

Chapter 1 : Zelda: A Link Between Worlds Items Locations Guide

The Legend of Zelda: A Link Between Worlds is a sequel to the critically acclaimed smash-hit The Legend of Zelda: A Link to the Past. Originally announced as The Legend of Zelda: A Link to.

As Link arrives, he witnesses a strange sorcerer by the name of Yuga casting a spell on Seres to transform her into a painting. As Link charges to confront Yuga, the sorcerer transforms into a painting himself, yet retains his mobility. Link awakens in his house once more, this time with a strange person in a rabbit hood greeting him as he regains consciousness. The person introduces himself as the merchant Ravio. After learning what happened to Link and asking permission to stay in his house a while, Ravio gifts him with an old, musty bracelet and suggests Link report the happenings to Princess Zelda so something can be done about it. Princess Zelda quickly recognizes Link from her dreams, and gives him the Pendant of Courage - something Link at the time believes to be a simple good-luck charm - and tasks him with finding the elder of Kakariko Village, Sahasrahla. Upon meeting him in his home, he urges Link to warn his student Ofsala of Yuga at the Eastern Palace, since he is also a descendent of the Seven Sages. Link finds him at the entrance, but Ofsala is sure of himself and does not view Yuga as a problem. Link and Yuga fighting After navigating through the palace, Link sees Yuga turn Ofsala into a painting before his very eyes. After Link manages to get the upper hand in their battle, Yuga furiously turns him into a painting as well. He finds Sahasrahla at the entrance of the palace shortly before hearing an earthquake near Hyrule Castle. Yuga puts a barrier around the castle, upsetting Sahasrahla, who believes the Pendant of Courage is still inside. This is relieved when Link reveals he already has it; he is then tasked in finding the other two pendants in the House of Gales and Tower of Hera so he can obtain the Master Sword to break the barrier and save Zelda. Returning to Hyrule Castle, Sahasrahla tells Link to destroy the barrier and save the sages. Near the top of the highest tower, Yuga turns Zelda into a painting as well. Link and Yuga battle again, and Yuga then flees through a crack on the wall. In the throne room, Yuga revives Ganon with the paintings and fuses with him to obtain his Triforce of Power. Becoming a beast, Link is almost doomed until Princess Hilda appears and imprisons Yuga. While it was done with good intentions, it had terrible consequences on the state of their world. After Link and Yuga battle once more, Yuga betrays Hilda and takes the Triforce of Wisdom from her, now having two pieces. Zelda grants Link the Bow of Light , which he can use to get Yuga out of his painted form. After a long battle, Yuga is finally defeated. Zelda is freed, but Hilda is still desperate to save her kingdom. He explains to Hilda that this sort of chaos is exactly what led to their Triforce being destroyed in the first place. It is revealed that through the crack on the large slab there is where Hilda and Yuga first felt the presence of the other Triforce, which led them to devise their plan to steal it. Ravio, being a coward at heart, was too scared to confront them himself and came to Hyrule to find a hero who could stop them. It is granted, and then reforms right in front of Hilda and Ravio. They are surprised and grateful to them both as light shines on Lorule once again, saving it and Hyrule in the end. The top screen shows the main game, while the bottom screen shows various game options and inventory features: The touchscreen is comparable to that of Ocarina of Time 3D with enhanced map features e. An Energy Gauge that regenerates over time also appears, this time used for every item in the game, even replacing collectible bombs and arrows. Additionally, after Link meets Irene , he can call her at any time with a button on the screen. The A button controls basic actions like transforming and talking, the B button is dedicated to the sword, and X and later Y use items. R raises the shield, and the D-Pad can shift the camera in certain areas. This is accomplished via an item rental system, which allows Link to temporarily use or permanently buy most items from the game, provided he has enough Rupees to pay for them. If Link loses all of his hearts while renting items, they will be returned to the shop, forcing him to re-rent them. Purchasing items, on the other hand, is far more expensive, but allows Link to keep items and to upgrade them via Mother Maiamai. Wall Merging Main article: The ability can be used to cling to and move along walls, fit through crevices and access Lorule , among other functions. Wall Merging depletes the Energy Gauge and thus cannot be used indefinitely. When Link merges with a wall, he resembles a hieroglyphic sketch, as do other characters who have been transformed into paintings. Originally, the game was conceived as a sequel to the Nintendo DS

games, featuring the cel-shaded Link from Spirit Tracks. The Wall Merging ability was already conceived in an early prototype made in based on this concept, which was approved by Shigeru Miyamoto. With the team focused on other titles, development did not start fully until Miyamoto suggested to base the new title on A Link to the Past. During development, the team was focused on achieving a frame rate of 60FPS as well as using the stereoscopic 3D effect of the Nintendo 3DS hardware. In interviews, Eiji Aonuma stated that the game shows what happened to characters from A Link to the Past, but features new incarnations of Link and Zelda. The main story of the game ultimately concerns how all three parts of the Triforce are unified and enshrined again in the Sacred Realm. The game ends with Link and Zelda touching the Triforce together and wishing Lorule, along with its own Triforce, to be restored to its former state and lasting peace. Audio The game features re-arranged music and sound effects from A Link to the Past. A special limited edition 3DS XL bundle was released, including a gold and black Zelda-themed console emblazoned with the Triforce on the top and bottom, and an eShop code to download the digital version of the game.

Chapter 2 : Zelda: A Link Between Worlds Weapons Guide - How To Get | SegmentNext

A Link Between Worlds Walkthrough Welcome to the Legend of Zelda A Link Between Worlds Walkthrough. The walkthrough below is a complete % A Link Between Worlds walkthrough that will cover a full run through of the entire game, including strategies for all bosses and dungeons.

In-game the Items will appear for purchase, in the Hyrule or Lorule overworld, as rewards for completing side quests, or hidden in treasure chests. Simply pick them up to collect them. Where to find all Items in Zelda: A Link Between Worlds?: The in-game collectibles locations for the Items are described in this detailed video guide that includes lots of voice-over tips every step of the way. This guide will help you find them all! The Compass item in Lorule Castle will allow you to see the locations of the treasure chests and locked doors. The Items are listed in the video in the order that they appear through normal story progression. Timeline in minutes for the Items Locations Guide: Equip it on the Touch Screen. One bite will make you squeal so loud you can stun nearby enemies. Try using it if you get surrounded by monsters. Essential for any adventurer. Use it when you get lost in a dungeon. Now you can catch bees â€” and more! Now you can pick up small rocks! This beautifully polished gemstone is eerily smooth as silk. Time to jump in with both feet! It shines so bright and beautiful. The blacksmith can use it to improve the Master Sword! You can really feel the difference! Your energy gauge has increased! This can protect you against magical attacks. This mail cuts damage by half! Now hoisting even large boulders will be a snap! Return to the Blacksmith in Hyrule. Now you can see the locations of the treasure chests and locked doors. Damage from enemies has been halved again! Its light banishes evil! All Items in Zelda: A Link Between Worlds are yours! Please comment if you have any additional Zelda:

Chapter 3 : The Legend of Zelda: A Link Between Worlds FAQs, Walkthroughs, and Guides for 3DS - Gam

Welcome to IGN's Walkthrough for The Legend of Zelda: A Link Between Worlds. The game differs from previous Zelda games in that many of the dungeons can be accessed and beaten in any order. While.

Share Copy Fans of Zelda series would know the significance of weapons in every game. One needs to utilize the arsenal at disposal in different ways to get through various dungeons and areas. A Link Between Worlds continues the same tradition. One cool aspect of these weapons is that you can purchase them or even rent them from the merchant who goes by the name of Ravio. For more help on The Legend of Zelda: The Legend of Zelda: You will be attaining this weapon in the same way as you did in A Link to the Past. You can use it against enemies, or you can use it to clear the way for Link himself. You can obtain Magic Hammer from Ravio for rupees. Boomerang This weapon reminds me of the Bat, but I think the weapon has been there in the Zelda series even before it was used in any Batman game. You can obtain the Boomerang from Ravio for just rupees. Upon upgrade, Link will be able to throw three Boomerangs at a time. Magic Bow Another recurring weapon in the game. The Magic Bow is quite useful in dealing with enemies at distance. Enemy units that can be dangerous in close proximity can easily be taken care of with the Magic Bow. After the upgrade, it will shoot a cone of three arrows instead of single shots. It can be used in the sandy areas to create structures that can be used by link to walk over or merge with. You will receive it from Oshana after completing Thieves Hideout. You will have to return it initially to Ravio, but you can purchase it later for rupees. You can use to cover large gaps and span long distances. The weapon is mandatory before you enter the Swamp Palace. You can have it from Ravio just for rupees. Upon Upgrade, it will stun enemies for longer duration. It can also reveal nearby surrounding to reveal hidden objects. You can have it from Ravio for rupees. Ice Rod Using Ice Rod, Link can not only freeze enemies in place, but it can also create icy blocks that can be used to cross gaps as stepping stones. The weapon is mandatory if you want to enter Turtle Rock. Fire Rod You are going to need this weapon if you want to enter Ice Ruins. As the name implies, you can shoot burning projectiles at the enemy through this. You will have to purchase it from Ravio for rupees.

Chapter 4 : Zelda: A Link Between Worlds guide - complete walkthrough - VG

Zelda: A Link Between Worlds is probably now glued permanently into your 3DS. Ensure you make it to the end with our monster walkthrough. Taking place six generations after its predecessor, Zelda.

If you are looking for items in a specific dungeon, go to my Guide to All Guides and click on the respective dungeon. That will also lead you to all the other guides that I have written or will write, so check that often. It lets you pick up small rocks. Wall merge on the eastern wall, cross over the water to the other side. Follow the path around, past the stairs, and up the slope to the next area. Follow the path, go down the ladder. Head north to a water fall, watch the Shady Guy run out, then enter the cave. Head back to Kakariko Village, then buy the Smooth Gem from the merchant west of the weather vane. They will allow you to swim. Wall merge from the east, directly behind him. He will get startled, then hand over the boots. They allow you to dash by using the "L" button. The barman will give you Premium milk to deliver to the guy lost in Death Mountain, who will give you the Empty Bottle after drinking the Premium Milk. Chest in Vacant house in Lorule. Use Bomb on the back of the house to get inside. Under the bridge northwest of House of Gales. Talk to the guy there to get it. Great Rupee Fairy in Lorule. Bring the bomb flower to the cave northwest of the bomb flower spawn and blow it up. Give rupees to the fairy inside for the bottle. When wearing these glasses, a hint ghost will be seen if there is nearby treasure. Talk to the ghost to get a hint on how to get the treasure. The bell lets you travel instantly to any Weather Vane you have used. She can be encountered one screen west of Hyrule Castle, then north of that after completing Eastern Palace. Pouch - Forest directly west of home. Go to the stump in the middle. It allows you to assign an item to X as well as Y. Net - Bee house in the middle of Kakariko Village. You can use this to catch bees, fairies, hearts, and apples and put them in Empty Bottles. You can sell the bees for rupees afterwards. Fairies will restore 5 hearts and also revive you. Letter in a Bottle - East of House of Gales. Swim in the water to reach it. Master Sword - Lost Woods. Enter from northwest of Kakariko Village. Head north until you reach a ring of ghosts. Watch the ghost that says to follow him as they constantly switch places. Follow him through whichever tree trunk he goes through. Keep going until you see the ghosts again. This time you have to focus on the two ghosts that are trying to mislead you. Go through the trunk that they Do Not enter. Follow the path until you see the ghosts again. Same thing as last time, but you have to focus on three misleading ghosts instead of two. Go through the trunk that they do not enter and follow the path until you reach the Master Sword. Foul Fruit - Various shops around the world. Knocks out all the enemies in your vicinity. Scoot Fruit - Various shops around the world. Lets you escape dungeons. Milk - Milk Bar in Kakariko Village. Buy it if you have an Empty Bottle. Buy it for 50 rupees when you have an Empty Bottle. Trade 10 Monster Horns and rupees in exchange for it, if you have an Empty Bottle. Makes you invulnerable for a short time. Restores all your hearts. Trade 10 Monster Guts and 60 rupees in exchange for it, if you have an Empty Bottle. Unleashes a great attack on surrounding enemies. Boomerang - Returns to you when you throw it. Hit switches, stun enemies, and retrieve items out of your reach. Hammer - Knock down things in your path, stuns and defeats enemies as well. Hookshot - Hooks to anything made of wood. Lets you travel across gaps. Bombs - Blow open blocked entrances or attack enemies. Tornado Rod - Fly up and hover in the air. Also, blows out fire and stuns enemies. Ice Rod - Freezes things in the square that appears when you use it. Fire Rod - Attack enemies with a burst of flame. Once you get the Master Sword, you can buy the items to keep them permanently. The first item you purchase is half off, the rods cost rupees, and the rest costs rupees each. Upgraded Items Some items can be upgraded by doing certain things. Most are upgraded by turning in 10 lost maiamai, but not all. Refer to my Lost Maiamai Guide for the locations. Only items you buy can be upgraded. Nice Boomerang - Lets you shoot 3 in a row. It also increases speed and distance. Nice Hookshot - Increases speed and damage. Nice Bow - Lets you shoot 3 arrows at once. Nice Hammer - Increases damage and range. Nice Bomb - Makes a bigger bomb that does more damage and has wider range. Nice Fire Rod - Upgrades the fire to last longer and bigger flame. Nice Ice Rod - Upgrades to using 4 ice shards at once. Nice Tornado Rod - Increases area of wind. Nice Sand Rod - Makes the sand pillars last longer. Talk to him outside the shop, then go down the stairs. He will stop you, then tell you to follow him inside. Have the Thief girl step

on one of the switches in the southwest corner of the room. Step on the other to open a path to the north that has the master ore. Wall merge north of the second eye to the chest with the master ore. Set a bomb at the southern switch. Quickly head to the north platform, hit the switch, then wall merge on the north symbol before the bomb explodes. The wall will spin you inside to the chest with the master ore. Pick up the big rock in the northeast corner of graveyard, then go under. Equip the lamp to see better, then step on the switch to the northwest. Go through the door Head west, then north up some stairs. Head east along the platform, grab the chest, then wall merge to the east to grab the key. Head back west to the stairs and unlock the door. Defeat the enemies in the next room, then move on. In the room after that, pull the lever on the right to open the door north, then go through. Wall merge to the south to grab the chest with the master ore. It lets you pick up big rocks.

Chapter 5 : A Link Between Worlds Walkthrough – Zelda Dungeon

This item: The Legend of Zelda: A Link Between Worlds: Prima Official Game Guide (Prima Official Game Guides) by Stephen Stratton Textbook Binding \$ Only 3 left in stock - order soon. Sold by CFOMomma and ships from Amazon Fulfillment.

Can a hero ever catch a break? Get out of bed, smash some barrels for a Rupee or two and then follow Gulley outside. These are checkpoints that allow you to save your game, and are marked on the world map when triggered. Try it out and spin the vane to save your progress. Head inside the house and chat with the Blacksmith, his wife and the Captain. It seems like your punishment will have to wait, because Captain forgot his refurbished sword! The Blacksmith gives you an errand: Deliver the sword to the Captain. Hyrule Castle Aye Aye, Captain! The Blacksmith will inform you that the Captain headed to Hyrule Castle. Proceed up one screen, then take a right to arrive at Hyrule Castle. See the strange paintings on the castle walls? Talk to the guard at the main entrance of the castle. Unfortunately, it seems the Captain wandered off to the Sanctuary. The Sanctuary will be marked on your map, and is located just north of Hyrule Castle. The correct screen path is left, up and then right. Seres informs Link that the Captain is inside chatting with the Priest, and enters the Sanctuary. Dampe fails to open the doors and cannot get into the building. However, the graveyard digger mentions a secret passageway into the Sanctuary from the Graveyard, located just east of your location. Use B to slash enemies or bushes in your way. When ready, head right one screen to arrive at the Graveyard. Slash the trees in the front, grab ahold of the tombstone hold A and then push it upward to reveal a hidden stairwell. Descend in the dark passage to discover a treasure chest. Open it to obtain the Lamp. Equip the Lamp from the menu screen – now you can see better! The encrypted stone gives you a hint on how to open it; ignite the two unlit torches with your Lamp by pressing Y to open the path. This grants entry to the second room of the secret passage. Need a Key The second room is infested with rats. Save yourself from pressure and ignite the torches to improve your sight. Defend yourself with your sword and use it to vanquish your foes. Seems you need a key! First, make sure to snag a Red Rupee from the chest on the first level that equals 20 Rupees. Then, ascend the stairs and take a right from the locked door. Follow the cage platform and avoid a fall. This will lead you to another chest at the upper-central nook, which contains a small Key. Use that key to unlock the door. Strike them a couple times with your sword. In the next corridor, you see two levers that you can pull on the left and right side walls. Pulling the right one pits you against some snake foes which can easily be tamed. Some unfortunate events ensue; a wicked wizard named Yuga turns Sere into a portrait, Link is left unconscious, and the Priest pleads to warn Princess Zelda. Shall we say, Deja vu? Head back for the rest of our Zelda: A Link Between Worlds guide. Sometimes we include links to online retail stores. If you click on one and make a purchase we may receive a small commission. For more information, go here.

Chapter 6 : The official home for The Legend of Zelda - Home

The Legend of Zelda A Link Between Worlds Collector's Edition Guide Get an EXCLUSIVE Zelda lithograph with purchase! The Legend of Zelda: A Link Between Worlds made its long-awaited 3DS debut this morning, much to the delight of millions of Nintendo fans.

Chapter 7 : Legend of Zelda A Link Between Worlds Items Guide | Legend of Zelda A Link Between Worlds

Nintendo 3DS Player's Guide Pack(Animal Crossing(New Leaf/Mario Kart 7/New Super Mario Bros. 2/The Legend of Zelda(A Link Between Worlds))[NINTENDO 3DS PLAYERS GD PACK][Paperback].

Chapter 8 : A Link Between Worlds Heart Pieces - Zelda Dungeon Wiki

Return to Hyrule with the confidence of a hero, with our strategy guide for The Legend of Zelda: A Link Between Worlds.

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In this exclusive and essential guide, we provide detailed instructions to complete the game and obtain every collectable item.

Chapter 9 : The Legend of Zelda: A Link Between Worlds for 3DS - GameFAQs

This is a compilation guide to items found in A Link Between Worlds. by Synzer This guide will list all the items that you find in the world, those rented by Ravio, what they do, and how to get them.