GENERAL

a link between worlds walkthrough

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A Link Between Worlds Walkthrough: Mastering the Mirror Shaped Adventure

When the Legend of Zelda series first introduced the concept of a parallel world in *Ocarina of Time*, fans were intrigued by the idea of a mirror realm that could be traversed with a single, elegant tool. Years later, Nintendo brought that idea to life in *A Link Between Worlds*, a charming 2D action adventure that blends classic Zelda tropes with fresh mechanics. Whether you're a veteran Link or a newcomer to the franchise, this comprehensive walkthrough will guide you through every corner of Hyrule, from the first click to the final triumphant battle.

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Game Overview

A Link Between Worlds is a 2D side scroller released for the Nintendo 3DS in 2013. Set in a vibrant, hand drawn Hyrule, the game follows a young Link as he seeks to rescue Princess Zelda and defeat the malevolent Dark Beast. The story unfolds through a series of interconnected dungeons, each themed around a different element: Fire, Water, Wind, and Light.

The game's signature feature is the Mirror Shield, an item that allows Link to merge into walls and glide through the Mirror World, a translucent, inverted version of the game's environment. This mechanic introduces a new layer of puzzle solving and exploration, giving players the freedom to approach levels from multiple angles.

Getting Started

Before you dive into the heart of Hyrule, you'll need to familiarize yourself with the basic controls and inventory system. Below is a quick primer to help you feel comfortable from the very first moment.

Controls Cheat Sheet

- Left Stick / D Pad: Move Link left/right and up/down.
- A Button: Jump / Interact.
- B Button: Attack with sword.
- X Button: Use items.
- Y Button: Open map / inventory.
- R Button: Activate Mirror Shield (when equipped).

- ZL Button: Quick save.

Early Game Essentials

1. Collect the Sword: The first item you'll pick up is the Master Sword, which will be essential for defeating enemies and solving puzzles.
2. Acquire the Mirror Shield: You'll obtain the Mirror Shield early on, allowing you to enter the Mirror World. Remember to keep it in your quick access slot for seamless transitions.
3. Learn the Jumping Mechanic: Mastering the jump will be crucial for platforming sections, especially when navigating the Mirror World.
4. Explore the Village: Talk to NPCs for hints, purchase items, and gain insight into the lore of Hyrule.

Core Mechanics

Understanding the core mechanics is essential for mastering the game. Below are the primary systems that will shape your journey.

Mirror World Transitions

By pressing **R**while holding the Mirror Shield, Link can slide into the Mirror World. In this realm, the environment is inverted: walls become ceilings, and the ground becomes a ceiling. This mechanic allows you to bypass obstacles, access hidden areas, and solve puzzles that would be impossible in the normal world.

Item Utilization

The game features a variety of items such as the Hookshot, Boomerang, and Bombs. Each item can be used in both worlds, but some puzzles require you to switch between them to progress. For example, the Hookshot can latch onto distant points in the Mirror World, allowing you to traverse gaps that are otherwise impassable.

Puzzle Solving

Puzzles often involve manipulating objects across both worlds. A classic example is the "Mirror Switch" puzzle, where you must flip a switch in the Mirror World to open a door in the normal world. Pay attention to environmental cues; the game frequently uses color and shape to hint at the correct solution.

Enemy Interaction

Most enemies can be defeated with the Master Sword. However, some require specific items or tactics. For instance, the Fire Salamander can be neutralized by using the Hookshot to pull it away from the player, then striking it from a safe distance.

Dungeon Guide

The game's core revolves around four main dungeons: *Fire Temple*, *Water Temple*, *Wind Temple*, and *Light Temple*. Each dungeon is a self contained puzzle hub that introduces new mechanics and enemies. Below is a step by step walkthrough for each.

Fire Temple

1. Entering the Temple: After obtaining the Fire Shield, use it to pass through the flame guarded entrance. The shield protects Link from heat damage.
2. First Puzzle – The Mirror Switch: Find the mirror shaped switch on the left side of the room. Enter the Mirror World and flip it. Return to the normal world to see the door open.
3. Combat Section – Flame Spiders: Use the Hookshot to lasso the spiders from a safe distance, then strike them with the sword.

4. Boss – Fire Dragon: The Fire Dragon is weak to the Water Shield. Switch to the Water Shield before the encounter and dodge its flame breath. Attack its exposed heart when it lowers its guard.

Water Temple

1. Entering the Temple: The entrance is submerged. Use the Hookshot to pull yourself onto the platform, then dive into the water.
2. First Puzzle – The Floating Platforms: Switch between worlds to align the platforms. In the Mirror World, the platforms float above the water; align them so that you can step onto them in the normal world.
3. Combat Section – Water Serpents: Use the Bombs to create a path through the serpents. Timing is crucial; detonate the bombs just as the serpents pass.
4. Boss – Water Leviathan: The Leviathan is vulnerable to the Fire Shield. Equip it, then use the Hookshot to swing around its body and attack the exposed core.

Wind Temple

1. Entering the Temple: A gust of wind pushes Link into a hidden entrance. Use the Hookshot to pull yourself out.
2. First Puzzle – The Wind Blades: In the Mirror World, the wind blades are stationary. Use the Hookshot to move them into position in the normal world.
3. Combat Section – Airborne Ghouls: Use the Boomerang to disorient the ghouls, then strike them from below.
4. Boss – Wind Banshee: The Banshee is weak to the Light Shield. Switch to it and use the sword to slash its wings, then follow up with a rapid attack on its heart.

Light Temple

1. Entering the Temple: The entrance is guarded by a series of light puzzles. Use the Mirror Shield to reveal hidden pathways.
2. First Puzzle – The Light Switches: The switches are mirrored across both worlds. Flip them in the Mirror World to illuminate the correct path in the normal world.
3. Combat Section – Light Guardians: Use the Bombs to break their shields. Timing the bomb detonations with their attack patterns is key.
4. Boss – Dark Beast: The final boss is a multi phase fight. In the first phase, dodge its fire attacks using the Fire Shield. In the second phase, switch to the Water Shield to exploit its weakness. Finish by striking the exposed heart.

Boss Fights

Each boss in *A Link Between Worlds*has a distinct attack pattern and weakness. Mastering these will ensure a smoother progression through the game.

Fire Dragon

Weakness: **Water Shield**. Strategy: Keep your distance, dodge flame breath, and attack the dragon's heart when it lowers its guard.

Water Leviathan

Weakness: **Fire Shield**. Strategy: Use the Hookshot to swing around the Leviathan, then attack the exposed core.

Wind Banshee

Weakness: **Light Shield**. Strategy: Slash its wings with the sword, then follow up with a rapid attack on its heart.

Dark Beast

Weakness: **Fire Shield (Phase 1) / Water Shield (Phase 2)**. Strategy: In Phase 1, dodge fire attacks using the Fire

Shield; in Phase 2, switch to the Water Shield to exploit its vulnerability, then finish with a heart strike.

Secrets & Collectibles

Beyond the main storyline, *A Link Between Worlds* rewards exploration with a wealth of collectibles. Below are some of the most valuable items and how to obtain them.

Triforce Pieces

There are 16 Triforce pieces scattered throughout the game. Some are hidden behind puzzles, while others are rewards for defeating optional enemies. Keep a map handy and mark the locations to ensure you don't miss any.

Legendary Weapons

- Master Sword: Obtained early in the game, it is essential for combat and puzzle solving.
- Great Sword: Found in a hidden cave in the Fire Temple, it deals massive damage to enemies.
- Bow of Light: Unlockable after collecting all Triforce pieces; it can shoot multiple arrows simultaneously.

Hidden Rooms

Each dungeon contains at least one hidden room that can be accessed by manipulating the Mirror World. Look for subtle cues such as glowing tiles or faint outlines. These rooms often contain powerful items or shortcuts.

Tips & Tricks

Here are some advanced strategies that will help you master the game and unlock its full potential.

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