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Here are some resources that are often sprinkled by new players: Picking an emulator: The Legend of Zelda/Emulators Route options: Order of the Ate has a list of popular routes that are easier to finish, with a sliding scale of time/difficulty compromises. Tutorial videos: The Legend of Zelda / Tutorial Videos Basic maps: NESMaps Discord: Invitation to Lack's LoZ Discord server Version differences Here is a whole page devoted to version differences. The categories and their rules are all documented by speedrun.com board. If these categories are not enough, there is also a category Extensions board with its own rules in the forum sticky posts. Game Mechanics and Glitches The 'screen scrolling' trick is useful for getting over the upper world obstacles, as well as for clipping through blocks in dungeons. This means that you get to some stairs without killing all enemies first! Here is a graphic with some pointers: Since the above chart was made, an alternative way to cut through a block has been discovered by ぼる @よつば. First you get on pixels as in the above image, with the top of the Link head lined up with the flat part of the block. Then, instead of doing a single-frame press, slash the sword and press right or left. The sword slash, done correctly, will prevent you from moving. You get the same effect as the individual frame pressure, so if you're positioned correctly, you'll turn around. After the sword slash, go through the block. This trick only works with block clips, not overworld rolls or ladder clips. Here's an extra quick demonstration of pixels for reverse clips: Drops Random drops Enemy drops are not random. Whether they do drop an item is random, but when they do drop, here's what they want to be. The counter starts at 0, and goes up by 1 every time you kill (most) enemies. Zols' gels and vires' keese do not advance the counter. Chart via Baxter on TAS/videos: Drop Prices The chance of getting a drop from Group A is $80/256 = 31\%$. Group B: $104/256 = 41\%$ Group C: $152/256 = 59\%$ Group D: $104/256 = 41\%$ Forced drops But there are also the consecutive killer counters. Kill 10 enemies without being hit (by an enemy, even a non-destructive bubble, or by the whirlwind from the recorder) and you get a forced, guaranteed 5 rupee drop from the next enemy that drops elements (not in the X group). Kill the 10th enemy with a bomb instead, and instead of a 5 rupee you get a forced, guaranteed bomb drop! Kill 16 enemies in a row and you get a fairy drop forced, but only if the 16th. Notes that if the 10th day of 2015 is the first day of the year, the commission will be able to Kill that 10th enemy with the sword or something else will mean the next drop will be a rupee even if you kill the next-drop enemy a bomb. The enemy kills that counts, not the subsequent enemy that throws objects. However, if the 16th enemy does not drop objects, the fedrop will be completely skipped and another will not happen unless you are hit and the counters reset. In some rooms that lose an element (such as the 5-Stalfos room in level 1 that provides a key at the end), an enemy will act as it held the drop as a stalfos with a visible key, or a gibdo with a visible bomb. As a result, this enemy will never lose anything and it will be able to save a forced drop and/or bypass a fairy drop, like enemies who never drop items. Note that splitting a Zol into two Gels, or splitting a Vire into two Keese, will not count as a kill or a coherent kill. Killing one of these split gels or Keese will not count as a kill for drops, but will count as a cohesive kill. Yes, there are some circumstances that are an exception to this. If Zol is caught against a barrier, it can sometimes trigger an extra 'kill' that way. A kill sound instead of a split sound indicates that this has happened. This is not happening with Vires. Further note: Multiple simultaneous kills will not take you past 10 consecutive kill counter, per Darkwing Duck. If they would take you past 10 they leave you at 10 instead. Advanced strategies: If a forced bomb/rupee or forced fairy drops, the consecutive counter for bombs/rupees is reset, but not the counter for fairies. So no matter how many hits you get on Manhandla with a well-placed bomb, the 10 count is reset after defeating him. The same goes for dodongo. Likewise, with a Hippo Fairy (going into a Patra with 7 consecutive counters so that patra center will be kill #16 and get a fairy), the bomb/rupee count reset to 0. Thanks to Khananaphone for this discovery. This means that if you get a forced fairy drop, the next consecutive bomb/rupee kill will not be at 20. It's going to be 8:00. So bomb/rupee drops work in one of two methods: 10, (Fairy at 16), 26, 36, 46 ... 10, (Skip fairy at 16 by killing non-release enemy), 20, 30, 40 ... Thanks to Darkwing Duck for this discovery. Luck Manipulation See the Legend of Zelda/Luck Manipulation Recorder loops you through all the dungeons that you have Triforce, sequentially, according to the direction link is facing. It has an internal counter that starts at 1. The counter changes every time you blow the recorder in a place where the whirlwind can be displayed (that is, any aboveworld screen where the recorder does not spawn a staircase). If Link faces up or right, then the counter goes up to the next finished dungeon. If Link faces down or left, then the counter goes down to the previously completed dungeon. The counter wraps around as needed. This counter is initialized only switched on or reset, and therefore it is not reset while driving even if you switch save files. Let's look at some examples: You've completed levels 1, 3, 4, and 5 and haven't yet blasted the recorder. If you blow the recorder once facing downwards, you will be taken to level 5 because the counter started at 1 and then looped around to 5. You can then blow the recorder 3 more times while facing down. The counter will go 4, 3, 1, skip 2 because level 2 is not completed. The whirlwind would then take you to level 1. You then blow the recorder when you face up and then face down. The counter goes from 1 to 3 and then 3 to 1, so the whirlwind would take link to level 1 again. This technique is used in some routes. Note that if you turn on the same frame as you use the recorder, the counter changes as if you were facing the old direction, not the new direction. This is a common source of recorder errors. Also level ordering in the second quest is different and this affects the order of the recorder. Levels 2 & 3, 4 & 5 and 7 & 8 are exchanged so the counter goes 1, 3, 2, 5, 4, 6, 8, 7. Bombing Darknuts Whether a Darknut blocks a bomb explosion with its shield is determined by two things. First, the direction turns link when he puts the bomb. Second, the direction Darknut faces when the explosion hits him. If Link's position, when the bomb reverses the direction Darknut sees when the bomb goes off, the bomb will not work. Here's a graphic by Lackattack24. Bombing Walls Note that bombs do not check whether a hole should be opened when a shutter is about to open or close. Watch it. Image of Eunos on positioning: Free locked door If you enter a dungeon and the first room has a locked door on top, then you can leave and immediately redown to unlock the door for free! Go through enemies if an enemy has just been hit, then the link can temporarily go through that enemy without injury or knockback. But the enemy itself must not be beaten back or torn for it to work. So it doesn't work against Zols or Vires. Striking a Darknut shield also prevents this from working. Enemies will not be knocked back if hit perpendicular to their motion direction while they are between tiles. Once they are directly on a tile, they can be knocked back in any direction. Link usually stops walking temporarily when using the sword. Exceptions to this are while entering the ladder (useful in 7 after the hungry Goriya, and in 1 to steal the key from Stalfos after gels), and when you enter a door (useful in 9 when you skip the first Patra). Catching a boomerang while stabbing will also allow Link to start moving immediately. Skipping Patras Walking through Patras is a special case. It turns out that the circling eyes of Patra don't actually exist hitbox-wise right away. This gives you time to go through them. This is important in order to be able to The first Patra in level 9 when they go towards the old man who talks about the next room. It's also great for trying to jump the other Patra, on the way back from the Silver Arrows, going towards Gannon. Note that when you go through the first Patra, there is a trick to it. You can't just walk through the door. You have to hesitate after unlocking the door before going through and poking your way through the eye that will otherwise hit you. Skipping the second Patra going towards the Silver Arrows is a matter of getting a good pattern of movement, and getting your block clip quickly and accurately. Unfortunately, patra before Gannon can not be skipped with current knowledge. Additionally, in level 9 there is a special reverse block clip that is very useful to get done quickly, to get out of the wizzrobe room immediately south of the Silver Arrows. It's in theory a standard block clip, but it comes from the opposite direction most runners make a block clip from and it's under enormous time pressure. Here's a video of Patra jumping and the opposite clip in level 9, from LackAttack24's 29:56 then-WR run. Heart problem only possible in the 1.0 FDS version? Recorder Wrong Warming Fiskbit: As for the technical stuff: The raft and whirlwind both set the Link direction when picking him up. Since link gets picked up by the raft seconds, his direction is set up, which determines the scroll direction. Because he is in the whirlwind, the recorder destination (which is a screen to the left of the target level) is used as the screen he rolls from, and the direction from the fleet makes him roll up. Fun fact: Both the whirlwind and the raft control Link's position. The whirlwind only changes his X position, while the raft only changes his Y position, so he ends up moving diagonally while being carried by both. Eunos: Required execution for Roocorder to save time compared to properly executed current WR route strates. other technical information there are a lot of small interactions and weird corner cases in this game. Here's part of the site dedicated to them. Legend of Zelda / Technical Information Fighting Bosses Legend of Zelda / Bosses Tutorial Videos The legend of Zelda / Tutorial Videos The legend of Zelda / Room Tutorial Series Routes Routing of this game changes all the time. But here are some resources. Again, Order of the Ate is a very good place for referencing routes. If you are better than that, start looking at routes used by top runners, and do research. Here's some of this research: Some notable historical routes: Here's Tom Votava's 34:04 run from 2003, which was a good route if you didn't know anything at all about block clips, screen wraps, or point drop manipulation. Darkwing Duck's 31:25 is remarkable as an upgrade from it begins to incorporate knowledge of the game. Saver had a sub-30 run early that skipped the magic sword. It's a tough route, but valid even if the video has been lost to the public. Map the instructions above assume that you know the outside map, as well as where to get everything inside the dungeons yourself. For short look NESMaps.com including dungeon cards and a fully annotated overworld map. Records See Speedrun.com Randomizer! See the Legend of Zelda/Randomizer for Mechanics and Techniques Specific to Fred Coughlin's Legend of Zelda Randomizer How to Patch a ROM? Get an IPS patcher, such as: Lunar IPS MultiPatch ips.py ROM Patches These are working in a real NES Practice Hack in development. Displays drop counters. Later can provide other useful information. Buffet 1.2 practice hack of Fiskbit. Displays a timer, drop/spawn/recorder counters and screen roll/block clip help. Has a select menu for editing storage. screen/level-drench and features like making Ganon visible. Archive also contains no-music hacks and FCEUX LUA scripts for things like hitbox and enemy targeting visualization. At target viewer of Fiskbit (in the form of an IPS patch from PRGO ROM) Patch to remove screen flashes of @ireneista Lua scripts These work in select emulators Hitbox visualizer script v1.2 of Fiskbit Zelda Object Targeting v1.0 Legend of Zelda save editor. Reading the code Dismantling project Another dismantling Miscellaneous Avidemux is the best tool out there for timing running. History of the record World Record Progression: The Legend of Zelda Zelda

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