15 S stuns all characters except E and H.

17 Double Boxing turns to diamond when passed through.

18 H kills and tunnels horizontally.

19 Arrow tiles can be moved through in 1 direction only.

20 R fires arrows up to 5 tiles away.

21 M explodes to destroy 9 tiles.

22 Blue Anger enables characters to tunnel diamond.

23 F charms enemy characters.

25 G crushes tiles with his hammer.

26 Diamond Bomb blows a tunnel through rock and diamond

27 C catapults boulders 5 tiles away.

28 Concreate cannot be tunnelled, exploded or catapulted over.