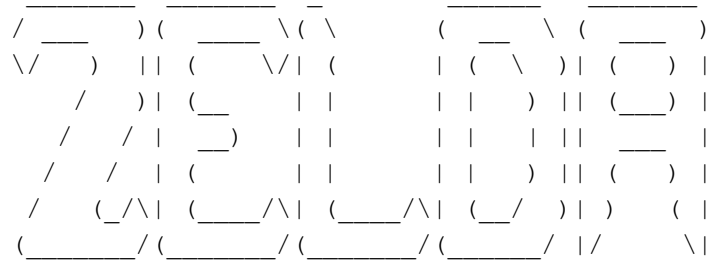
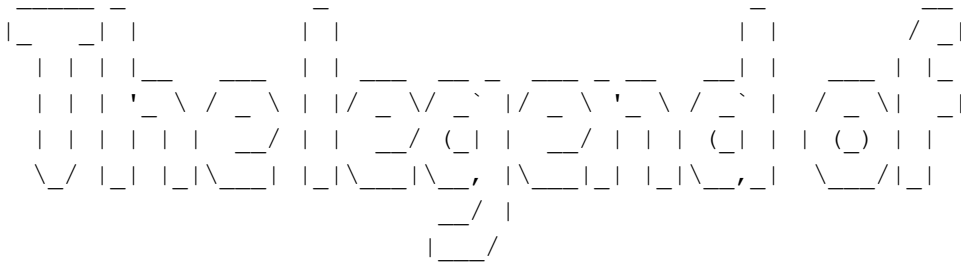


# The Legend of Zelda Swordless FAQ

by delaval

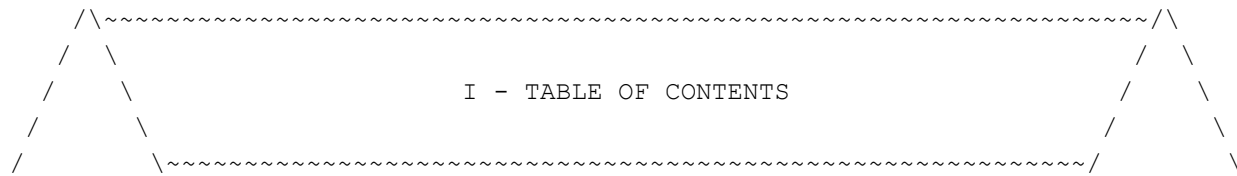
Updated to v1.2 on Nov 12, 2013



\*\*\*\*\*  
THE SWORDLESS CHALLENGE  
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Copyright Nintendo 1986  
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Version 1.1

ASCII fonts thanks to <http://www.network-science.de/ascii/>



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Legend of Zelda. I don't think anyone who grew up in the 80s could have missed Link's first epic struggle through Hyrule, and over 20 years later it's still very enjoyable. It's really a game that you come back to play over and over again. The only problem, compared with todays standards, is that it is a relatively small game, and after a few times playing it you will run through the game in a few hours. This guide is for the oldschool players who wants a new challenge in an old favourite; The swordless challenge.

Basically, you just don't pick up the sword. Ever. It can be horribly frustrating from time to time, and it's clearly a much greater challenge. You can't actually beat the last boss without the sword, but it IS possible to get



Magical Shield: An important item, since you often have to just run through rooms not being able to kill all the enemies. Especially important in level 6 when you're trying to bomb your way past Wizrobs.

Rupees: Oh, you'll want to fight for these. If you thought collecting money was annoying with the sword, try collecting 250 rupees for the blue ring with only a candle. There are tricks though.

Heart, Fairy: Fills up your life. Not really that important, it's more common to die due to lack of bombs than to lack of life in mid- and lategame ;)

Heart Container: Gives you an extra heart container. Good times, obviously.

Key: Collect them and use them carefully. In this walkthrough, you'll have to have some extra keys when you enter certain dungeons.

Magical Key: The "lion key" opens every door. Saves you a lot of trouble in dungeon 9, and basically makes everything easier.

Ladder: Makes you able to go over short rivers and water passages.

Raft: Lets you travel over water at the two piers.

Map: Shows you the general architecture of the dungeon you found it in.

Compass: Shows where the triforce is in the dungeon you found it.

Letter: Show it to the old lady to be able to buy life restoring potions.

Rings: The blue ring reduces the damage you take from enemies to 1/2, the red ring reduces it to 1/4.

Power Bracelet: Makes you move stones and boulders outside the dungeons.

Clock: Freezes all enemies in the screen and makes you invulnerable to their attacks.

Boomerang: Freezes some enemies (not darknuts or wizrobs for example) and makes them unable to hurt you.

Bombs: Detonates about a second after dropped and deals as much damage as the magical sword. You can also use them to bomb open hidden passages. You can carry 8 bombs at most in the beginning of the game.

Bow and arrow: If you buy the arrow, you can use the bow to shoot arrows at the cost of one rupee per shot. Very useful, especially against Poles and before you get the magical wand.

Silver Arrow: Arrow upgrade. The silver arrow is necessary to defeat Ganon.

Blue Candle: Lights up dark rooms with a flame. The flame itself deals an amount of damage equal to the wooden sword. You can only use the blue candle once per screen.

Red Candle: Same as the blue candle but you can use it as many times as you wish in each screen.

Recorder: Can be used to open passages at certain screens. If there are no secrets at the screen you use it, it creates a wind that usually takes you to

dungeon 1 or dungeon 2.

Food: "Enemy bait". All enemies at the screen you drop it will gather around it. It can also be used to remove grumbling Goriyas in certain castles.

Medicine: Fills up your life. The blue medicine can be used once, the red medicine can be used twice (it turns blue after one use).

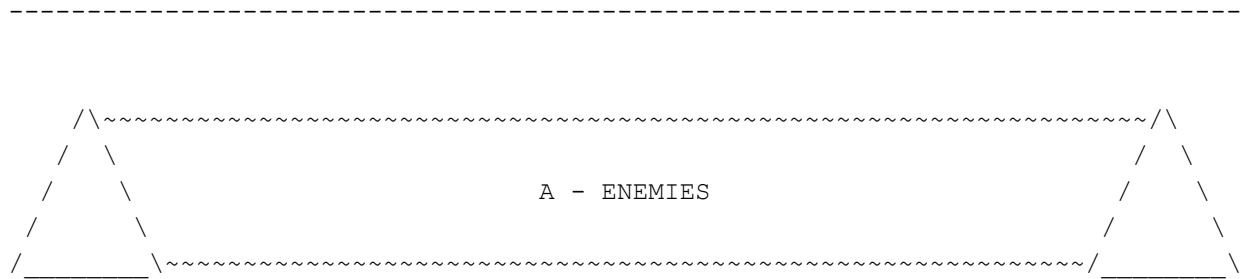
Magic Wand: Best weapon in the game (at least as long you don't have the sword). Basically a white sword that shoots magic beams.

Book Of Magic: Makes the beams from the wand turn into flames when they hit something.

Triforce: In order to get to enter death mountain and face Ganon, you'll have to collect the eight pieces of the triforce scattered in the other dungeons.

Wooden Sword: After you've been killed by Ganon, pick up this item to be able to unlock the second quest.

White Sword, Magical Sword: Random useless items.



+-----+  
 | OVERWORLD |  
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Octorok: Red and blue stonespitters. The blue ones occasionally drops bombs. Preferred weapon : Magic wand (1 hit). Early game: Candle (1 hit red, 2 hits blue).

Tektike: Yellow and blue jumping spiders. Preferred weapon: Magical wand (1 hit). Early game: Candle (1 hit) or stun them with the boomerang.

Peahat: Looks like flying caps. You can only hit them when they are still. Preferred weapon: Just ignore them (1 hit with the wand if you really wanna kill them).

Leever: Blue and red creatures that hides under the ground and pops up where you're about to walk. Preferred weapon: Magical wand (1 hit red, 2 hits blue). Early game: Candle or dodging (red: 2 hits, blue: 4 hits (almost impossible with blue candle)).

Moblin: Yellow or green arrowshooting goblinlike creatures. Lives in the forests. Preferred weapon: Magical wand (yellow: 1 hit, green: 2 hits). Early game: Candle (2 hits yellow, 3 hits green) or stun with boomerang.

Armos Knight: Statues that starts moving once you touch them. Since they are paralyzed until you touch them you can almost always just ignore them. They never drop anything when you kill them anyway. Preferred weapon: Ignore.

Zola: Fishlike monsters that comes out of the water for a short second to shoot a fireball at you. Preferred weapon: Ignore or magical wand (1 hit).

Lynel: Yellow or blue centaurlike creatures that shoots sword. Preferred weapon: Magical wand (2 hits yellow, 3 hits blue). Early game: Block the swords with your magical shield, stun them with your boomerang and walk past them.

Ghini: Ghost at the cemetery. If you touch a tombstone another one will appear. Only the one that first appeared on the screen can be killed and when you kill it all others will die too. Preferred weapon: Ignore or magical wand (5 hits).

Rock: Falls down from the mountain. Can't be killed.

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+-----+
| DUNGEONS |
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Gel: Small black jellylike dots. Never drops anything when killed. Preferred weapon: boomerang.

Zol: Big black jellylike monsters. If you hit them with a weak weapon they'll become two gels. Preferred weapon: Magical wand (kills in 1 hit). Early game: Bow (kills in 1 hit), candle (divides in 1 hit).

Rope: Snakes that starts running towards you when they're at the same row or column as you. Preferred weapon: Magical wand (1 hit). Early game: Candle (1 hit).

Keese: Small bats. Never drops anything when killed. Preferred weapon: Boomerang.

Stalfos: Skeletons. In the second quest they shoot swords. Preferred weapon: Magical wand (1 hit). Early game: Candle (2 hits).

Vire: Fat jumping batlike creatures. If you hit them with a weak weapon they'll divide into two Keese. Preferred weapon: Magical wand (1 hit divides). Early game: Bow (1 hit divides) or boomerang (stuns).

Wall Master: Big blue hands that comes out of the walls. If they grab you they'll take you to the entrance of the palace. Preferred weapon: Magical wand (1 hit). Early game: Candle (2 hits).

Goriya: Yellow or blue boomerang throwing goblins. Preferred weapon: Magical wand (2 hit yellow, 3 hit blue). Early game: Candle (3 hit yellow, 5 hit blue) or bombs (1 hit yellow, 2 hit blue)

Pols Voice: Jumping yellow rabbit heads? Preferred weapon: Bow (1 hit, arrows continue through). Alternatively magical wand (5 hits, only wand itself deals damage, not the beams).

Wizrobe: Yellow or blue wizards who makes your life hard. Only weapon that hurts them are bombs (1 hit yellow, 3 hits blue).

Darknut: Yellow or blue knights. Hard to kill and easy to get killed by. Preferred weapon: Magical wand (2 hits yellow, 4 hits blue, only wand itself deals damage, not the beams). Early game: Bombs (1 hit yellow, 2 hits blue. Unless you're standing I a position where you could hurt the knights with your sword they won't take damage due to a glitch).

Like Like: Big cakes that will eat you if they hit you. If you get eaten you lose your magical shield and get stuck. The only way to get out of them is to drop 3 bombs or beat yourself out with the wand. Preferred weapon: Magical wand (4 hits). Early game: Bow (4 hits).

Gibdo: Mummies. They drift around and deal a lot of damage if you hit them. Preferred weapon: Magical wand (3 hits). Early game: Bow (4 hits)

Lanmola: A one-eyed larva. They lose segments whenever you hit them until they disappear. Preferred weapon: Magical wand. Early game: Ignore, or do your best with the candle and bombs.

Moldorm: Wormlike creature that reminds of the lanomola, but much slower. Preferred weapon: Magical wand. Early game: Ignore, or do your best with the candle and bombs.

Bubble: Small suns. If a blinking hits you, you won't be able to use your sword for a moment. If a red one hits you, you won't be able to use your sword until you hit a blue one. Since you don't have the sword, you can pretty much ignore them. Preferred weapon: Cannot be killed.

Patra: A miniboss consisting of a blue bug with a lot of small yellow bugs circling around it. Preferred weapon: Magical wand is the only thing that hurts it (not the beams though). Beat it senseless and eventually it will die (2 hits per small bug and 4-5 more on the big blue).

Trap: Blue spiky things that rush towards you when you pass them. Cannot be killed.

Stone Statue: Statues that spits fireball towards you. Cannot be killed.

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| MIDGAME SAVING |
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Press start to enter the menu, then press up and a simultaneous to enter the same menu you see when you die. This means that you could save the game or retry whenever you want, you could also use this inside dungeons to get to the entrance with three hearts.

This trick is especially valuable if you want to cheat in the money making game instead of collecting rupies in more conventional ways.

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| STARTING WITH FULL LIFE |
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Go to an fairy to fill up your life, enter the midgame saving menu as your life is being filled up and save. When you start the game next time, your life will be filling up as if your were still with the fairy.

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| UNLOCK THE FIRST DOOR |

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As soon as you enter the first dungeon, exit and go back in. The upper door will be magically unlocked.

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| UPGRADE BLUE POTION |

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If you have a blue potion and want to upgrade to a red before a hard dungeon, instead of buying a red potion you can simply buy another blue potion and you will end up with a red. Voila, you saved 28 rupies.

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| START WITH SECOND QUEST |

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If there's still anyone out there who doesn't know this; if you type 'ZELDA' as your character's name you'll start with the second quest.

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| LESS ENEMIES |

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At each screen of the game, including dungeons, if you don't kill all enemies the other won't respawn. For example, if you're in a room with 4 wizrobs, you could kill 2 of them and the leave and get more bombs before killing the rest. This makes the game a lot easier, so don't overdo it if you want the real challenge.

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| EASIER ENEMIES |

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If you are in a screen with similar enemies of different colors (for example blue and yellow wizrobs or blue and yellow darknuts) you can kill the easy ones, leave the room and go back. Now some of the hard ones will change color and be much less of a hassle.

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| BOMBING DARKNUTS |

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The darknuts are the masters of glitching. If you're facing them as the bomb explodes they wont take damage (the game think they blocked it with their shield). The best way is to stand next to them facing away from their side, but

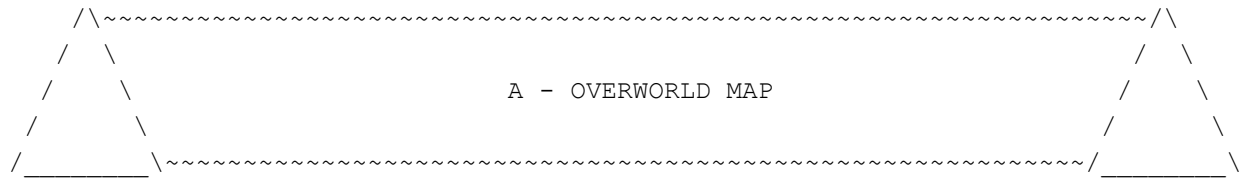


it feels random. Avoid fighting darknuts as often as you can before getting the wand.

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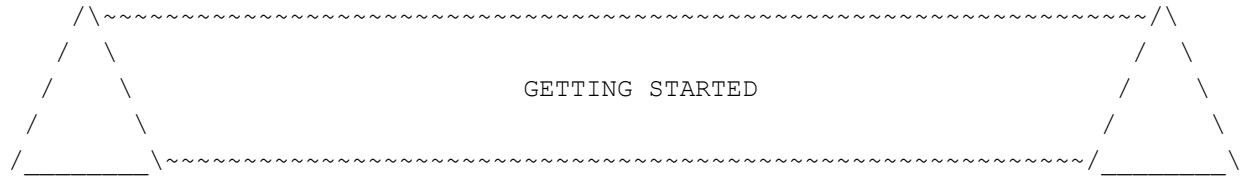
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1-9: Dungeons



Ok, your starting point in the ASCII-map above is A8, the square marked '0'. The first thing you'll wanna do is to zick-zack between enemies and get some secret rupies, items and heart containers. Start with square H16 (simply walk trough the upper mountain in G16, It's the same place as the Blue Ring shop in the second quest). Up here is a palace with a secret 100 rupies. Yay! After that, continue to H15 and get the letter to the old lady. Go down to the shop at C16 and buy the blue candle. Now you've got a weapon, and you'll be amazed how much

random enemies you'll be able to handle solely with this candle.

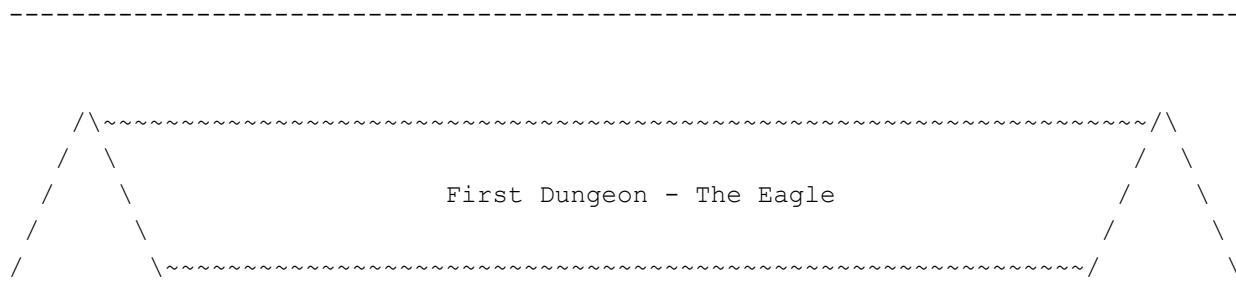
Go down and left and buy some bombs at B16. Walk west along the shore until you get to A12. Bomb the wall left of the passage up north and claim your first heart container, walk up and bomb the rock at F13 for your second. Walk to D8 and burn the forest with your blue candle. Five trees from the left will reveal the third extra heart.

Ok, by now you'll want to collect about 500 rupies (90 for magical shield, 250 for the blue ring, 80 for the arrow, 68 for medicine and a few more for bombs and using the bow). There are basically 2 ways to do this:

\*The hardcore way. Walk around with your blue candle and collect. There are 100 rupie-secrets in B3 and B12, all in all you can find about 400 rupies this way (I recommend the overworld map made by DEngel here at GameFAQs). If you do it this way, start by collecting 250 rupies for the blue ring (the store is beneath a Armos Knight at E5) and then get to F5 and get the Power bracelet, this makes travelling a lot easier. The way through the labyrinth at B2 is up, left, down, left.

\*The easy way. Go left from A8 (your starting point) and bomb the wall to find a money making game. Go in and bet, if you win, pause the game, press up + a at control 2 and get to the secret save menu and save your winnings. If you lose, just chose retry or reset the game. When you've bought all items you need, fill up your bombs, go to F5 and claim the power bracelet from an Armos Knight.

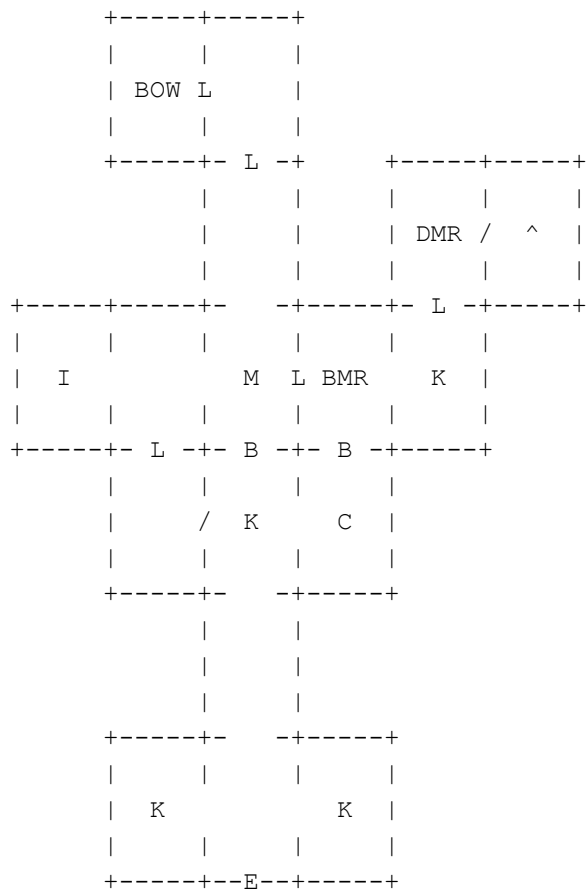
Ok, now you've got the blue candle, the blue ring, 6 heart containers, 8 bombs, the arrow, the magical shield, the power bracelet, some medicine and at least 20 rupies. You're ready for the first dungeon.



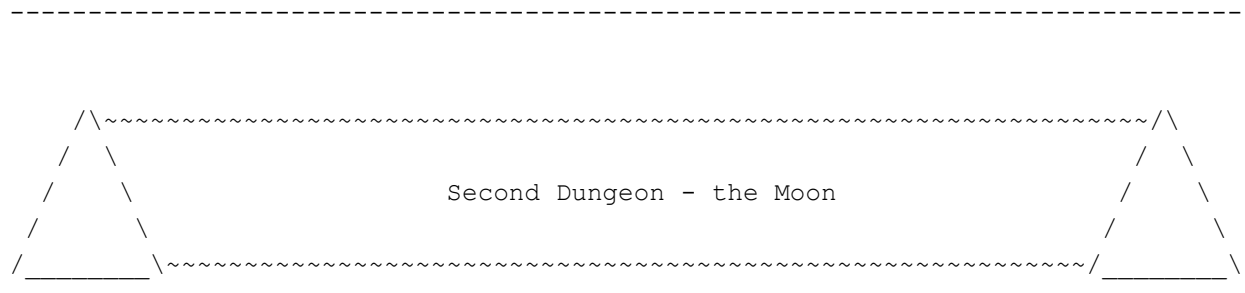
Enter, then exit and enter again. The northern door is now unlocked due to some random glitch. Go left and burn the Keese to get a key, then go back and right. See that key in the stalfos? He is your target. Burn him when he's in a corner and you'll get a double hit and kill him. Go back to the first room and go up. Go past the Stalfos and up again to a room with five Stalfos. Burn one of them, go back and forth so you can use your candle again and burn them all to get a key. Go left, grab the compass and bomb up and you'll find yourself in a room with 3 yellow Goriyas. Now it's time to test your burning skills, each Goriya takes 3 hits with the candle and you only have one burn. Make sure you burn the goriyas in the corners so they walk back in the fire, it's no that hard and if it doesn't work for you, just use a bomb or two. Once they're dead you'll get the boomerang, a really useful weapon. Remember that you can walk through stunned enemies without taking damage.

Go back to the room with the 5 Stalfos and bomb up. Grab the map and walk up. Stun the Stalfos that carries the key with your boomerang and walk through him to get the key. Walk up and left and grab the bow. Walk back to the room before the bow and kill the goriyas with your bow to replace the key you just used.

Go back to the room where you got the boomerang and go left. Watch out for the Wallmasters, grab the key and go up to face the first boss, an Aquamentus. Block his fireballs with your magical shield and shoot him with 3 arrows to claim the first piece of the triforce and an heart container.



- E = Entrance
- K = Key
- C = Compass
- M = Map
- I = Information
- ^ = Triforce
- DMR = Dungeon Master
  
- / = Triggered Door
- B = Bombable Wall
- L = Locked Door
  
- BMR = Boomerang
- BOW = Bow



There's really nothing special you have to do before entering level 2, just

check your potion status and fill up your bombs. You should be ready.

Dungeon two really doesn't have anything special, the magical boomerang is not that much better than the ordinary, it goes further when you throw it, but it isn't faster; if you miss a throw you'll have to wait longer until you can use it again. Although, I wouldn't consider I a downgrade item. In dungeon 2, you'll be able to fill up your keys a lot though.

Ok, enter the dungeon, go left and group the Ropes with your boomerang and burn them to get a key (they only take one hit). Go back to the first room and go up. Group and burn the ropes to open the door at your left, go in and grab the key (you should have about 5 now), go right two rooms and up. Uh-uh, 5 red goriyas. Ignore them and go up again. Kill the 5 ropes here with the group and burn tactic, get another key and go right to face 3 blue goriyas and 4 fire spitting statues. Your bow and magical shield comes in handy here. Each goriya takes 3 hits with the bow, kill them and grab the magical boomerang. You could bomb down here to get the map and down again to get the compass, but that seems like a waste of bombs. I'll lead you through the dungeon better than those things ;).

Go back to the room left and go up. 2 moldorms in here, if you kill them you'll get a key, but you already have six of them by now. Anyway, if you want to waste some bombs and arrows, feel free to grab your 7th extra key. Go left and grab the bombs, bomb up, go up again to the old man and bomb left. 5 yellow goriyas await you. If you kill them you'll get a bomb prize, but I still suggest the group and burn tactic to avoid wasting your resources. Grab your bombs and go up. Dodongo awaits you, place two bombs in his mouth and claim your 8th heart container and the second part of the triforce. Good job.

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E = Entrance

K = Key

C = Compass

M = Map

I = Information

^ = Triforce

BMB = Bombs

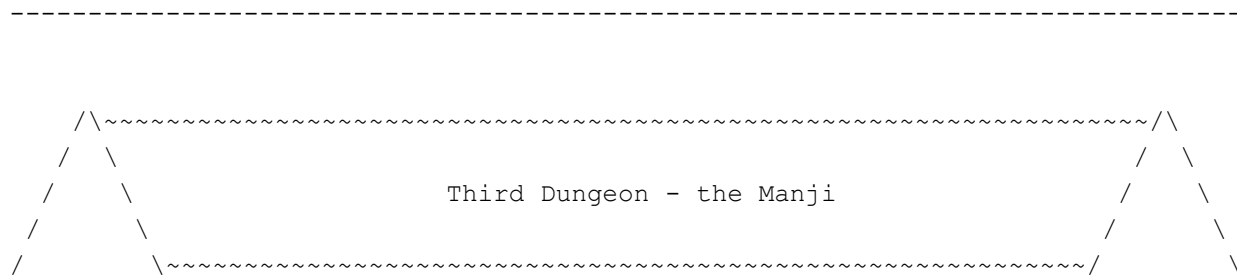
DMR = Dungeon Master

/ = Triggered Door

B = Bombable Wall

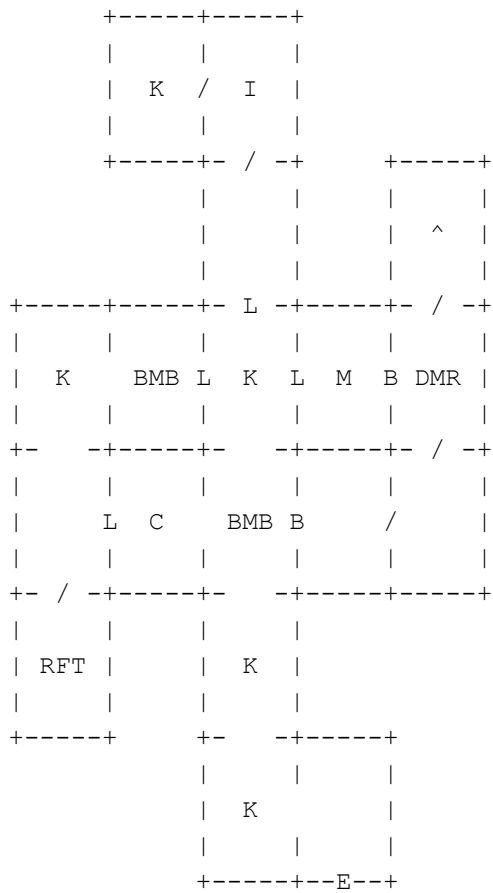
L = Locked Door

MBR = Magical Boomerang



Ok, now stuff gets a little bit more complicated. I've tried different ways, and I still consider Dungeon 3 to be the best dungeon to go to at this point. You could go to level 4 and get the bomb upgrade and then to level 6 to get the magic wand first, but all in all I think this is the best way to play. Before you enter dungeon 3, make sure that you are filled up on bombs and have about 30 rupies. Everything gets a lot easier if you're able to use the bow frequently. So, dungeon 3 it is. Go left, grab the key and go up and kill the five zol with your candle and bow (if you just burn them and leave the room to be able to burn again, they will respawn). You have like 9 keys now, but hey, it's nice to be high on supplies. Go up and face a future menace: darknuts. They're only vulnerable to the magic wand and bombs, and there's a glitch in the game that makes them randomly invulnerable. Ok it's not that random; basically if you face the same direction as the darknut as your bomb explodes they will take damage, if you look face to face with them the game will consider it to be a frontal hit and they won't take damage. Although, especially with the blue darknuts, it feels completely random.

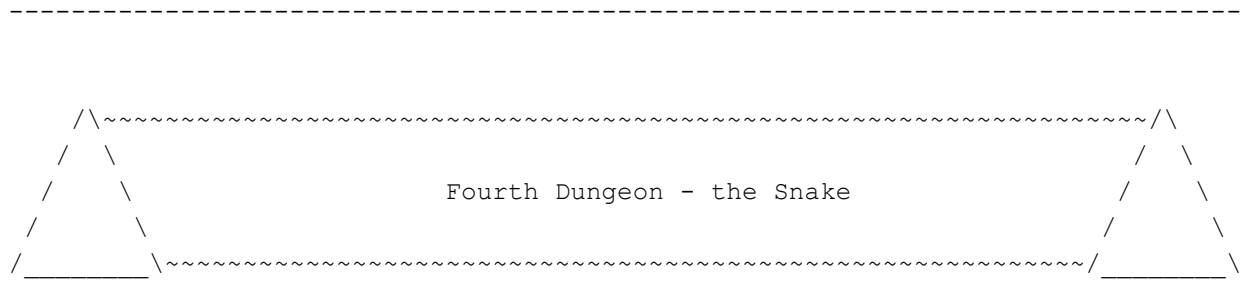
Anyway, ignore these darknuts, go left, grab the compass and go left again through the locked door. 5 yellow darknuts await and you have to kill them to get the raft. They only take one bomb each to throw in the towel, but the glitch makes it a hard fight. Place your bombs carefully and remember to look away from the sides of the darknuts as your bombs detonate. Go down, zick-zack between the 8 darknuts here and go down to grab the raft. Go back to the room before the compass where you first saw three darknuts and bomb right. Go up from here, feel free to get the map and then bomb right again to get to the boss. You can kill the manhadla with one carefully placed bomb, but more likely you'll be out of bombs by the time you get to him. If that's the case just finish him off with your bow. Go up and grab the third piece of the triforce.



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RFT = Raft



Before you go to dungeon 4, go to E16 and take the raft to F16 to get your tenth heart container.

You wont be able to complete dungeon 4 at this point (just try to kill a Gleeok without the magic wand or sword...), but we do need the ladder to get the bomb upgrade in dungeon five, and that's why we're here. Go left and kill the Keese

for a key (like you need it ;) ) go back and up and past the Vires, up again, grab the key and go left. Boomerang your way through the Vires, go up grab another key in the dark room with the Zols and go up. Ignore the Vires here, unlock the door at your left and kill the Vires in here with a combination of your bow and the boomerang. Go left and enter a room with 2 Zols (shoot them once with the bow) 2 bubbles (hehe, totally harmless, you don't have the sword anyway) and 2 like likes. Do NOT get caught by the like likes! If they catch you, you won't only lose your shield, you'll be trapped! Since you don't have a sword, you can't beat yourself out of their hold, the only thing you can do if you're low on bombs is to reset the game... They take 5 hits from the bow each, make sure to keep your distance. When you've killed your enemies, push the left block, go down the secret passage and grab the ladder, then exit the dungeon. We're of to dungeon 5 to get a bomb upgrade.

Second visit: After you get the magic wand in dungeon six, get back here and finish the job. Equip the wand, go up 3, left and up 4. Ignore the manhandla and bomb right to enter a room full of rupies. Bomb right again, kill the Vires with your wand and go right yet again to face a twoheaded Gleeok. With your newfound wand he wont be much of a hassle and you can grab the forth piece of the triforme. After this, go back to dungeon 5.

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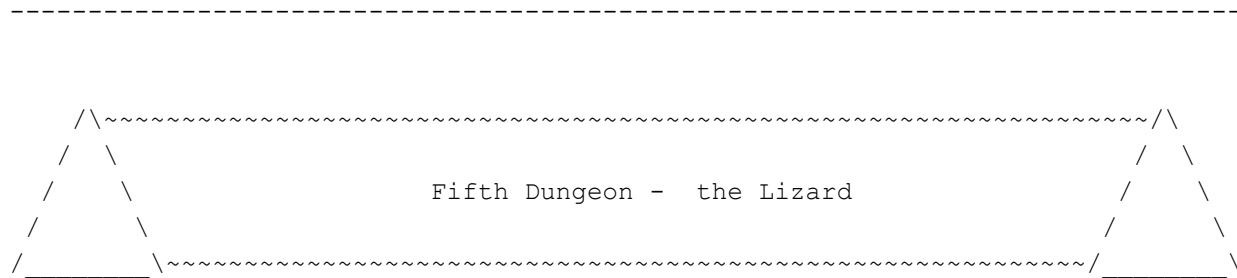
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E = Entrance  
K = Key  
C = Compass

M = Map  
I = Information  
^ = Triforce  
BMB = Bombs  
DMR = Dungeon Master

/ = Triggered Door  
B = Bombable Wall  
L = Locked Door

LDR = Ladder



Before you go to dungeon 5, go to C16 and use your ladder to get the heart container. Make sure you're filled up on bombs (you'll need them) and that you've got a least 130 rupies. The bomb upgrade costs 100 rupies, and we'll use the bow a lot here. Ok, go to G12, walk up four times and you'll find the fifth dungeon. Prepare to get frustrated.

Go up, get the key, bomb left, bomb left again and enter a room with FIVE blue darknuts. They take 2 bombs each, but the glitch makes it one of the hardest rooms in the game. Try to catch at least 2 or 3 of them in each explosion, when you run out of bombs, leave the room and go kill Gibdos to get more. As always, enemies won't respawn in a room or area unless you kill all of them, so take your time. When you're done, make sure that you have at least one spare bomb and walk down the passage. If you have more than one bomb left, go left and kill as many darknuts you can (but save one bomb). Go back and unlock to door down, grab the key in the room with the Keese and bomb east. Bomb upgrade! From now on you'll be able to carry 12 bombs, and you will get your bombs filled. Go left, up and left and try to kill the darknuts here to get the recorder. If you succeed, kudos to you. If you don't, don't worry, you can go back here after you've got the magic wand.

Second visit: If you were able to kill the darknuts that guard the wand during your last visit, simply go ahead from there and finish this dungeon before dungeon six. Otherwise, and more likely, you're now back in the dungeon with 12 heart containers and a magic wand.

Ok, from the entrance, go right and kill the Pols Voices with your bow to get a key (that should be your 7th or so). Equip the wand, go back to the entrance and up, take the key from the Gibdo, go left twice and enter the room with the underground passage you used to get to the bomb upgrade. Killing blue darknuts is a piece of cake now that you have the wand (well, not really, but a lot easier than using bombs). Go through the passage, left and into the room with 6 blue darknuts. Waste some bombs and try to kill of as many as you can, then use the wand to finish of the job and get the recorder.

Go back to the room above the entrance and go up. Dodge the Dodongos, go right and up, kill five Gibdos for a key, go up twice and grab the key in the room full of Gibdos, Keese and Pols Voices. Go left through the locked door, you



could kill the five Gibdos in here for another key, but you really don't need it. Go left again, kill the Poles Voices with your bow and continue left to find a Digdogger. Place a bomb beneath it and play your recorder before it detonates to deal some easy damage, then finish him off with your wand. Another heart container, another triforce :) If you have the wand, we're off to dungeon 7.

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1 = Passage to other 1

BMB = Bombs

DMR = Dungeon Master

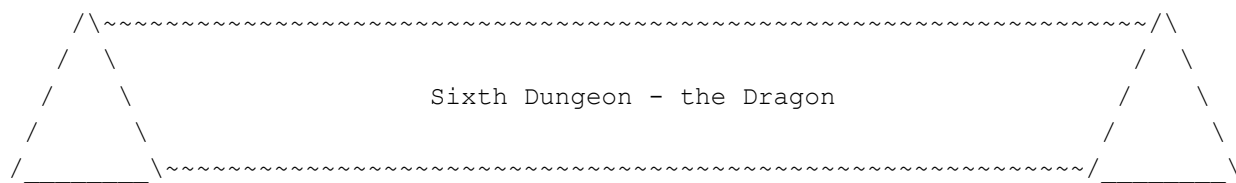
/ = Triggered Door

B = Bombable Wall

L = Locked Door

REC = Recorder

BUP = Bomb Upgrade



This dungeon is definitely one of the hardest, mainly due to the wizrobs. Personally, I consider the darknuts to be harder to defeat than the wizrobs (at least if you don't have the wand), so with a bomb upgrade you should be able to get the wand and with both upgrades you won't have any problems to get the triforce. After you get your first upgrade at dungeon 5, go to dungeon 6 and get the wand, after that, go back and finish dungeon 4 & 5, take on dungeon 7 & 8 and then go back to finish dungeon 6 to get your last piece of the triforce.

First visit: Time to get the magic wand. The magic wand is basically a shooting white sword, and it's the best weapon you get in the game. Before you enter to get the wand, it's mandatory that you have 12 bombs. You'll have to kill 4 yellow and 5 blue wizrobs, and you'll face another 8 yellow and 6 blue. Each yellow Wizrobe will take one bomb and the blue takes three. You do the math.

Ok, start by using one of your spare keys and go left. Avoid the yellow wizrobs and go up, kill the Zols for the compass if you wish and continue up. Boomerang the Keese for an open door and a key, walk up twice and enter a room with 2 yellow wizrobs, 2 blue and 3 like likes; you've got to kill them all to open the door up. Try to kill the like likes with your bow first, you do NOT want to get caught, and then start a bombing spree. Try to get 2 or 3 in each explosion, if you only hit one with each explosion you won't have bombs enough to get the wand a few rooms ahead. The yellow Wizrob's spells takes 2 full hearts even with the blue ring, and even with 11 heart containers it's quite easy to run out of life while trying to strategically place bombs.

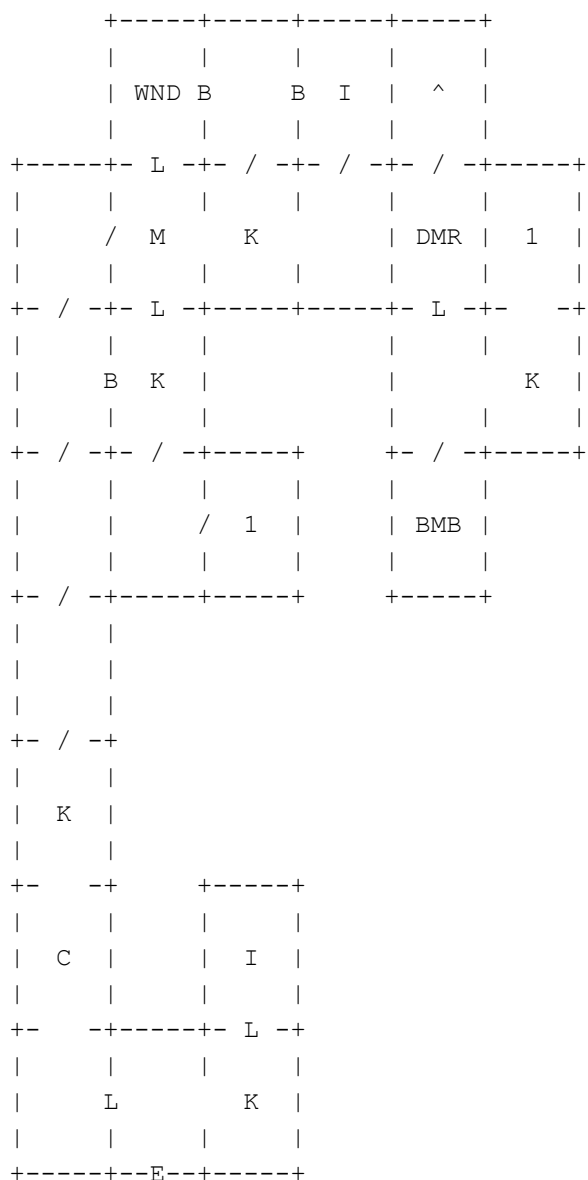
{footnote: just as with the Octorocks and several other monsters, you can change the colors of the wizrobs by killing a few, exit, and enter the room again. for example, if you're in a room with 3 yellow and 2 blue wizrobs, kill the yellow ones, exit, enter again, and at least one of the blue should now be a yellow. I would consider this cheating, but each to his own}

If you're a decent bomberman, you should exit this room with about 7 bombs, hopefully more (if you get a bomb prize you should have about 10). You'll have to bomb a wall ahead, and to get the wand you'll have to kill 3 blue and 2 yellow wizrobs. That's 11 bombs if you only hit one per explosion, but if you're a good bomberman it's doable with 7-8. The more the merrier, but who said this should be easy? At least wizrobs doesn't glitch away from the damage...

Nuff stalling, push the left stone and go up. Do NOT go up from this room (if you do, you'll be locked in with a Gleeok, and without the sword or the wand, that's certain death), instead bomb right, dodge the wizrobs in the next room and go up through the locked door. Kill the Zols and the like likes and wish that one of them leaves a bomb prize, then go up again. Here goes, 5 wizrobs; your last obstacle before the magic wand (if you run out of bombs you'll have to leave the palace and collect more). Wipe them out, push the stone and get the magic wand. It's all downhill from here ;)

Leave the dungeon for now, we'll be back later with more hearts and more bombs.

Second visit; Ok, make sure you have all 16 bombs, 15 heart containers filled up and at least a blue potion and you'll be fine despite all wizrobs. Go to the room you bombed your way into right of the room with six wizrobs (the room below the room with the map) and go down. Kill the Vires with your wand and go right into another hard room; two yellow and two blue wizrobs and three like likes. If you get caught by a like like you can beat yourself out with the wand, but since they'll eat your magic shield you want to avoid them anyway. Use your best bombing skills to kill 'em all and go through the passage. From the other end of the passage, go down, ignore the Vires and go left. If you go down from this room, you'll be locked in with five wizrobs and likely die, so I recommend going up instead. Your last obstacle before the last piece of the triforce is a yellow Gnome. Just shoot him once in the eye with an arrow and your triforce is complete. Great job! Time to go to death mountain and get killed by Ganon...



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- 1 = Passage to other 1
- BMB = Bombs

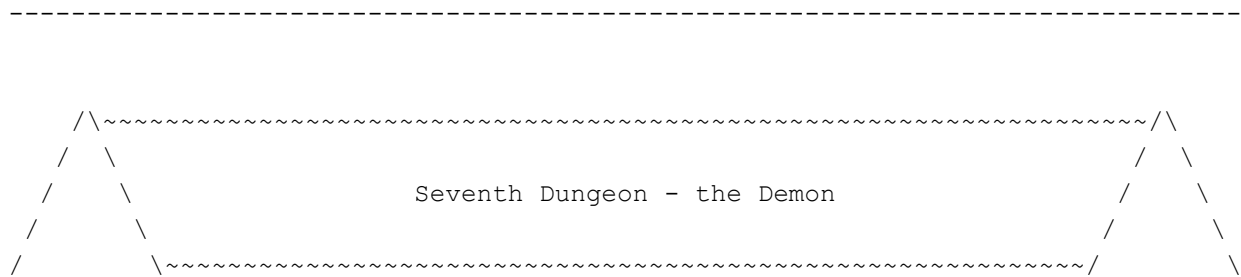
DMR = Dungeon Master

/ = Triggered Door

B = Bombable Wall

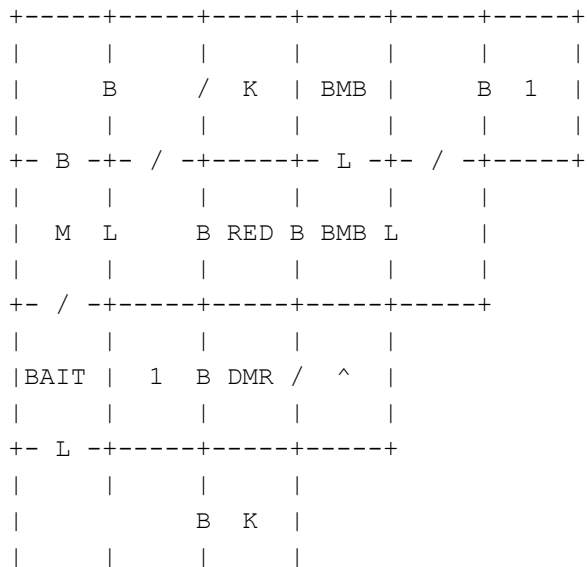
L = Locked Door

WND = Magic Wand



To enter the 7th dungeon, get to square D3 and use the recorder. The sea will dry out and reveal a passage to the dungeon. There's another bomb upgrade here, so you'll have to bring at least 100 rupies. Also, there is a hungry Goriya in here, so make sure you have an enemy bait. Since you have the wand by now, you don't have to worry about saving rupies for the bow, and there no Pols Voices in this dungeon.

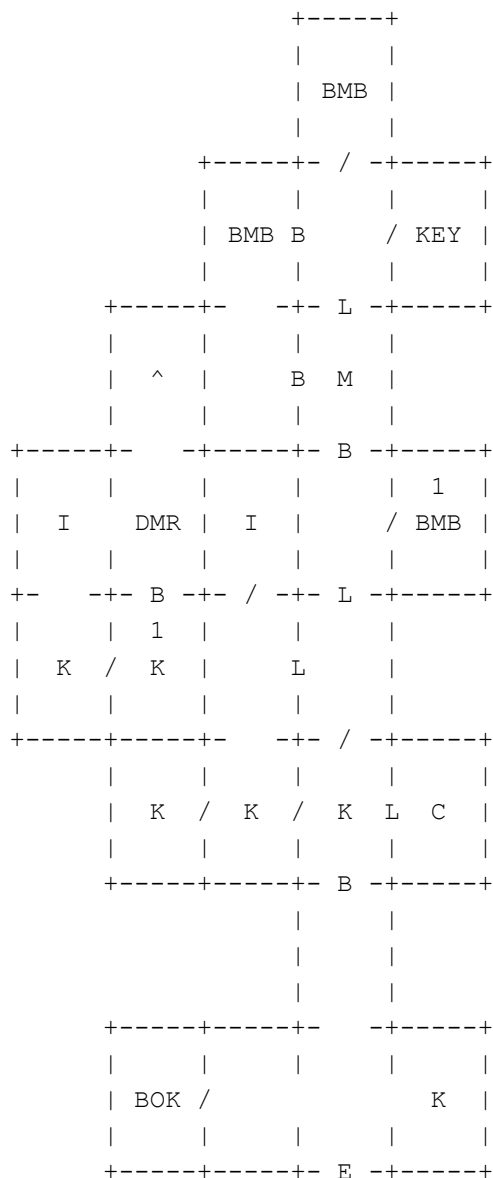
From the entrance, go up, ignore the blue goriyas and bomb left. Go up past the Dodongos and up through the locked door for your second bomb upgrade. Go down, right past six Goriyas and up. Kill the goriyas and Keese in here with your wand. Go up and ignore the Digdogger, go left and unlock the upper door. Here comes the grumbleguy, just drop your enemy bait here and he'll go away. Go up and grab the map if you wish, then go right to a room with six blue goriyas and bomb right. Six Goriyas are guarding the red candle in here, blast them away with your wand get it without breaking a sweat. Bomb right again, go past the Goriyas and left into a room with a Digdogger. Use the same strategy as in dungeon 5, drop a bomb on it and use the recorder before it detonates, then finish him it off with your wand. Go up, bomb right and kill of the Wallmasters with your candle or the wand. Push the middle stone in the right row to open an underground passage. On the other side of the passage, bomb right and enter the room with an Aquamentus, the same master as in dungeon one. He's a piece of cake to kill with your choice of wand, bow or bombs. Only two pieces of the triforce left now, off to dungeon eight.





now in a room with 5 blue darknuts and 4 fire spitting statues, and you'll have to kill them to be able to continue. Let some bombs and your wand do the talking and go up. Ignore the enemies in here and go up again through the locked door (nice with the spare keys now). Two statues and SIX blue darknuts! Ignore them for now and bomb up. In here there's yet another manhandla to ignore, use another spare key and go up instead (if you kill it, you'll get the map, but as always I've already drawn one for you). In the room you enter now there's a Ghoma. Try to equip the bow and shoot it once or twice as soon as you walk into the room, its eye will be open for a short time. Three arrows will take care of him, then go right. Kill 4 darknuts and 2 Pols Voices to get the magical key. Now you wont have to worry about locked doors anymore.

Go back to the room with the two statues and the six darknuts and kill them. Go left and down the passage to a room with eight Pols Voices. Finish them of with your bow to hopefully get some easy hearts and rupies. Bomb up and say hello to a fourheaded Gleeok. Beat him into a pulp with your wand and get the second to last piece of the triforce. Time to get back to dungeon six to get the last one.

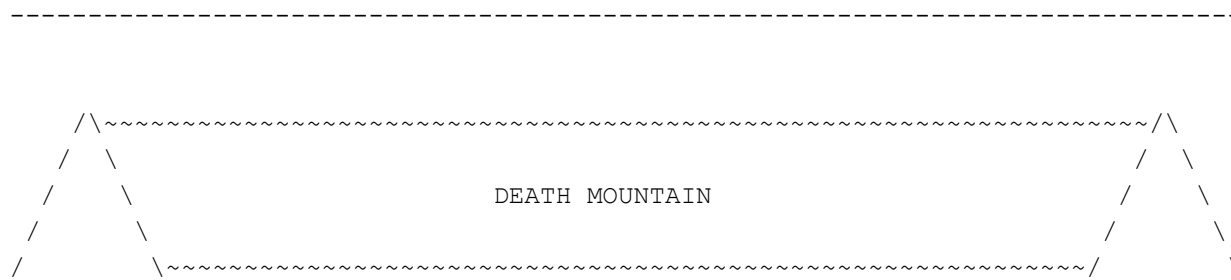


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L = Locked Door

BOK = Magic Book  
KEY = Magic Key



Ok, here it is; The final showdown. Dungeon 9 is by far the largest dungeon and it has a lot of traps and wizrobs to make your life miserable. Although, your real problem wont be getting lost, running out of bombs or getting killed by wizrobs, your real nemesis is Ganon, and there is now way you can kill him without the sword. Lets go meet him and try anyway.

Before you go to death mountain, get 16 bombs, a red medicine and fine-tune your bombermanskills. Once you're filled up, go up to H6, bomb the right boulder and enter.

From the entrance, go up and up again past the room with the two fires (if you don't have all the pieces of the triforce you wont be able to pass this room). You'll enter a room with 2 Zols and two like likes, bomb left and enter the room with the first underground passage (all passages are marked 1-6 on the map below for your orientation) and 2 Lanmolass. Take the passage, kill all the like likes in the room you just entered and go right twice, past a bunch of blue wizrobs and into a room with a Pantra. Ignore the Pantra for now, if you kill it you'll get some bombs but you should have 15 bombs now anyway so there's really no need. Go down, bomb left and enter another room with a pantra. If you kill this one you'll get the map, whichever you choose, bomb up and enter a horrible room filled with wizrobs and like likes. Dodge them and bomb up again. This is the room were you get the red ring, but it's heavily guarded by no less than SIX wizrobs. 3 blue and 3 yellow should take 12 bombs if you hit once with all that you have (and you have 12 bombs, lucky you), but you probably wont have to use more than 8 or 9, after all you should be a demolition expert by now.

Grab the red ring and go back to the room with the pantra. Time for some thoughts. In order to get the silver arrow you'll have to take a passage guarded by 3 blue and 2 yellow wizrobs, then kill another 3 blue and 2 yellow to get the arrow itself. if you have 8 or more bombs, let's go for it, otherwise go out from the dungeon and collect bombs (always remember that enemies wont respawn unless you kill all in a room, this is very useful in this dungeon).

So you're ready to give the silver arrow a shot? From the room with the pantra, go back left to the room with 3 blue wizrobs and bomb down. Kill the Zols and like likes here to get some bombs, go back to the room with the pantra and kill it for another 4 bombs. You should have at least 14 now, depending on weather you left the dungeon to collect or not. Go up through the locked door, listen to

the old man's advice and bomb left. 5 wizrobs guard the second underground passage, you know what you have to do.

From the second underground passage you'll exit in a room with 5 Zols. Go right and right again to a room with a Pantra that guards the fourth passage. Let your wand do the talking and take a walk under the castle. You'll exit in a room with five wizrobs. Bomb up and enter another room with five wizrobs, these you'll have to kill. If you have 8 or less bombs by now, you're in for real trouble. Do your best, bomb up your supplies and get the silver arrow. By now you're probably completely out of bombs, and in order to take the passage back you'll have to kill all wizrobs in the room you exited in. Though luck. Let them kill you or you the midgame saving trick to get out of the dungeon, fill up your hearts and bombs and re-enter to go pick on Ganon.

Go through the second passage again and left twice to the room with the forth passage. Don't enter, instead go up into a room with 6 like likes. Clear the room with your wand and go left into a room with Zols. Go up from here, dodge the wizrobs and go up again. Another group of wizrobs guards the fifth passage here. Bomb 'em off and push the left boulder to open the passage, make sure that you have at least one spare bomb.

At the other end of the fifth passage, bomb left and enter the room with the sixth and last passage. For once the game gives you a break, the passage is not guarded by wizrobs but merely by Zols and like likes. Show them your wand and enter. On the other side there's a pantra guarding a triggered door, once he's dead, there's only one room left...

Go up, lift up your triforce and take a good look at your nemesis. Pause the game, take a picture and call your friends. You have managed to reach Ganon without once picking up the sword. Kudos to you. Now unpause and watch as he slaughters you.

If you haven't had enough by now; save the game, go pick up the wooden sword and go back to cut Ganon 15 times and shoot him with a silver arrow to show him who's who ;) Time for the second quest.

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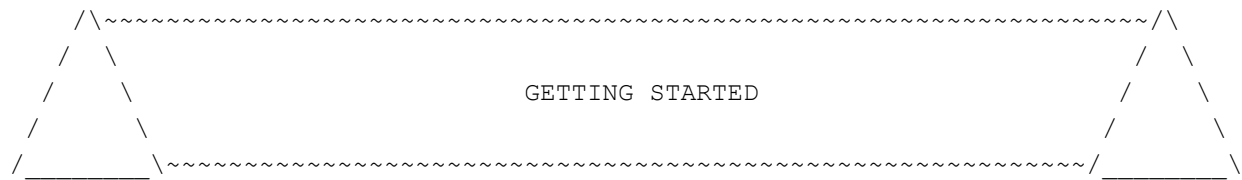
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1-9: Dungeons



Getting fit for fight is much harder this time. There's no easy way to get your rupies, and there are a lot fewer secret places to collect them. This time you really have to bite your tongue.

First off, take the long hard road to were dungeon six used to be in the first quest. If you've forgotten, the way through the maze is up, left, down, left. I don't have to tell you the importance of dodging skills, you have three heart, a crappy shield and no ring, and you're facing hordes of Moblins and Lynels. Once you get to the castle, go inside to get 30 rupies. Leave and go to F5 where the power bracelet is hidden beneath the same Armos guard as in the first quest. You could try to get to G2 from here and grab the letter to the old lady, but with high probability you'll get killed by the Lynels. Lets wait until we get the boomerang to get that... Instead go to the cemetery and move the second tombstone from the left in the middle row at the north-western part of the cemetery (F1) to get a heart container.

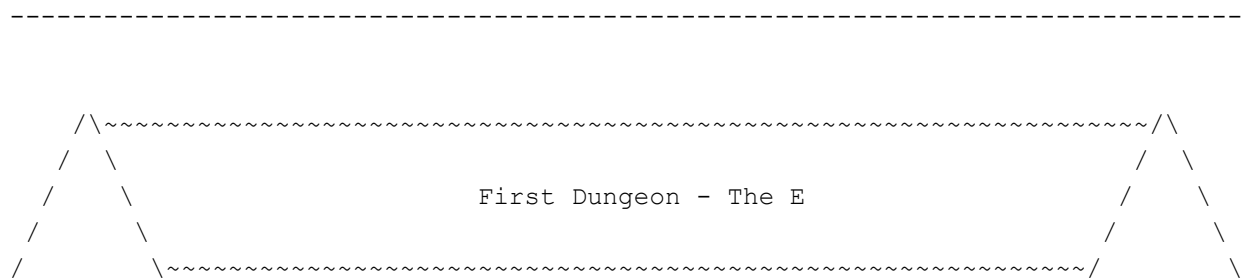
With your fourth heart container, go to the warp left of the cemetery and warp to D10 (the one by the fairy). Fill up your lives at the pond and walk through the forest to E14, move the right Armos knight and go down to get another 30 rupies. Pass by the Armos knight at D15 to get 10 more rupies, go to the shop at C15 and buy the blue candle. Finally some kind of weapon.

Go down again to B15 and burn the fourth bush in the longest row of bushes to get another 10 rupies. You should have 20 rupies by now, we'll use them to buy bombs in the shop at B16. Go up again to F14 and bomb the wall right of the stairs to get another 30 rupies. Now go past D9 and F9 and burn for 30 rupies each to C4 and burn the lowest of the three green bushes to get 100 rupies. This is basically it. There are about 50 more rupies scattered around the overworld, As in the previous quest, Daniel Engels gif-maps at GameFAQs are a great help, all cred to him (although, at least in the European version of Zelda, there's no 30-rupies secret at C9...). Burn the corner bush at D7 to find a cheap store and buy the magical shield, then start collecting... Personally, at this point I bomb open the moneymaking game at A7 and start cheating games for rupies (as described in the first quest walkthrough). I'm the kind of guy that speedruns battletoads for fun and don't consider the yellow devil in mega man 1 a nuisance, but collecting rupies for the blue ring with just a blue candle at this point is just too time-consuming. Simply not worth it in my book.

Anyway, after you've collected/money-maked a fortune go to H16 were we picked up

our first 100 rupies in the first quest to find the store with the blue ring. Buy it, collect some more money, fill up your bombs, and get the enemy bait and the arrow if you have some spare rupies. We'll be needing the bait pretty soon, might as well get it now.

Make sure you have at least 4 heart containers, magical shield, 8 bombs, blue ring and blue candle in your inventory, and we're off to the first dungeon.



Trivia: The first five dungeons in the second quest are all shaped like letters that together form the word "Zelda". I don't think the last three has any official names, please let me know if they do.

This is a piece of cake. First off, go right from the entrance and enter a room with 5 red goriyas. Use your candle a pair of bombs to defeat them and get the boomerang. Get back to the entrance, go up and kill the three red goriyas in here to get a key, then bomb right, kill the Keese in this room and take the underground passage. If you don't have 3 bombs now, exit the castle and get more, although if you've followed the guide you should have at least 5 bombs now. Use your key and go left in the other end of the passage, then go back and burn the Wallmasters one by one to get a key to replace the one you just used. After you've grabbed the key, go left, ignore the 3 goriyas and bomb up. You're in the room with the first dungeon master, an Aquamentus this time too. Place 2 bombs on his head and he wont bother you anymore.

Time to get to level two and get the flute (now THAT's an useful item).

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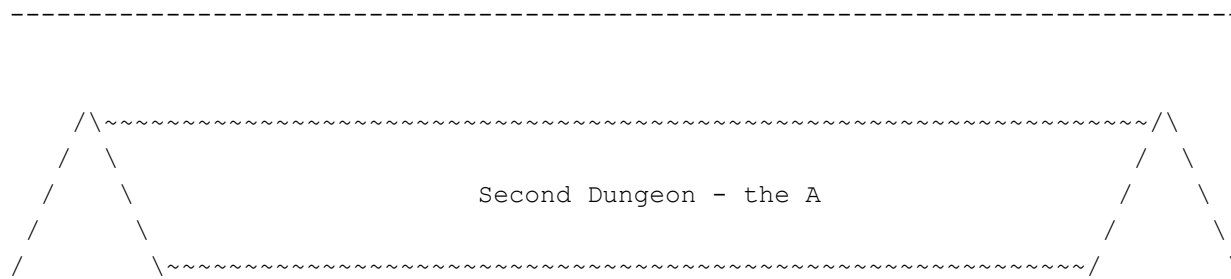
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BMR = Boomerang

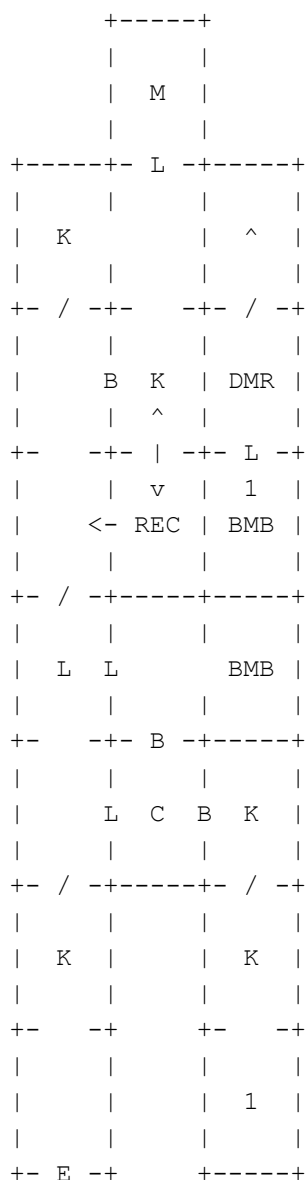


Before you go to dungeon two, go to G2 and move one of the rocks to get the letter to the old lady, then go buy some medicine. You can easily get past the Lynels by blocking their attacks with your magical shield and then stun them with your boomerang. Also, make sure you have at least 5 bombs, the more the merrier. You wont be able to finish level 2 yet, the dungeon master is a Gleeok, but you want to go there anyway to get the recorder. Once you have the recorder, you'll be able to get 2 extra heart containers and open dungeon six, and after you've gotten the raft from dungeon six you'll be able to get another heart container and then finish dungeon eight. Once you have the wand, life gets a lot better, so we want to get it as early as possible even if it means facing wizrobs early in the game.

First visit: The second dungeon is situated at E5, under the same Armos knight as the blue ring store was in the first quest. From the entrance, first go up and use your boomerang to get past the Gibdos, up again and enter a room with three Zols. You should have a spare key from the first dungeon, use it to go right. Ignore the darknuts here and bomb right to enter a room with Keese and a key. Get the key and walk down to another room with 3 Zols. Use your candle and a well placed bomb to kill them, grab another key and go back to the room with Zols before the room with the darknuts. Go up, kill the Keese and get a third key. Go up, dodge the Gibdos with your boomerang, up again, kill the Keese to open the triggered door up but don't go up yet. First, bomb right and grab a

key, then go back and up. There's a manhandla in here, if you have some spare bombs (2 should do it) kill him and get a fifth key. Go right and down. There is a fake wall in here, simply go down and THROUGH the wall to get to the room with the recorder. Grab the recorder and exit the dungeon. I don't think you'll be able to get past the door guarded by Gibdos to the left of the room with the recorder, so I recommend suicide or midgame saving to get out.

Second visit: We're back, and we have the wand and the magical key with us. Go to the room where you killed three Zols to get a key during your last visit, then go down to a room with 5 Gibdos and an underground passage. Take the passage to a room with 3 yellow darknuts. Go up through the locked door and stare on a twoheaded Gleeok. You know what to do, beat him senseless with your wand and claim your third piece of the triforce. Now go buy a bait and let's see what dungeon 3 has to offer.



- E = Entrance
- K = Key
- C = Compass
- M = Map
- ^ = Triforce
- 1 = Passage to other 1
- BMB = Bombs
- DMR = Dungeon Master





bombs, an enemy bait and a 100 rupies.

Dungeon 8 is extremely well hidden. To find it, go to screen G10, use your ladder to stand in the river and place a bomb at the fifth stone square from the left. Voila: dungeon 8.

From the entrance, go up once to the room filled with red bubbles and push the left stone to open passage 1. Take the passage and enter a room with six yellow Goriyas. Ignore them and walk through the wall down to a room with 3 Dodongos. Ignore them and unlock the door down. Your now I a room with 4 bubbles and a bunch of Wallmasters. Use the same tactic as in dungeon 1, burn one with your candle, exit the room and go back to burn another until none are left. Push the middle stone in the right row and go downstairs to get the wand. Easy as pie.

Go back to the other end of the first passage and start walking upwards, crushing all your enemies with your wand. Two rooms up is a Digdogger, ignore it and walk up to the grumbling goriya. Drop your bait and go up past the Keese (they will drop the compass if you kill them, take it if you want) and into a room with five blue Goriyas. Kill 'em, grab the key and go left into a room with another six blue Goriyas. Good thing we have the wand. Do your thing, go left into the room with another Digdogger, ignore it and bomb left. You're in a dark room with Wallmasters, kill them to get some bombs and use a spare key to go left into a room with 3 Dodongos and 4 statues. Blow the dinosaurs up, go left yet again, push a stone and enter the second passage.

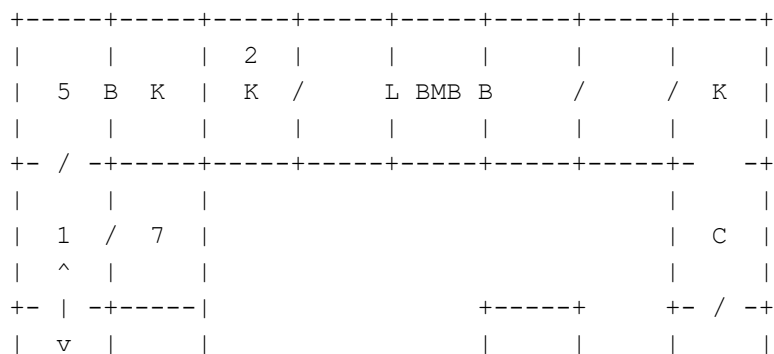
At the other end of the second passage you're back in Wallmaster territory. Unlock the left door, clear the room of stalfos and push a stone to open the passage to the magical lion key. With both the lion key and the magical wand, the world is our oyster.

Go back to the room with Wallmasters you exited in from the second passage and walk down and left into a room filled with ropes. Go down through the wall into a room with 3 blue goriyas and 3 Keese. From here go left twice and you'll find the third passage guarded by blue goriyas. Show them your wand, grab some bombs and take the passage to a room with 2 moldorms. The dungeon master is just above us, but we're not done with this dungeon yet.

Instead of going up and facing the dungeon master, bomb down. Walk past the goriyas in here and down again to a room with an Aquamentus. Shoot him three time with your wand to make him history, go left into a room with Wallmasters, kill them and push a stone to open a door to your left. I hope you brought at least 100 rupies, because we're infor a bomb upgrade.

Go back to the room with the moldorms and up to the dungeon master; 3 Dodongos backed up by 4 statues. With 12 bombs this should be a piece of cake.

Claim another heart container an your second part of the triforce. Well done! We're going back to the second dungeon to kick ass.





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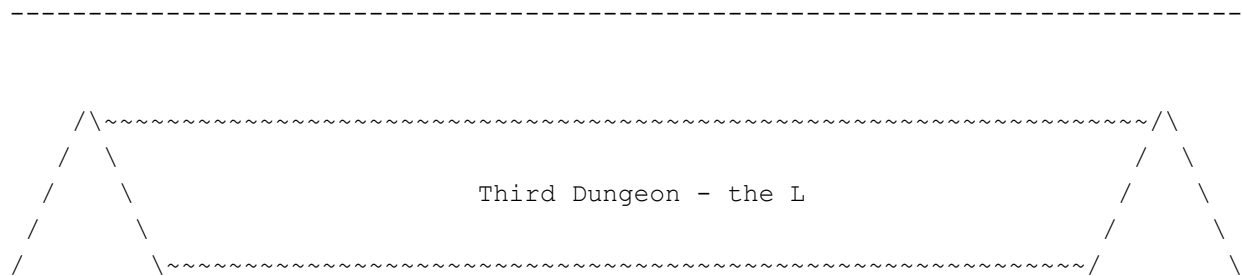
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E = Entrance  
K = Key  
C = Compass  
M = Map  
I = Information  
^ = Triforce  
1-7 = Passage to other 1-7  
BMB = Bombs  
DMR = Dungeon Master  
BAIT= Hungry Goriya

/ = Triggered Door  
B = Bombable Wall  
L = Locked Door  
Arrows (-> and such) = Clippable Wall

WND = Magical Wand  
KEY = Magical Key  
BUP = Bomb upgrade



Bring at least 4 bombs and an enemy bait to this dungeon. It's situated in the same place as dungeon 2 was in the last quest, go to that screen and play your recorder to reveal the entrance.

First, we're off to get the magic boomerang. Go up, kill some goriyas with your wand and up again. Kill the ropes in here to fill up your bombs to at least 8. Go up, clear the room of goriyas to get the map and open another door up, up again past the stalfos and say hello to the grumbling goriya. Give him some meat and go up to the last room at top of the L-shaped dungeon. Kill the yellow

goriyas in here to get the magical boomerang, then go back to the room directly above the entrance and unlock the door to your right.

Here's a twist, the three Dodongos in here are basically the dungeon master (they'll give you a heart container when killed) but they don't guard the triforce... Bomb them, get your heart container and go down into a room with the compass and a bunch of Wallmasters. Kill the Wallmasters, move a stone and open an underground passage to a room filled with yellow goriyas. Blast them away with your wand and a door to your fourth piece of the triforce will open. We're off to dungeon 4.

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E = Entrance

K = Key

C = Compass

M = Map

^ = Triforce

1 = Passage to other 1

BMB = Bombs

DMR = Dungeon Master

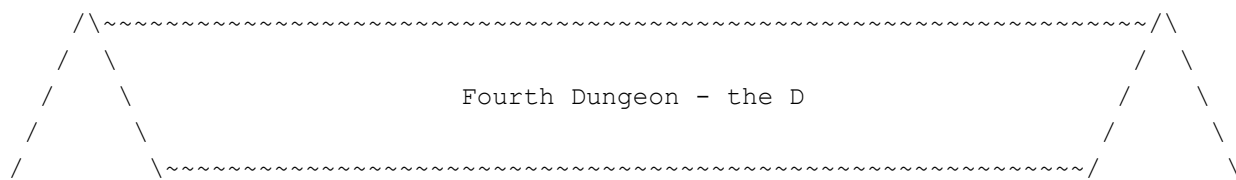
BAIT= Hungry Goriya

/ = Triggered Door

B = Bombable Wall

L = Locked Door

MBR = Magical boomerang

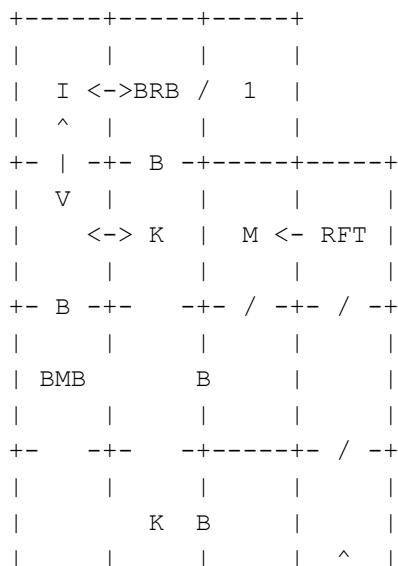


Here's another big dungeon. There is another bombupgrade in here and also an old man that you'll have to bribe with 50 rupies or one heart container so bring at least 150 rupies. There are also quite a few darknuts and Dodongos here, so fill up your medicine before coming.

Go to the screen where you walked up four times to find the fifth dungeon. Instead of walking up move one of the right boulders to open the stairway to dungeon 4. Go up from the entrance and kill the Digdogger. Go left and up dodging the darknuts and Pols Voices on your way, then use your magical key and go right into a room with an Aquamentus. Shoot him with your wand and enter a room with Gibdos, Keese and Pols Voices. Clear the room and move a stone to get the book of magic, then walk upwards through the wall to the second bomb upgrade.

After you've taken the upgrade, go right through the wall and right again through the locked door (good thing we have the lion key) into a room with 4 darknuts in mixed colours. Beat them with your wand, go up and dodge the blue darknuts in this room and keep going up past two Zols into a room with five Zols. Bomb up here to another room with a bunch of darknuts. Go up through the wall here and then right through the wall again to meet a greedy old man. Give him 50 rupies and continue right.

Take the underground passage in here and then go up to face the dungeon master; a Digdogger. Kill him, grab your heart container and go up. Do NOT take the triforce, instead go up through the wall. Kill the darknuts with your wand in here and go up again. In here there's a trio of Dodongos and 4 firespitting statues here, but you should have at least 15 bombs after your recent upgrade so they wont be a problem. Go up again into a room with an odd layout and kill all the Pols Voices and darknuts here, move the fourth stone from the top in the rightmost row of stone and grab the raft (now that's a well hidden item...). Go back down three rooms and get the triforce. We're going to dungeon 5.



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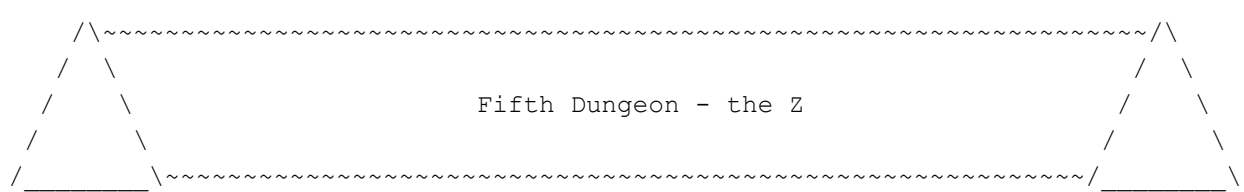
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E = Entrance  
 K = Key  
 C = Compass  
 M = Map  
 ^ = Triforce  
 1 = Passage to other 1  
 BUP = Bomb upgrade  
 BRB = Bribeable old man  
 BMB = Bombs  
 DMR = Dungeon Master

/ = Triggered Door  
 B = Bombable Wall  
 L = Locked Door  
 Arrows (-> and such) = Clippable Wall

BOK = Book of magic  
 RFT = Raft

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 Fifth Dungeon - the Z

Before you go to dungeon five, go to F16 and grab your 13th heart container. Dungeon five is at D6, the same place as dungeon four in the first quest. Fill up your bombs and get ready, we're going to Wizrobe territory.

From the entrance, go up and left, kill the like likes and go down to a room with an open passage. Take the passage and find yourself stuck in a room with five blue wizrobs. Good thing we've got two bomb upgrades. Kill 'em and go right, ignore the Ghoma and go down. There's an open staircase in here, go downstairs and grab the bow.

Go back through the passage and back to the room where you killed the like likes. Go left, kill the Vires here for the map if you want it, then go up two rooms and dodge all wizrobs along the way. Go right into the black room, take the compass and go up into a room with 4 wizrobs and 3 like likes. You don't have to fight them so just go right and kill the manhandla in here with a pair of bombs. Go up from the room with the manhandla and take the passage there to a room with Vires. Ignore the Vires and go left through the locked door to the dungeon master (gotta love the lion key). Kill the three-headed Gleeok and grab the triforce. Only two left, let's go back to dungeon six.

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E = Entrance

K = Key

C = Compass

M = Map

^ = Triforce

1-2 = Passage to other 1-2

DMR = Dungeon Master

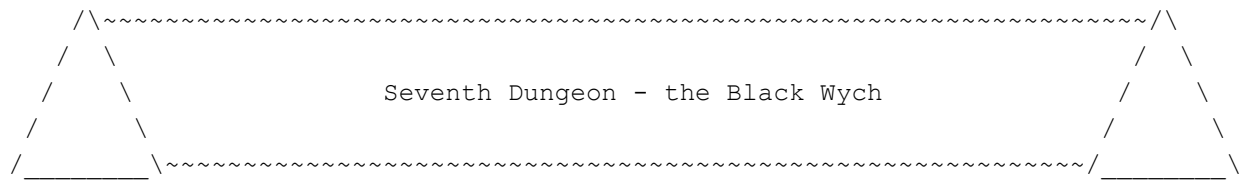
/ = Triggered Door

B = Bombable Wall

L = Locked Door

Arrows (-> and such) = Clippable Wall

BOW = Bow



Dungeon seven is a real bitch to find. It's hidden at B13; burn the leftmost of the two bushes 3 bushes down from the top of the screen. Since you've only got the blue candle at this point (the red candle is inside this dungeon) it's a plain evil place to hide it. To make things worse, the dungeon is chockfull with blue darknuts and two old men that only lets you by if you pay them with a heart container or 50 rupies. You'll only have to pay one of them though, but make sure to bring at least 50 rupies and a blue potion.

From the entrance, go right 3 rooms past some Pols Voices and darknuts of mixed colors into a room with 3 darknuts and 3 Gibdos. Clear the room and push a stone in the right diagonal of stones to open a passage. At the other end of the passage go down one room and kill the darknuts and Pols Voices in here to get the red candle.

Go back through the passage and right into room with a manhadla and bomb it away. Go right and up two room, dodging all the darknuts in your way into a room with 5 blue darknuts and four statues. You'll have to kill these guys to be able to go on. Go up two more rooms and kill the Ghoma with your bow and continue up. Kill the Keese here, push a stone and go down the second passage.

At the other end of the passage you're in a room with no less than EIGHT blue darknuts. You don't have to fight them though, just dodge them and go up and right to meet the greedy old man. Give him 50 rupies and go down. Six blue darknuts await you, and this time you'll have to fight them. Try to kill as many as possible with some bombs and finish the job with your wand. Once they're gone you can open up the third passage.

At the other end of the passage, go left through the locked door to your last obstacle before the dungeon master; 5 blue darknuts in a room with four statues. At this point you're probably happy you brought a potion. Kill the darknuts and go left to the dungeon master; a fourheaded Gleeok. Beat him with your wand and claim the last piece of the triforce.

Great job, we're going to death mountain.

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Next up is the red ring. Go up through the wall in the room with the silver arrow and push the right stone to open a passage. Go right at the other end of the passage to get back to the entrance. Go up to the triforcetriggered room but go left this time. Kill the moldorms here for some bombs and go left past the Vires and up. Go left through the locked door and kill the yellow moldorms here to get another four bombs. Go up, bomb right and up again. Dodge the wizrobs here, go right and bomb up to a room with six blue wizrobs. It's a good thing you don't have to kill all enemies here... Go left, dodge the wizrobs and like likes and go up.

Go right to the next room (through the wall) and blast away the like likes here. Go left again and up to a room with a pantra. Instead of fighting it, go left through the wall and kill the moldorms to get the red ring. We now have all the items.

Go back right to the room with the pantra and kill. Push the right stone and take the second underground passage to another room with wizrobs. Bomb right and say hello to the last obstacle before certain death; a pantra. Let your wand do the talking, take a deep breath and go right.

This is it. You've completed the swordless challenge. Lean back and watch as you get slaughtered by Ganon for the second time. Take a picture for your scrapbook and call your mom to brag about your accomplishments. Good job, you're a true power player.

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And some legal stuff: This took me quite a while to play through and figure out, and lots of time to write, so please don't copy it and post as your own. If you want to have it on your page, go ahead as long as I get some cred for it :)

Do not try to make money of this document in any way.

I would really appreciate feedback on this walkthrough. It's probably loaded with bad grammar (I'm from Sweden and English is not my native language), and it's the first one I've written.

Good gaming,  
Magnus de Laval  
delaval@gmail.com

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