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[The Legend of Zelda: A Link to the Past Unlockables and Easter Eggs \(GameBoy Advance\)](#)

Link's up to his old tricks again

In 2002, Capcom ported A Link to the Past to the Game Boy Advance. The Game Boy Advance version was released in North America on December 2, 2002 and in Japan on March 13, 2003. This port was packaged with a Capcom-developed multiplayer [Zelda](#) game called Four Swords. The two games worked together; extra features could be unlocked in one game by completing tasks in the other. Additions to A Link to the Past include voice clips, an additional dungeon, an additional end sequence for clearing the new dungeon, and the ability to [unlock](#) a continuous spin slash attack. Other changes include an easier puzzle in the fifth dungeon of the Dark World, and a text overhaul. The GBA version sold over 1.81 million units.

Unlockables
Unlock the level 'Palace of the Four Swords' in Single Player mode. In order to unlock this level, you must beat both A Link to the Past and The Four Swords. Then get 20 Rupees, and go into the hole in the Pyramid of Power. Give the creature 20 Rupees, and he will disappear, allowing you to pass. Beat this level to get a neat secret ending.
Unlockables
Sword Beam (Four Swords) - Play the game and get the Master Sword, then save game
Unlockables using Four Swords.
Golden Sword Icon In Four Swords - collect all of the Hero Keys and beat Vaati in the hero's door
Hurricane Blade - Complete the Riddle Quest
Riddle Quest - Collect 10 Triforce medals in Four Swords
Easter Eggs
Different Statues in Link's house After you get all the statues from completing the riddles, go into your house and select the magic powder. Sprinkle it on the statues and they will sparkle. Sprinkle magic powder on them again to get them in color. Sprinkle them one final time to get Bunny Link, boneless chicken, and Zelda as an old lady.
Exploding head In the light world, go to where you received the flute. Go down one screen. To the right where there are two trees. Stand next to the top tree and use the Ether medallion. Walk away from the tree and ram into it with Pegasus Boots and a head like Blind in her human-ish form will fall down and explode as if it were a bomb.
Hopping Hare In the Light World, go south of Link's house into the swamp. There you will find a blue rabbit jumping up and down in the grass. When it jumps up, cut up the grass below it, then when it comes down, go over to it and touch it. It will give a random item, such as 1 to 300 rupees, or a fairy. This can only be done before you reach the Dark World for the first time.
Picture of Mario Go to the Treasure chest shop in the dark world in the Village of Outcasts. In the very back of the house, a picture of Mario is hanging on the wall.
The Chickens Attack! The Chickens found in Kakariko Village and other areas have a vendetta against you; that is, of course, if you attack them. Hit a chicken enough with your various weapons, whether it be sword, arrow, bomb, whatever, and the chickens will come from all directions to peck you!
Glitches
Change color of Agahnim's skin/clothes During the Light World fight with Agahnim, he turns into a shadow, and moves around like that. If you bring up the map exactly when he is turning from shadow to real form, his colors will be really distorted, or he will look transparent, just like the 2 fake ones during the second fight. If you keep doing it, his colors will keep changing.
Holding Nothing On any part of the Light World Death Mountain that is on top of the mountain (level with the Tower of Hera, or Mountain Tower) freeze one of the tekkites (those blue or red spidery jumping things) with the ice rod (the Ether Medallion will just kill it) and pick it up using the power glove. Don't jump off the edge of the mountain that leads to the ground level. The tekkite will suddenly disappear and when you land on the ground you will be holding thin air and you will walk at normal speed with nothing weighing you down. The only problem is, you can't use any items, including your sword, shield or pegasus boots, and you cant throw away the air that you're holding. The

only way you can stop this is by entering a cave or by getting hurt. You can also pick up a green stone and do the same thing, but I can't guarantee it will work. Sometimes you may have to repeat the trick several times in order for the item you're holding to disappear. You can also do this in the Dark World Death Mountain where you enter the portal near Spectacle Rock. Pick up a flower, and jump off the cliff. In the Dark World it doesn't work that much, but if you try again it will work.

Walk through wallsIn most areas of the game this glitch is possible. It allows Link to walk through walls, but in some areas the game, will glitch, and Link will be "frozen", or, unable to move in any direction at all. All you need are the Pegasus Boots and the Magic Mirror. One example is in the East Palace. Once you enter, pick up the pot and throw it. Then step on the switch. The door in front of Link should open. Go through the door, step on the switch, and dash threw the enemies through the next door. Then attempt to jump off the ledge to the left. But as Link's jumping off, before he's in mid-air and as soon as he makes the "hup" sound when leaping off, use the Magic Mirror to make Link appear back at the dungeon's entrance. Then repeat the first two steps until you're back in the room with the ledge. If you've done the glitch correctly so far, when you dash into the statue on the right, Link should turn invisible when he lands back on the ground. This make take a few tries. NOTE: When Link attempts to walk out of the walls, he will jump back on to normal ground again and the glitch will have to be redone.

Walking on WaterCall up the Flute Duck and fly to point 7 on the map, which is the light world watergate. go up one screen to the place where the water portal is. now go up to the top right corner of the screen in the shallow water. call the flute duck again but this time before it comes aim a correctly timed pegasus charge at your left side. if you time it right, the duck will pick you up when your sword is sticking out while you're dashing. When you enter the map screen, press B to cancel and the duck will put you back down on the ground. Here you will start walking funny and when you touch a solid surface, you will bounce off of it. now go up to the right-most green totem statue so you're facing up. walk into it and bounce off into the deep water. (if you just go directly into the water the trick won't work) Swim towards the water portal and get transported to that place east of the graveyard. If done correctly, you should be standing on the water instead of swimming. Here you can walk around any screen you like and still be walking, but do NOT jump onto one of those green platforms or the trick will stop immediately. And also, it is okay to use the Pegasus Boots, but if you crash into something, you will start swimming again. and if you call up the Flute Duck and press B to cancel the map selection, you'll be swimming.

Secrets**Easy Money** After you've gotten the Power gloves go to the desert area in the game. Once there find the man thats sitting next to his sign. Go a little bit south and to the left where you should find two large rocks. Lift up the rock below the top one and a secret area will be opened. Once inside you'll notice a thief and 10 different pots that each hold a blue rupee, break open each pot and take all the money. You'll be able to do this as much as you please because the blue rupees come back every time you leave and reenter the area. It should only take a few minutes to get the maximum amount of rupees.

Free potionOnce you've gotten the super bomb and already blew up the wall blocking the dark worlds fairy go inside and make sure you have at least one empty bottle with you. Go up to the Mysterious pond and it will ask you to throw something in. Scroll through your items until you come across an empty bottle, then throw it in the water. The Fairy will come out and ask you if you dropped it. Answer yes and the fairy will say she likes such an honest person and will fill your bottle with green potion. You can do this as many times as you want.

Get the red shield before entering the dark world or paying 500 rupees

After you get the Zora flippers, find the big waterfall in the light world. It should be near the area where you got the flippers. Once you see the waterfall walk right into it and you'll be able to go inside of it. Once your inside you'll see a pond and it will ask you to throw something in. Choose to throw your small shield in and a fairy will ask if it is yours. Answer "YES" and she'll give you a red shield.

How To Buy A Golden BeeGo to the cave with the Ice Rod, and go into the non-secret entrance, not the one leading to the Ice Rod. Dash into the statue at the end of the passage, and a Golden

Bee will pop out. Catch it, and take it to the guy who refuses to sell you the Golden Bees. He will say that they are not as rare as he thought they were and will begin selling Golden Bees. **Riddle Quest** Obtain ten medals in the Four Swords multiplayer mode, and you can start a riddle quest with the Lumberjack in Link to the Past. Complete the Riddle Quest to obtain the Hurricane Blade special move. **Save the Fish!** When you are in the light world, go to the dungeon where you get the Ice Rod. To the left, you will see a little fish flopping around. If you catch it with the right button, you can go up one screen and throw it into the water. It will thank you with 20 rupees. Link versus Ganon! Who'll win? Check out the video footage below to find out: