

agic Spells

Ada has six spell options. These are selected by preparing a spell and then selecting the spell you wish to cast (with the appropriate keys). Simply holding down the shoot/cast key causes the standard magic missile to be cast (repeatedly).

You can recognise the currently selected spell by the symbol that flashes in the middle of your spell "orb".

ade Barrier. Creates a spinning whorl of blades.

Multimissile. Creates a cluster of four destructive orbs.

Magic Missile. A simple destructive orb.

Wall of Lightning. Casting this spell conjures a slowly advancing wall of deadly lightning.

Blue Sandestin. Casting this spell costs a hit point. The spell conjures a winged blue sandestin that seeks the nearest enemy and attempts to kill it.

Rapid Travel. Select this spell, and hold down the cast key for rapid straight-line travel.