

# Fairy Codes and Useful Spells

## Visual Aid

**Credit:** SolarPellets#1357

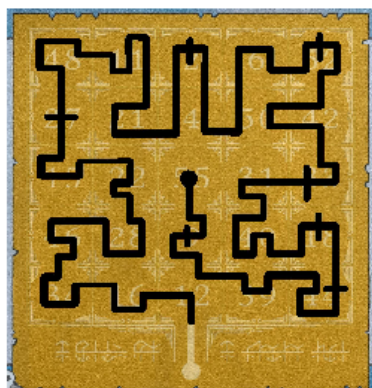
### WEATHERVANE

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

### LIBRARY



### WATERFALL



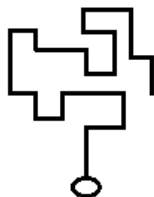
### FOUNTAIN

v < < v | ^ > v

### BEACH



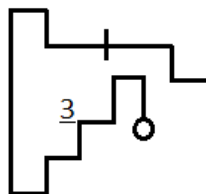
### WALL



### REFLECTION

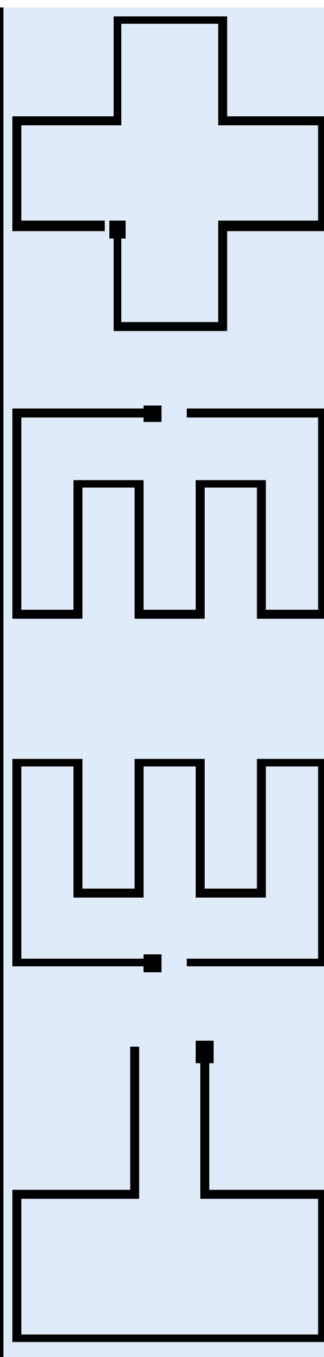
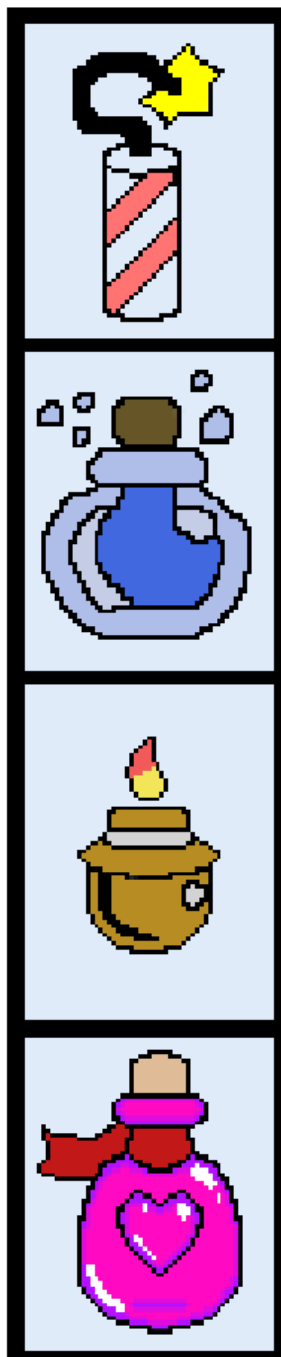


### PRE-FORTRESS



### 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 RURR 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	▼▶▼◀▲▶▲