

# Strategies

Skips and tricks the player can use to become a fast [fox](#).

- [Fairy Codes and Useful Spells](#)
- [Ice Wand/Bomb Skip](#)

# Fairy Codes and Useful Spells

## Visual Aid

**Credit:** SolarPellets#1357

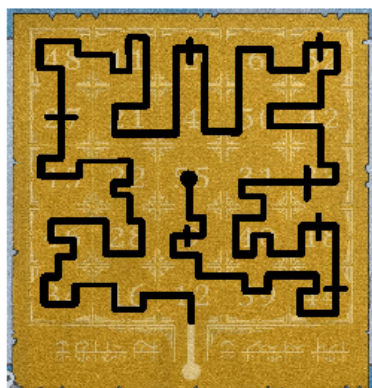
### WEATHERVANE

< > v ^ | ^ v > <  
^ > v < | ^ v > <

### LIBRARY



### WATERFALL



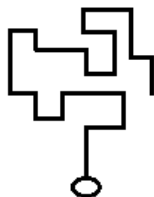
### FOUNTAIN

v < < v | ^ > v

### BEACH



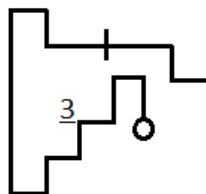
### WALL



### REFLECTION

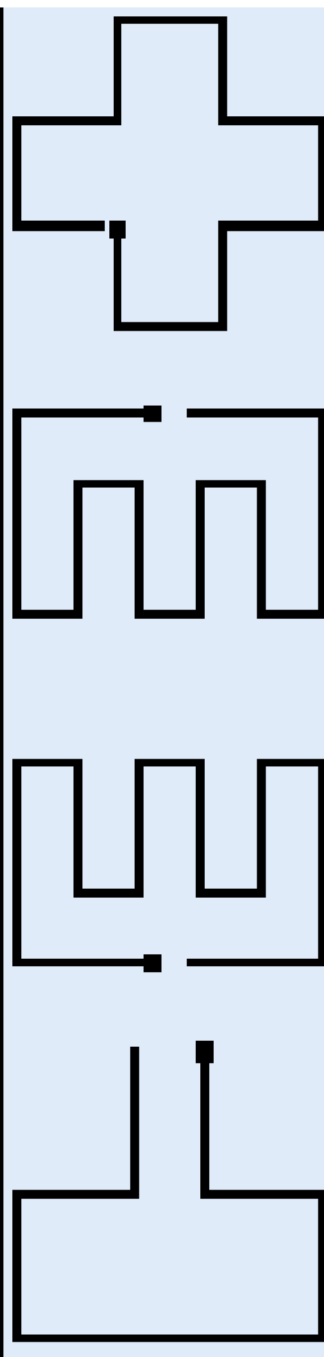
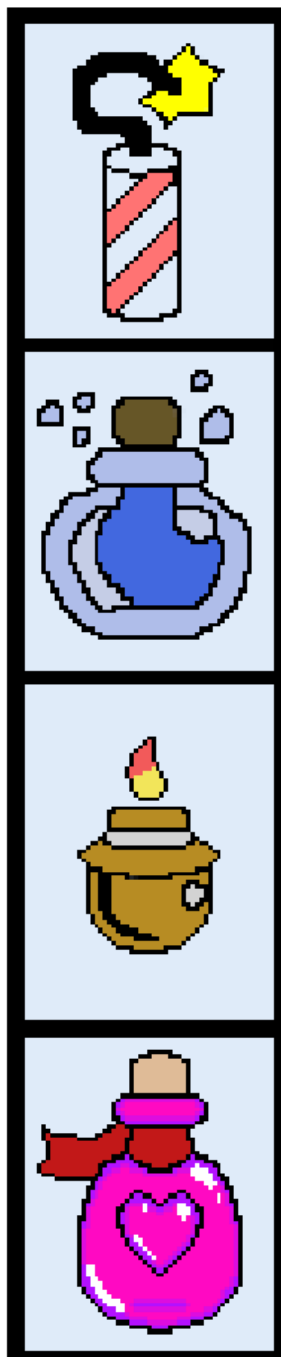


### PRE-FORTRESS



### CANDLES

> < | v > ^ <



## Fairy Codes and The Golden Path

Location	Code
Fountain	DLLD URD
Beach	UR DLDL DLDL U
Wall	URUL DLUL URDR DRUL URDRD
Reflection	RULU RDRU RDLDR

Location	Code
Pre-Fortress	ULDL DLDL URDR RDL
Candles	RLD RUL
Weather Vane	LRDU UDRL URDL UDRL
Library	DLUL DRDL DRDL URUL DLUL DRDL DRDR ULUR ULUR
Waterfall	DRUR URUL ULUR URUL DLDL DRDL DRDR UR
Mountain Door	ULDL ULDL URUR ULUR DRUL ULUR ULDL URUU LURD RDRU RDL D RRR DRUR DRUR RDL D LDRD RDLL DRDL DRUR DRUR RDDL URUL DLUL ULUR RULU

# Useful Spells

## Bomb Spells

There are 3 spells that give the player a free bomb of each type. Particularly the Ice Bomb can be used for a skip without needing to go out of the way to get one.

Spell	Code
Ice Bomb	◀▼▶▲▶▼▶▲▶▼▶▲◀
Explosive Bomb	▼▶▲▶▲◀▲◀▼◀▼▶
Fire Bomb	◀▲▶▼▶▲▶▼▶▲▶▼◀

## Healing Spell

The healing spell can be used once each life. It restores all the player's HP but costs 2 bars of MP. If the player's MP is below 2 bars, it will instead use up what's left while still giving a full heal.

Spell	Code
Heal	▼▶▼◀▲▶▲

# Ice Wand/Bomb Skip

## Summary

When entities in the world are frozen either via the Magic Dagger, Ice Bomb, or Ice Wand (Magic Wand + Magic Dagger), the Magic Orb can be used to pull the player to the [enemy](#), similar to how they can use the Magic Orb to pull themselves to hooks, tongs (broken Autobolts), and Autobolts. This skip takes advantage of this mechanic as it will allow the player to pull themselves through walls and various objects to clip through the world as well as lower/higher elevations.

## How To

1. This skip is done by first obtaining the Magic Wand (if the enemy is at a distance), Magic Dagger (or Ice Bomb), and the Magic Orb.
2. Get an enemy in-game into a position you want to pull yourself to.
3. Lock on to the enemy.
4. Activate your assigned keys for the Magic Wand + Magic Dagger (if at a distance), or use your Magic Dagger (or Ice Bomb if within reach).
5. This will then freeze the target.
6. While locked on to the target, activate the Magic Orb to pull yourself to it.
7. Repeat a few times until you pull the target to the location you want.
8. Then use the Magic Orb once more before the target unfreezes to pull yourself to the location they are at.

## Locations of Interest for Skip

### Temple Skip

Provided by Kein#1771.

<https://www.youtube-nocookie.com/embed/dTW9z8q4KnY>

### Cathedral Skip

Provided by Kein#1771.

<https://www.youtube.com/embed/Af6NMsMK8yY>

### Early Shotgun

Provided by [Oddbod](#).

<https://www.youtube.com/embed/1NqYsopzF0g>

## Cathedral Platform Skip

Provided by [Oddbod](#).

[https://www.youtube.com/embed/-dBj\\_cGS3H4](https://www.youtube.com/embed/-dBj_cGS3H4)

## West Garden Skip

Provided by [Oddbod](#).

<https://www.youtube.com/embed/mHrqP1kZTcM>