NUM 0 - Toggle debug mode.

NUM 1 - Spawn health at mouse.

NUM 2 - Spawn ammo at mouse.

NUM 3 - Overheat the Plasma Beam.

NUM 4 - Spawn enemy at mouse.

Set "debugenemy" variable in "GameInit" script

to determine which enemy to spawn.

NUM 5 - Spawn a 16x16 basic block at the mouse.

Snaps to nearest 16x16 grid corner.

WARNING: Will delete other 16x16 basic

blocks underneath it when placed!

NUM 6 - Create player object at mouse.

NUM 7 - Toggle drawing of motion planning grid.

NUM 8 - Update motion planning grid.

NUM 9 - Toggle HUD.

NUM / - Toggle slowdown.

NUM \* - Grant all powerups to player.

NUM - - Reduce player health by 1.

PAGE DOWN - Restart game.

PAGE UP - Restart current room (risky).