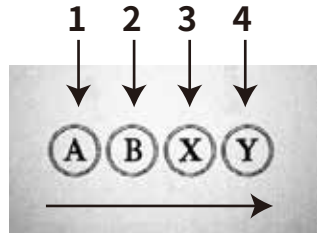


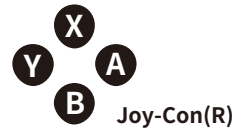
Mission 3

Try entering different magic spells.

Joy-Con (R) Version



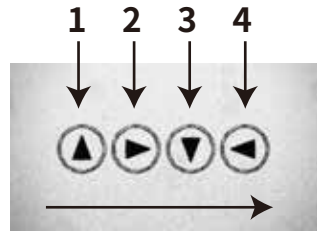
Elements of the spell



Mission 4

Try entering different magic spells.

Joy-Con (L) Version

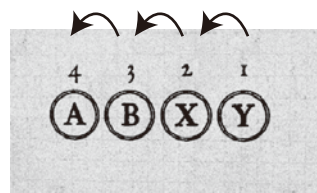


Buttons you can use to cast spells



Mission 5

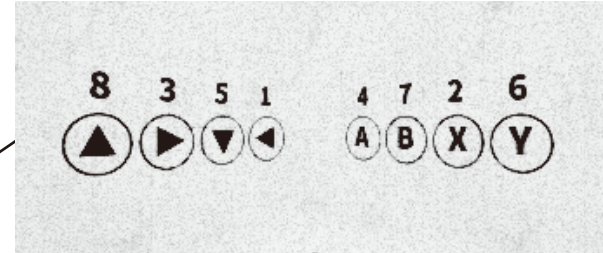
Try entering different magic spells.



The numbers written above the buttons seem to be related to the magic spell's order...

Mission 6

A looong magic spell! (Up to 8 characters)



Magic spells can be 1 to 8 characters long.

Mission 7

Let's look at our feet.



Hints are hidden everywhere in rooms, so don't forget to look down at your feet and above your head!

Hint!

Once you know a spell's name, write it down so you don't forget!

Hint!

