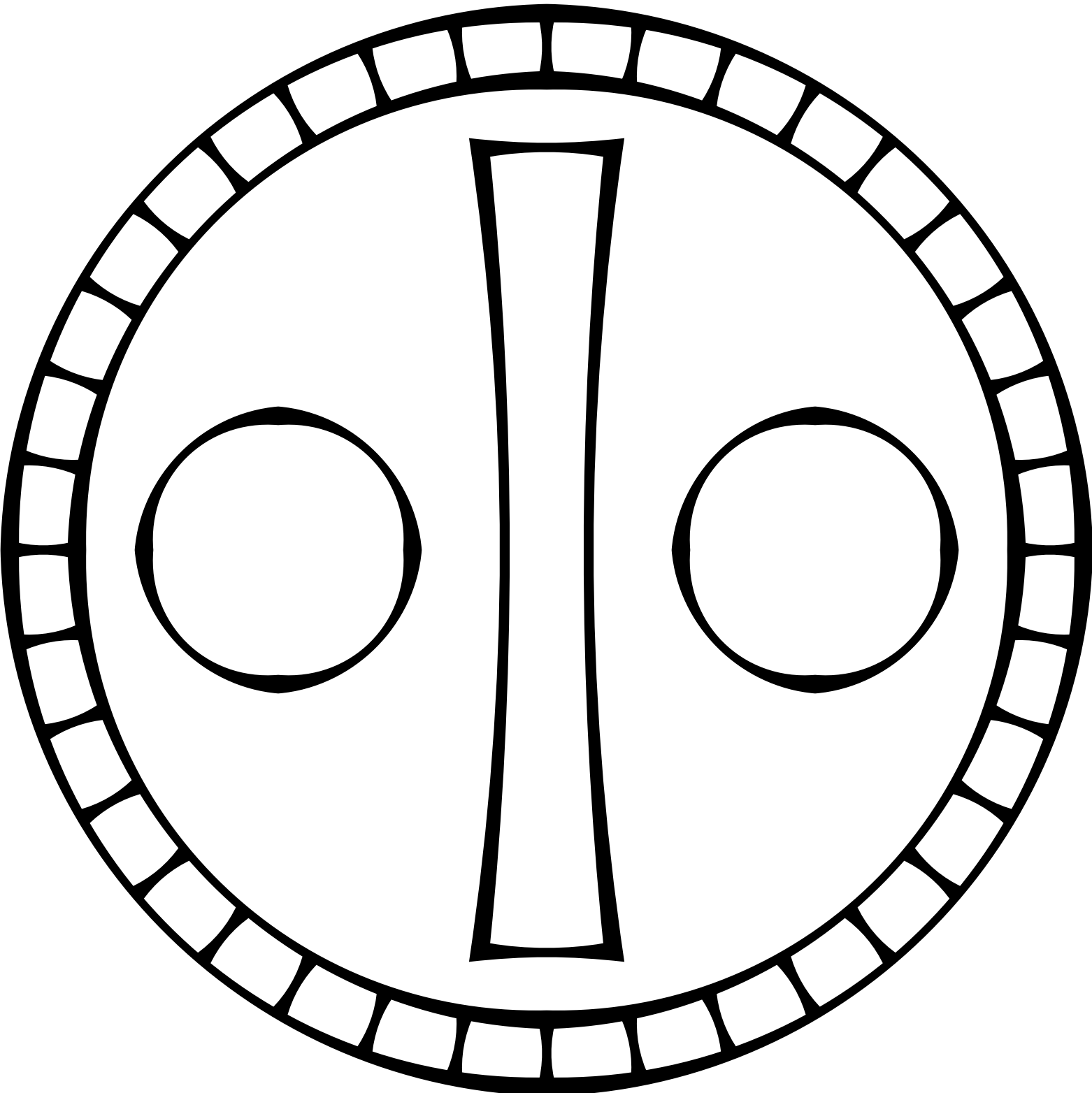
TWO

WALL OF FIRE



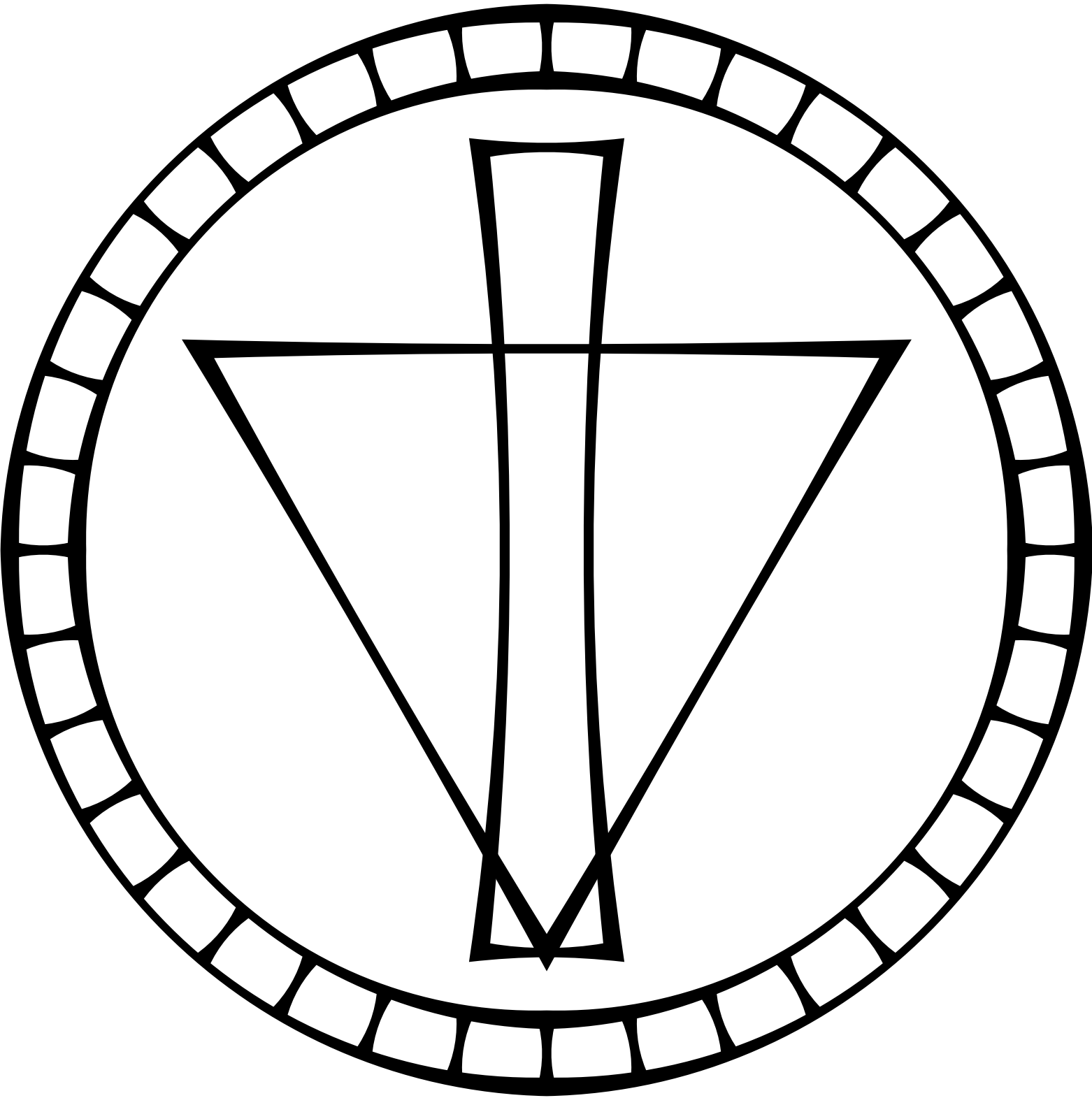
WALL OF FIRE

WALL OF GLASS



WALL OF GLASS

WATERWALL



WATERWALL