

Master Sword  
You'll need this  
guy if you hope  
to stand a chance  
against Yuga.

Graffiti Link  
Shifting into 2D  
is the game's  
primary puzzle-  
solving mechanic.

# THE LEGEND OF ZELDA: A LINK BETWEEN WORLDS

Was it worth the 20-year wait? • Words: Nick Pino


**T**he world is a very different place today than it was 20 years ago, when *The Legend of Zelda: A Link to the Past* debuted on SNES. Now the only time the Cold War is mentioned is in a *Call of Duty* game, and MTV is the only place you can't watch a music video. And Link? In this spiritual successor to the 1992 classic, he can flatten his body into two dimensions.

Don't worry: This new mechanic does nothing to tarnish the perfection of its predecessor's fondly remembered gameplay. In fact, Link's constant transformation from 3D to 2D and back helps make *A Link Between Worlds* a high point in the series.

You'll need to rent items from the travelling vendor, Ravio, in order to solve some of the series' most inspired dungeons and take down a Gerudo obsessed with freeing Ganon. This means you'll need to enter a land that's the polar opposite of Hyrule—aptly named Lorule—where you'll meet that world's princess, Hilda, and be tasked to rescue seven sages (sound familiar?).

Borrowing the overworld map and many of the same weapons from its progenitor, *A Link Between Worlds* is a

nostalgia-invoking love letter to fans of the Super Nintendo-era game. It excels at making you feel like you're making real progress by pitting you against tough—but never unfair—dungeons, and rewards you for exploring every nook and cranny of its world.

*A Link Between Worlds* is one of the few must-play handheld entries in the series, and though there are times when the ghost of the original haunts this game, it's still an enthralling romp through the lands of Hy/Lorule. 

## A LINK BETWEEN WORLDS IS A NOSTALGIA-INVOKING LOVE LETTER