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Legend Of Zelda Link Between Worlds Walkthrough

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Mastering Hyrule and Lorule: The Ultimate Legend of Zelda A Link Between Worlds Walkthrough

The Legend of Zelda: A Link Between Worlds stands as one of the most inventive entries in the beloved franchise, blending nostalgic top-down action with a groundbreaking wall-merging mechanic. Set in the same Hyrule as the classic A Link to the Past, this 3DS gem adds a parallel dark realm called Lorule, inviting players to explore a non-linear world packed with puzzles, items, and secrets. Whether you are a first-time adventurer or a returning hero looking to find every hidden Maiamai, a comprehensive walkthrough is your best companion. This guide will help you navigate the twisting dungeons, master the rental system, collect every upgrade, and defeat Yuga and his sinister plans.

Unlike many other Zelda titles, A Link Between Worlds gives you near-complete freedom from the start. You can tackle dungeons in any order after a certain point, but that liberty can also be overwhelming. A structured walkthrough makes sure you never miss a heart piece, a key item upgrade, or a clever puzzle solution. Read on to transform from a lost traveler into a true hero of Lorule and Hyrule.

Getting Started: Your First Steps in Hyrule

The adventure begins in Link's blacksmith shop in Kakariko Village. After a brief tutorial on basic movement and sword swings, you meet the witch-like merchant who hints at the story to come. Your first real objective is to find the three Pendants of Virtue: Courage, Wisdom, and Power. But before you dash off, take time to explore the village. Speak to every NPC, smash pots for rupees, and locate the hidden chests. The detail in A Link Between Worlds rewards thoroughness.

Your essential starting items include the sword you begin with and the ability to shield-block. Soon you will acquire the first key item: the Ravio's Bracelet (more on that in a moment). Follow the main path to the Eastern Palace, one of the easier early dungeons. However, a walkthrough helps you decide whether to head north to the Tower of Hera first or explore other regions. Each area offers unique challenges that scale with your growing arsenal.

Early Exploration Tips

- Rent before you buy: Ravio's shop in Kakariko lets you rent items like the Bow, Boomerang, and Hammer for a small fee. If you lose them in a dungeon, you simply re-rent them. Only buy an item permanently when you are certain you will use it often.
- Map out Hyrule Field: This area connects all major regions. Look for cracks in walls—these are your path to Lorule via the merge ability, but early on they remain blocked.
- Save up rupees: A good walkthrough advises gathering around 500 rupees before the mid-game so you

can buy the powerful Blue Mail armor and upgrade your weapon slots.

The Revolutionary Rental System and Item Management

One of the most distinctive features of A Link Between Worlds is the rental system controlled by Ravio. He offers all the key items you normally find in dungeons—Bow, Ice Rod, Fire Rod, Tornado Rod, Bomb, Hammer, Boomerang, Hookshot, and Sand Rod. You can rent any item for a small fee, but if you die in a dungeon, Ravio reclaims them until you rent again. This system encourages careful play and experimentation, but a proper walkthrough will guide you on which items to prioritize.

For beginners, always rent the Bow and Bombs first because they solve many puzzles. The Hookshot is invaluable for crossing gaps and pulling enemies. The Tornado Rod is excellent for activating switches from a distance. As you progress, consider buying your favourite items permanently—costing 800 rupees each. The best permanent purchases are the Bow and Hookshot, as they are used in almost every dungeon. Use our walkthrough to plan your spending so you never get stuck without a needed tool.

Navigating the Two Worlds: Hyrule and Lorule

The central mechanic of the game is the ability to merge into walls as a 2D painting. This allows Link to slide along surfaces, dodge enemies, and reach hidden areas. The Link Between Worlds walkthrough repeatedly emphasizes mastering this ability—it is your key to unlocking Lorule. By merging into a crack in a wall while inside a Hyrule dungeon, you will emerge into the parallel realm of Lorule, which mirrors Hyrule but is twisted and dark.

Lorule is not just a reskin; it offers its own dungeons, side quests, and boss battles. The story weaves between both worlds. A crucial step in any walkthrough is to note which Lorule entrances lead to which Hyrule locations. For example, the crack in the Hyrule Castle Garden leads to Lorule Castle, a late-game area. Early on, you will use the crack near the Sanctuary to access the Thieves' Hideout. Always keep a mental or written map of these portals—they are your fast travel network.

Dungeon Walkthroughs: Key Temples and Their Strategies

This classic dungeon introduces the Bow and the Boomerang. Your walkthrough should highlight the hidden floor switches and the need to light torches using the Fire Rod (rented or bought). The boss, a giant eyeball named Margom, is vulnerable to arrows. Aim for the eye when it opens. Use the Big Key to open the boss door early if desired. Collect the Pendant of Courage and a Heart Container piece.

This towering structure in the western region of Hyrule is heavy on vertical navigation. Use the Hookshot to pull yourself upward through multiple floors. The walkthrough recommends having the Tornado Rod to redirect air currents. The boss is Moldorm, a typical segment-worm that you attack from the tail. Avoid falling off the platform. The secret in this dungeon is a chest that contains the Golden Bee if you break a wall in the middle area—a must for completionists.

Located in the southeastern swamp, this dungeon uses the Tornado Rod and the Hookshot extensively. The room with rotating wind vents can be confusing. A good walkthrough suggests mapping the order: use Tornado Rod to change wind direction, then Hookshot across. The boss, a giant Ghini, is vulnerable to Fire Rod. Light the candles around the room to stun it.

Lorule Dungeons: The Dark World Challenges

After obtaining the three Pendants, the story forces you into Lorule. The walkthrough then becomes essential for navigating the non-linear path. You can tackle three Lorule dungeons in any order: The Thieves' Hideout, the Skull Woods, and the Dark Palace. Each one requires a specific item. For instance, the Thieves' Hideout heavily

uses the Sand Rod to create sand pillars. The Skull Woods requires the Fire Rod to burn vines. The Dark Palace demands the Hammer to break cracked floors.

Always check Ravio's inventory before heading into a Lorule dungeon. If you lack a key item, you can rent it quickly via a crack in Hyrule. The walkthrough will point out that the Thieves' Hideout is generally easiest, so start there. Its boss, a shadow version of Yuga, is a straightforward beam-homing fight. In Skull Woods, the boss is a giant Stalfos that you must stun with bombs. The Dark Palace's boss, a three-headed Gleeok, is weak to arrows—aim for each head.

Collectibles and Side Quests: 100% Completion Guide

A thorough Legend of Zelda A Link Between Worlds walkwould not be complete without detailing the many side quests. The most famous is the search for the 100 lost Maiamai babies. These little octopus-like creatures are hidden in walls throughout Hyrule and Lorule. Collecting them rewards you with upgrades to your items from the Mother Maiamai: increasing your Bomb carrying capacity, Bow damage, and more. Use the Paintbrush item (received from Mother Maiamai after the first 10) to find them more easily—merge into walls and the paint will reveal hidden spots.

Heart Pieces are another essential collectible. There are 24 total, enough to expand your health to 12 hearts (plus later rewards). Many heart pieces are obtained through completing mini-games, such as the Treasure Chest Game in Lorule, the Shooting Gallery in Hyrule, or by using the Octoball Derby. A walkthrough listing each heart piece location by region saves hours of aimless searching.

Treasures in dungeons sometimes include Bottles, which can hold fairies, potions, or bees. There are four bottles total. The first is easy—found in the very first chest in Hyrule Field. The second is in Lorule's Cucco Ranch; the third in the swamp area; the fourth by completing the Racing Challenge in Kakariko Village. The walkthrough recommends always carrying a bottled fairy for boss battles.

Boss Battle Strategies: Tips For Each Encounter

While the game is forgiving due to the rental system, bosses can still punish careless players. Use this walkthrough's quick-reference guide:

- Margom (Eastern Palace): Shoot arrows into the eye when it opens. Dodge the rolling attacks.
- Moldorm (Tower of Hera): Wait for it to finish its path, then strike its tail. Do not get pushed off the edge.
- Yuga (First Lorule encounter): This is a scripted fight. Use the Hammer to stun his clones, then hit him with the sword.
- Gleeok (Dark Palace): Stand on the central platform, shoot each head with arrows until they fall. Use the Tornado Rod to deflect their fireballs.
- Final Boss – Yuga Ganon: This is a multi-phase battle. First phase: hit Yuga while he is a painting on the wall. Use merge to dodge his beam. Second phase: he turns into Ganon. Use the Silver Arrows (found earlier) to stun him, then strike his tail. Repeat until victory. Use potions generously.

Exploring the Endgame and Post-Game Content

After Yuga Ganon is defeated, the credits roll, but you can continue your save file to complete any missed side quests. The walkthrough should note that many chests and Maiamai locations become easier to reach once you have all items and full hearts. There is also the "Hero Mode" unlocked after beating the game once, which features double damage and no heart drops—perfect for a second playthrough using the walkthrough as a strategy guide.

One final tip: the treasure you get from completing all 100 Maiamai quests allows you to upgrade your sword's

beam attack to a fully powered golden glow. This is the ultimate reward for completionists.

Conclusion

A Legend of Zelda: A Link Between Worlds is a masterpiece of non-linear game design, blending nostalgic exploration with fresh mechanics. With this comprehensive walkthrough, you can approach the game with confidence, whether you are after a simple playthrough or a 100% completion file. Remember to rent wisely, master the wall merge, and always keep a fairy in a bottle. The lands of Hyrule and Lorule are waiting—go forth, champion, and let this guide light your path.

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