

The Legend of Zelda

100% No Up&A speedrun routes

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Three-first route by Eunios, DM, BT

https://youtu.be/XOwVzR_nwps

- Pre-run notes
 - In this route the player needs to collect a total of either 50 loose rupees just after the end of Level-1, or only 20. Getting 50 rupees is not easy. You'll have to work counts, which can erode away the theoretical 12.2 second time save in the 50 rupee route. If you commit to only 20 in drops, you can also commit every forced drop to bomb reproduction and be very likely to succeed in getting 20 rupees. 240 total rupees will need to be collected by shortly after Level-1, when Arrows are bought.
 - In this route the player has the choice of which keys to collect from a few very reasonable options. Out of the three choices, one must be taken. The choices are: **Error Key**, **Moldorm in 2**, and **Re-entering Level-1**. There are further choices for keys to skip, but the choices are slower with no obvious benefit. 18 Key doors will need opened before getting the Magical Key.

- Get the **SWORD**. Screen scroll to **Level 3**
 - Proceed through Level 3 same as any% 3-first.
 - Main Level-3 Route
 - Get the bomb from the first room of three darknuts before turning left.
 - Get the northwest room key.
 - Get the **RAFT**
 - Alternate Level-3 route
 - Go north in Level 3 to the \sqsupset room with Zols. Bounce them right into the pocket and clean up the gels for a key drop.
 - Go left to the bat chute. Clear the bats for a bomb.
 - Collect the northwest room key
 - Go down. In the darknut room quickly walk down and bomb (facing down) just above the center of the room. This will kill and/or push the darknuts back. Chase them then face up above them, placing a bomb and slowly kiting them into it.
 - Get the **RAFT**
 - Backtrack through the compass room on either route, picking up more bombs if necessary before going to Manhandla.
 - It is important to leave Level-3 with bombs and knowledge of your consecutive count.

- Next, go directly to **Level-4**
 - Go to the **LADDER**, picking up free keys from the ground.
 - The **Error Key** is the key north of the 10 rupee room in the eye of Level-4, and is one of the player's choice keys. The advantage of getting the Error Key is an easy set up for a consecutive count and Vire room clear. Leaving Level-4 without bombs doesn't kill the

run, but having no bombs in Level-2 can cost a lot of time. At most, Error key costs four to five seconds more than the best Moldorm key pattern.

- Make your way West to **Level 2** via Lost Woods skip and World Wrap
 - Collecting the **Ladder HEART, Raft HEART, and Armos 30 secret**.
 - Inside Level-2, collect keys from rope rooms
 - Get the **MAGIC BOOMERANG**. Bomb the north wall to collect free bombs in the next room.
 - I recommend skipping **Moldorm's** key just after Boomerang. This has the potential to be the fastest choice key, but it requires lucky movement from the Moldorms and is at best resource-neutral.
- After Level-2, first pick up the **HEART CONTAINER** at the Heart Rock Cafe North of Level-2.
 - Next pick up the 30 secret by bombing a cave east of Heart Rock.
 - Pick up the **LETTER** next. (Saves 12 frames over getting Letter after 100 when clipping across the tektite screen.)
 - Get the 100 secret in the NE corner of Hyrule.
 - Backtrack and go up the ladder west of the Letter, then pick up the **Blue Candle** in the next screen's shop. If doing the HUD clip swag here, the fastest path is also the swaggiest. Clip all the way to the left side of the Armos screen then enter the ladder to the candle shop east of Level-5. (HUD clips are slower unless your clip speed is god tier.)
 - Go to Level-5 using the Lost Hills skip.
- In **Level-5**, first go toward the Recorder.
 - The **BOMB UPGRADE** and the **RECORDER** are close together. The deciding factor for which to do first should be based solely on your bomb count. The Bomb Upgrade will increase your current and max bombs to 12.
 - If you plan to buy the Bomb upgrade before getting Recorder, you should leave the bombs inside the Gibdo until after Recorder. This is what I recommend.
 - If you plan to get the Bomb upgrade after Recorder, remember that you need **ONE Bomb** to get to the upgrade, but you need two bombs at RecorderGet in order to not lose a 2.2 second menu.
 - Finish the Level, getting the keys from the dark rooms with Gibdos.
- Whistle to Level-4 after Level-5, face down (or left) and toot the recorder twice.
 - From Level-4 walk to Level-1 and menu to Candle.
 - Collect the **HEART CONTAINER** south of Level-1 (BT's Race Heart)
 - Going east from the Heart, open the secret bush to get 30 rupees.
 - **Re-entering Level-1** to glitch open the door is the third fielder's choice key. While the re-entry takes only six seconds and costs no resources, it creates a bad spawn patterns throughout Level-1 which will cost several seconds. This choice is not advised.
 - Collect all keys directly on the way to the **BOW**.
 - Do not get Boomerang, it is not required.
 - Pick up the Wall Master room key.

- Exit Level-1 on foot, going north after the bridge.
 - If you do not have 80 rupees now, collect the 30 secret from the bush Northeast of Level-1
 - Travel directly west, using a screen scroll to shortcut into the Armos area East of Level-6.
 - Buy **ARROWS** from the open shop
 - Collect the **POWER BRACELET** from underneath the Armos on the next screen
 - Get the **MAGIC SWORD** from the old man in the graveyard.
- Enter **Level-6**.
 - You must collect the **MAGICAL ROD** from the Northmost room in the same column as the entrance.
 - You can ignore the key on the floor in the Dark Moat room until your second pass through.
 - Get the key from the Vire room just before Gohma.
- After level 6, walk to the **Take Any Road** East of 6.
 - Plow into the Peahat so it changes directions, then weave through Lynels (faster); OR reload the ladder screen and quickly shoot away the Lynels (safer). Use the middle Take Any Road.
 - Use the middle stairway at the **Take Any Road**
 - Go East from the Road's exit to the South Coast **HEART CONTAINER**.
 - Collect the final 100 secret from the bush north of the Heart. Go to Level-8. (There's a shortcut using HUD scrolls, watch this Tutorial https://youtu.be/B2Yui-cvv_I or Eunos' WR VoD and practice it before running.)
- Inside Level-8, the **BOOK** is West from the entrance.
 - A Manhandla guards the Book room. Collect his five rupee before or after Book.
 - Backtrack after Book, heading north from the entrance until encountering Blue Gohma.
 - **MAGICAL KEY** is right of Gohma. Leave the arrows to clear the Pol's Voice in the spiral before Gleeok.
 - After Gleeok, menu to Candle.
- After Level-8 travel north two screens using the right side passages.
 - There's a secret shop in the southeast bush. Open it and buy **BAIT**
 - Menu to recorder and toot down or left once to travel to Level-3.
 - Menu back to Candle
 - Collect the **100 secret** two screens south of Level-7
- Inside **Level-7**
 - Collect the **BOMB UPGRADE**. For swag purposes use up your bombs just before getting the upgrade and make sure to use the Magical Boomerang while taunting The_Greenleaf_Effect.

- Also collect **RED CANDLE** from Level-7.
 - Use your magical sword to stack damage with your bomb against Digdogger. The 16 bombs picked up in the beginning of this Level will not last the rest of the game if too many are used for damage.
 - After leaving Level-7, walk down one screen. Face left to use the Recorder quickly and toot twice to travel to Level-1.
- Enter Level-9.
 - You must collect the RED RING. From Patra1, go south one room, then bomb right.
 - Sneak in quickly on MapPatra to bomb the upper wall. Then muscle or finesse your way through. Continue bombing up until the diamond staircase room.
 - Backtrack to Patra1, continue as normal to pick up SILVER ARROWS and defeat "GANNON".

Three-first route by JSR (+DM).

<https://www.twitch.tv/videos/146170431>

JSR used this route in his PB. **Routes inside dungeons are unchanged.** This is abridged because most of the route is the same as the previous route. The overworld differences are what happens between Level-2 and Level-5, and between Level-6 and Level-8. Also, the window for picking up 50 rupees extends to after Level-6.

Get SWORD, go to **Level-3**.

Go directly to **Level-4**.

Go to **Level-2** via World Wrap, picking up **LADDER HEART**, **RAFT HEART**, and the **Armos 30 Secret** before entering **Level-2**.

Don't forget the **MAGIC BOOMERANG**.

After **Level-2**, buy the **BLUE CANDLE** at the shop to the Southeast of Level-2 and equip it.

Scroll West twice through the heavy forest, then walk South.

Get the **100 secret** from the bush, change to bombs and get the **HEART CONTAINER** on the South Coast.

Now backtrack North, going through the desert.

Grab the **HEART CONTAINER** from Monocle Rock and the **30 secret** from the cave east of that.

Continue toward the **LETTER** and **Northeast 100 secret**. Finally, enter and complete **Level-5**.

Whistle to Level-4, heading toward Level-1 via Candle Row (the lake path).

Pick up the **HEART CONTAINER** south of Level-1, and the **30 secret** East of that.

Enter and complete **Level-1**.

After Level-1, go north from the bridge and west above Level-1 and screen scroll over the wall toward the Armos area near the graveyard. Enter the open shop at the first armos screen to buy **ARROWS**. Get the **POWER BRACELET**, then **MAGICAL SWORD**, then enter **Level-6**.

After Level-6, **whistle to Level-2** and switch to candle. Clip over the heart of the forest (just southeast of Level-2) and burn open the secret shop. Buy **BAIT**. Burn open and enter **Level-8**.

Whistle to Level-3. Collect the **Dead Woods 100** before entering **Level-7**. The rest is unchanged.

Two-first route by DM1184

<https://youtu.be/VuowjMs4Poc>

https://docs.google.com/spreadsheets/d/1sVI_ZeJBmeM3Si8616vpOMaJ0Pk6HD_KUqp5ZL4vEiA/edit?usp=sharing

Complete Level-2. Get bombs early and don't take damage.

- The MAGIC BOOMERANG room can be tough with 3 hearts. Stab and Bomb each Blue Goriya. You can pick up more bombs in the room above. Skip Moldorm.
 - Same as other 100% except that Moldorm key is recommended for skipping.

After Level-2, using the BOOMERANG will make this long overworld segment easier. Get the Armos 30 secret, HEART CONTAINER at Monocle Rock and 30 secret East of that before heading Northeast. Next, pick up the LETTER and the 100 secret in the NE corner of Hyrule. Buy a BLUE CANDLE East of Level-5. Carefully get the WHITE SWORD.

Head to Level-1, picking up the 30 secret Northeast of it before entering.

- Do not re-enter Level-1. Pick up keys only on the direct path to the BOW and Aquamentus.
- Don't get the Boomerang here. You only need Magic Boomerang.
 - New 100% map will work here.

After Level-1, get the 30 secret Southeast of it, then the HEART CONTAINER South from Level-1. Also take the 30 secret North of the start screen if you intend to buy a potion later.

- Inside Level-3, your White Sword will help you get an extra key from Zols Northwest from the entrance, which replaces the skipped Moldorm's key in Level-2. The Sword will also let you build up more rupees from Zols in Levels 3 through 5 that you'll need to buy a potion later.
 - any% Blue Ring map will work.

After Level-3, Buy BAIT and ARROWS then go to Level-4.

- Route as normal -- From the 10-rupee treasure room, bomb right. You should not get the "Error Key" north of the secret room.
 - Offer the any% Blue Ring map here.

Leaving Level-4, travel east a while. Pick up the Forest 100 secret and ALL THREE Coastal HEART CONTAINERS before going to Level-5.

- That 100 will pay for the BOMB UPGRADE located near the RECORDER. If you take the bombs from Gibdo on your way to Recorder, you should be buying the Upgrade after Recorder.
 - New 100% maps will work from here on out.

After Level-5, whistle to Level-1. Choose a Medicine shop, either North of level-1, or Southeast of Level-6. Your potions may best be used in Level-6 and Level-8. Get the POWER BRACELET and MAGICAL SWORD before Level-6.

- When you get to the “Dark Moat” room with Wizzrobes and a key on the floor, you should be able to ignore grabbing this key on your first trip through and focus on safety instead. Get the key when you come back through.

After Level-6, whistle warp to Level-2 and walk to Level-8.

- Inside Level-8, the BOOK is West from the entrance. Backtrack after that, heading north from the entrance until Blue Gohma. MAGICAL KEY is one room to the right of that. Finish the Level. Don't hesitate to use your POTION here. Level-9 will be easy with a Red Ring.

After Level-8, warp to Level-3 and pick up the 100 secret in the Dead Woods which will pay for your final BOMB UPGRADE in Level-7. Don't forget the RED CANDLE. It is required.

After leaving Level-7, walk down one screen to use the Recorder to travel to Level-1. (Toot down twice). Enter Level-9.

- You must collect the RED RING. From Patra1, go south one room, then bomb right.
- Conserve your health on the way.
- Backtrack to Patra1, continue as normal to pick up SILVER ARROWS and defeat “GANNON”.

Two-first (2-3-4-1-5) route by Tetraly

General notes:

- This is not a beginner-friendly route because it **requires** executing two right-to-left screen scrolls as well as several others in order to avoid multiple-screen detours. If you're not comfortable with screen scrolls, it's recommended to use DM1184's route instead.
- The budget for this route is 400 rupies (or 468 rupees if you want to buy a Red Potion) and calls for picking up all three 100 secrets in the overworld. If you're not buying a potion, it's recommended to get only two 30 secrets out of the four mentioned in this doc and collect a total of 40 rupees from drops. If you are buying a potion, you'll most likely need to pick up four 30 secrets and 48 rupees from drops. Northeast of level 1 to save menuing to the candle and back to bombs after level 1.
 - However, note that you need to collect the letter regardless of whether you're buying a potion or not as it's required in 100% runs.
- The route is the same as Darkmagician's route until it diverges just before level 1 and converges back with it when you pick up the power bracelet. Note, however, that if you roocorder to the "forgotten spot" Northwest of Level-1 you'll have to buy a potion southeast of level 6 in order to avoid backtracking.

Get the **Wooden Sword**, walk to and complete **Level-2**

- Make sure to pick up the **magical boomerang**.

After Level-2, collect various secrets and items in the Northeast including:

- The Armos 30 secret
- Monocle Rock **heart container**
- "The Crossroads" 30 secret (if you're planning to buy a potion)
- The **letter**
- The 100 secret in the northeast corner.

Get the **white sword**. Feel free to re-spawn the lynel screen for safety since you don't need to worry about it negatively affecting spawn patterns in level 1.

Instead of going to level 1 :

- Screen scroll over the river on the screen north of level 1.
- Walk left to the "forgotten spot", south one screen and west one screen
- Screen scroll over the rocks into the Westlake Mall.
- Buy **bait** (but not arrows).
- Head south to the medicine shop screen, west, south and east to level 3.

Complete level 3, making sure to pick up the **raft**

If you're not planning to buy a potion, detour to the east on your way to level 4 and buy a **candle**

Walk to and complete level 4 and complete it, making sure to pick up the **ladder**.

If you're planning to buy a potion, detour one screen to the south on your way to level 1 in order to:

- Buy a **candle** northwest of start
- Get the 30 secret north of start

If you're not buying a potion, pick up the following on your way to level 1:

- The **heart container** on the screen south of level 1.
- The 30 secret southeast of level 1

Complete level 1 picking up the **bow** but **not the wooden boomerang**

After level 1, get out your candle and collect:

- The 30 secret southeast of level 1 (if you haven't collected it yet)
- The **heart container** on the screen south of level 1 (if you haven't collected it yet)
- The 100 secret in the forest
- The coast **heart container** one screen below it

Note on money: If you're planning to buy a potion, at this point you should be close to or at the max amount of rupees (255). You'll need at least 248 by the end of level 5 in order to afford the bomb upgrade (100), wood arrows (80) and potion (68) or 180 if not buying a potion.

Proceed north to the desert, east to Monocle Rock, up two screens, and screen scroll west to level 5. Make sure to pick up both the **recorder** and the **bomb upgrade**.

After level 5, toot once to the right with your recorder to get to level 2. Proceed south and east to the coast to:

- Buy **wooden arrows** two screens east of level 8
- Pick up the ladder **heart container**
- Pick up the island **heart container** three screens north

After returning to the mainland, perform the Roocorder glitch by clipping into the water directly to the west of the raft dock and toot once to the left. If done correctly, this will take you to the "forgotten spot" northwest of level 1. Alternatively, you can recorder directly to level 1 from the heart island and walk east, north, and two screens to the west in order to get to the "forgotten spot".

Proceed west as follows:

- Screen scroll to the west over the rocks.
- Get the **power bracelet** one screen west of the arrow shop
- Go left and down to the grey armos screen south of the Take Any Road. If you've been saving up for a **potion**, this is your chance to bomb open the potion shop get out your paper and buy one.
- Proceed west to the graveyard and pick up the **magical sword**

Enter and complete level 6, picking up the **wand** and using your potion if needed

After level 6, recorder right once right for level 2. Complete level 8, getting the **book** and **any key**

After level 8, recorder right once right for level 3. Pick up the dead woods 100 secret, and complete level 7 getting the second **bomb upgrade** and **red candle**.

After level 7, move down one screen and recorder down twice for level 1. Walk to and complete level 9 picking up the **red ring** and **silver arrows**.

FAQ.

Q: Is there a beginner route? Can you do it without screen scrolls?

A: I never ran a 2-first 100%, but darkmagician1184 did. The route outlined above should easily afford a potion for the now longer Levels-6 and -8, and doesn't require any scrolls. Block Clips are still seriously advised, as they are very easy and save a ton of time. Blue Ring is out of the question though. The run already taps all the major rupee secrets without needing another 250.

Q: Is it faster to skip Blue Candle / do Level-7 earlier for Red Candle?

A: No. In order to finish Level-7 in one passing here is what you need to already have: Raft, Ladder, Recorder, Bait, and 100 rupees for Bomb Upgrade. In order to get Recorder without backtracking in Level-5, you need 100 more rupees for that Bomb Upgrade. It's slow to gather 260 rupees without a Blue candle, and either one of those backtracks takes more time than getting 60 rupees and a Blue Candle.

Q: What about early Recorder routing?

A: Unfortunately, Nope. Bomb Upgrade in 5 requires Ladder. Without the Ladder, and therefore the Raft, you'd have to backtrack to the Recorder Wing later on to get the Bomb Upgrade.

Q: What does "No Up&A" mean?

A: It means don't intentionally Deathwarp. Inputting Up&A on the second controller while in the inventory ends the game and has the same effect as killing Link. Deaths should be actively avoided and deaths should not expedite a faster route option that would not exist without the death. If you get a competitive time with a death, it won't count.

Q: Why isn't item ____ required for the speedrun?

A: It is either obsoleted by another item, consumable, or is infinitely obtainable. These are the general rules of 100%/Completionist categories set out by the speedrunning community in the SDA days.

Personal note, from Eun0s: *I think this category is as well-defined as it could be and is enjoyable without becoming tedious.*