



# THE LEGEND OF ZELDA: A LINK BETWEEN WORLDS

Nintendo builds a Link between the *Past* and the present • Words: Nick Pino

**T**here are few experiences that make the Nintendo crowd more excited than a hands-on with the latest iteration of *The Legend of Zelda* franchise—especially if the aforementioned iteration is actually set in the same world as one of the series' most


nostalgia-inducing games, *The Legend of Zelda: A Link to the Past*.

Though it's set in the same world, don't go writing this off as a cash-in from the king of the action-adventure genre; this is a wholly new experience, leveraging everything the next-gen Nintendo 3DS can do.

My demo began as most LoZ games do—with a sleepy Link waking up in his hut, ready to adventure out into the wild to presumably save the woman he's been

chasing for the past quarter century. (She's stringing you along, Link!)

Though the demo I played only took me from Link's doorstep to the first dungeon's entrance, the difference in gameplay was staggering. The 3DS' interface became an intuitive way to swap out weapons on the fly, while the stereoscopic 3D helped Link "pop out" of the screen during the game's more vertical platforming sequences. This time around, using weapons—such as Link's iconic bow and bombs—won't consume ammunition, instead requiring small chunks of a constantly regenerating magic bar.

But a change to the weapons won't be the only mechanic that eats away at the meter. A new ability causes a chalk-drawn Link to flatten onto the wall, helping the green-cloaked spelunker traverse dungeons and the overworld environment. This addition, more than any other, radically altered the beloved gameplay of the original—but nothing brought me a greater sense of satisfaction than snagging an extra heart piece using a quick wall crawl. It's the cautious balance between using Link's magic for platforming and fighting that will help you get through the game's sprawling dungeons and still-unrevealed Dark World setting. 

◀ **A Sea of Green**  
Between ALBW, *The Wind Waker HD*, and two eShop games, Link's been busy.

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