SOFTWARE & TECH

A Link Between Worlds Walkthrough

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The Hero of Lorule: Your Essential Guide to A Link Between Worlds

Returning to the top-down perspective of the classic *Zelda* era, **A Link Between Worlds** for the Nintendo 3DS is a masterful blend of nostalgia and innovation. Serving as a direct sequel to A Link to the Past, this game introduces a unique mechanic that allows Link to merge into walls as a living painting. This freedom changes the structure of exploration, offering a non-linear approach that can be both liberating and overwhelming. Whether you are a seasoned hero or a newcomer to Hyrule, a comprehensive **A Link Between Worlds walkthrough** is more than a list of steps—it is a guide to mastering its most creative puzzles. This guide will provide you with the strategies, item locations, and boss tactics needed to rescue the Seven Sages and save both Hyrule and its dark mirror, Lorule.

Getting Started: The First Steps in Hyrule

Your journey begins in Hyrule, a land that feels familiar to veterans of *A Link to the Past*. You start as Link, a blacksmith's apprentice, in the peaceful village of Kakariko. After a brief introduction involving a missing girl and a rabbit, you are thrust into the main quest. The initial twenty minutes are linear, guiding you through the Eastern Palace. This dungeon serves as a tutorial for the basics: sword combat, item usage, and the essential mechanic of renting items from the traveling merchant, Ravio.

Understanding Ravio's Shop

Unlike previous *Zelda* games where you collect items from dungeons, **A Link Between Worlds** allows you to **rent** items from Ravio. This is a crucial point in any **A Link Between Worlds walkthrough**. You can rent nearly every major item (Boomerang, Bow, Bombs, Hammer, etc.) right from the start. If you die while renting an item, it returns to Ravio, and you must rent it again. Later in the game, you can purchase these items permanently. This rental system encourages exploration. You are not locked into a specific dungeon order. Instead, you can tackle the three main branching paths in any sequence you desire.

The Wall Mechanic: Merging into the Painting

The signature element of this title is the ability to merge into walls. By playing the Wall Merge item (given to you by Ravio), Link flattens into a 2D painting. This is not a cosmetic trick; it is the core puzzle mechanic of the game. As a painting, you can walk along walls, traverse gaps, and cross areas that are otherwise inaccessible.

- Movement: While on a wall, you can move up, down, and sideways. You cannot move forward into the screen.
- Combat: You cannot attack while merged on a wall, but you can throw bombs or use the Fire Rod if you unmerge briefly.
- Revealing Secrets: Many heart pieces and hidden passages are only accessible by merging onto specific walls. Always check for cracks or glowing marks on surfaces.

Mastering this mechanic is the key to finishing the game. It turns horizontal platforming into vertical exploration, and it changes how you perceive every room. When you are stuck, the answer is almost always to check the walls.

Exploring Hyrule: A Non-Linear Adventure

Once you have the Wall Merge ability and a few rented items, the world opens up. You are given three main objectives represented by three different characters in the game. Each path leads to a different series of dungeons. A good **A Link Between Worlds walkthrough** will respect your freedom of choice, but it is wise to follow a level-scaled path to avoid frustration.

Recommended Dungeon Order

While you can tackle dungeons in any order, the difficulty curve suggests a specific path. Enemies and puzzles are balanced around the items you have, so there is no wrong answer, but the following list offers a smooth progression based on resource availability and boss difficulty.

1. Eastern Palace: The tutorial dungeon. Simple puzzles and basic enemies.
2. House of Gales: Introduces wind-based puzzles and the Tornado Rod.
3. Fortress of Winds: Requires the Pegasus Boots and focuses on fast movements.
4. Dark Palace: The first dungeon in Lorule. Expect darkness and tricky wall combinations.
5. Swamp Palace: Water level management and the return of the Hookshot.
6. Palace of Darkness: A large dungeon with many floor switches and mini-bosses.
7. Desert Palace: Sand puzzles and the Sand Rod, which is essential for progression.
8. Ice Ruins: Slippery floors and the Ice Rod. This dungeon is tricky without careful planning.
9. Lorule Castle: The final gauntlet before the endgame.

This order ensures that the items you need for each dungeon are either rented or purchased by the time you arrive. However, the beauty of the game is that you can experiment. If a dungeon feels too hard, leave and try another.

Key Items and Their Strategic Uses

Every item in the game has a specific purpose, and knowing how to use them effectively is vital for efficiency.

The Tornado Rod

This item creates a gust of wind that can lift objects, destroy debris, and stun enemies. It is especially useful in the House of Gales and for accessing certain treasure chests that are floating. In combat, it can lift some enemies, making them vulnerable.

The Sand Rod

One of the most unique items in the game. The Sand Rod creates pillars of sand that can be used as platforms. In the Desert Palace and overworld deserts, this is essential for crossing gaps and reaching high ledges. It is also a decent weapon for stunning enemies.

The Fire and Ice Rods

These are standard *Zelda* staples but with a twist. The Fire Rod can melt ice and burn webs, while the Ice Rod can freeze enemies and create slippery traps for them. In Lorule, these rods are crucial for environmental manipulation. Upgrading these rods at the Fairy Fountain in Hyrule makes them significantly more powerful for both puzzles and combat.

The Hammer

A returning classic. The Hammer is used to smash pegs, flatten enemies, and open certain paths. It is required in the Dark Palace and the Palace of Darkness. Always keep the Hammer rented if you are going to a new area, as you never know when you will need it.

Boss Strategies: Defeating the Sages' Shadows

Each dungeon ends with a boss. These encounters test your reflexes and your understanding of the dungeon's primary item. Here are strategies for the trickier bosses.

Margomill (Dark Palace)

This giant sandworm-like creature burrows through the sand. Use the Sand Rod to create pillars that force it to the surface. Once it is exposed, attack its weak point with your sword. Repeat this pattern. The key is to place pillars strategically to intercept its path. Do not chase it; let it come to you.

Gohma (Lorule Castle)

A giant crustacean with a single eye. This boss is classic *Zelda*. Use the Bow or the Boomerang to stun it, then rush in for sword strikes. When it drops from the ceiling, use the Wall Merge to avoid its pincers. Patience is key here, as Gohma has significant health in the final battle.

Yuga Ganon (Final Boss)

The final confrontation combines the powers of Yuga and Ganon. This is a multi-phase battle. In the first phase, use the wall merging to avoid his energy balls and then attack from behind. In the second phase, you must deflect his lighting with your sword (timing is everything). The final phase requires you to use the Master Sword to break his defense while on the wall. This is the ultimate test of your wall merging skills.

Collecting Heart Pieces and Maiamais

Scattered across Hyrule and Lorule are 100 hidden creatures called Maiamais. Collecting them allows Mother Maiamai to upgrade your items. Upgraded items are stronger and last longer. This is an optional but highly rewarding side quest.

Heart Pieces are also hidden throughout the world. Collecting four gives you an extra heart container. Many heart pieces require solving a simple puzzle or using a specific item on a wall. For a completionist, a dedicated **A Link Between Worlds walkthrough** for collectibles is necessary, as some Maiamais are extremely well-hidden, particularly those requiring the Tornado Rod or a precise wall merge in an obscure corner of a dungeon.

Tips for Efficient Progression

To make the most of your adventure, consider these practical tips.

- Always have rupees: Since you rent items, dying is costly. If you die with a rented item, you lose it and must pay again. Save up rupees to purchase the items permanently as early as possible. This removes the penalty for death.
- Check every wall: Seriously. If you are in a room and cannot see a clear path, merge onto the walls. Many paths are hidden in plain sight.
- Use the Hint Glasses: Ravio sells Hint Glasses. While they are a crutch, they can be valuable if you are truly stuck on a puzzle. They offer direct advice for your current location.
- Upgrade the Bow first: The Bow is the most versatile weapon for both combat and puzzles. Upgrading it to shoot faster and more powerfully is a game-changer.
- Explore Lorule thoroughly: Lorule is a mirror of Hyrule, but it is not identical. The dark world has its own secrets, shops, and characters. Do not rush through it.

Navigating Lorule's Unique Challenges

When you cross the rift into Lorule, the world becomes darker and more dangerous. The music shifts, the sky turns

grey, and enemies are more aggressive. The same Wall Merge mechanics apply, but the puzzles are designed to be more complex. You will often need to merge onto walls to create bridges over chasms or to avoid lava. The **Lorule Castle**is a multi-tiered dungeon that requires every single item you have acquired. It is a marathon, not a sprint. Make sure you have full hearts and upgraded items before entering.

One common mistake players make is to rush through Lorule without completing the Hyrule side quests first. I recommend obtaining the Master Sword (by collecting the three sacred flames) before tackling the final dungeons of Lorule. This sword is required to damage the final boss and is a significant power boost.

Mastering Wall Merge in Combat

While Wall Merge is primarily a navigation tool, it has combat applications. When you are on a wall, most enemies cannot hit you. You can use this to your advantage. When facing groups of enemies, merge onto the wall, navigate above them, and drop down for a surprise attack. You can also throw bombs while on the wall, making you a mobile turret. This is particularly effective against stationary bosses or enemies that shoot projectiles. Mastering this combat movement separates an average player from an expert.

Common Pitfalls and How to Avoid Them

Even experienced players can find themselves stuck. Here are common pitfalls and solutions.

- Pitfall: Running out of items. Solution: Always rent a backup. If you die, you lose the rental. Keep a reserve item in your inventory.
- Pitfall: Missing the Sand Rod before a desert area. Solution: The Sand Rod is required for progression. If you are in the desert and cannot proceed, you missed the item. Return to Ravio’s shop or check Lorule’s item vendor.

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