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[The Legend of Zelda: Link's Awakening DX Glitches and Secrets \(GameBoy Color\)](#)

A ten year old hit with great replay value

The Legend of Zelda: Link's Awakening DX is an adventure video game published and developed by Nintendo for the Game Boy Color handheld video game console. It was first released in North America on October 31, 1998, and later in Japan on December 12, 1998 and in Europe in January, 1999. The Legend of Zelda: Link's Awakening DX is a color remake of The Legend of Zelda: Link's Awakening for the Game Boy. As well as being in color, the Game Boy Color version has new features and slightly enhanced gameplay. This is the first game in the series to take place outside [Hyrule](#) and the main "Triforce" storyline. This is also one of the few Zelda games not to feature Princess Zelda at all. After training abroad, Link is sailing back to Hyrule, but is shipwrecked in a violent storm. He awakens on Koholint Island and is taken to the house of a kind man named Tarin and his daughter Marin (who bears a strong resemblance to Princess Zelda). A mysterious owl tells Link that to return home, he must awaken the Wind Fish by gathering and playing the eight Instruments of the Sirens.

Easter Eggs
Secret Track in Richard's Villa Go into Richard's house and wait until the music has looped a few times. Eventually it will stop, then play a little tune found in Mario Paint and Yoshi's Story, then the regular music will start up again.

Glitches
Bouncy Tiles Glitch In the color dungeon, there are tiles that while on them you bounce around and they turn from green to yellow to red and then a hole appears. If you walk over them with a pot in your hands, you will not bounce and will just walk across it, without changing the color of the tiles.

Hookshot invulnerability. Anytime you have the Hookshot equipped, if an enemy comes toward you, or it launches a projectile at you, simply use the Hookshot and as it launches out, the enemy/projectile will go straight through you and you will take no damage.

Secrets
Alternate Music At the File Selection Screen, begin a new player and enter your name as ZELDA (all capitals).

Always Win at the Crane Game Move the crane directly above the left conveyor belt using the B button. When the item that you want to pick up gets to the very top of the right conveyor belt (but not on the top conveyor belt), tap A. The crane will move down and grab the item.

Cheaper Items This only works on an item as expensive as the bow, or maybe the shovel if you're quick. Begin paying for the item and save and quit (a b select start) and then load your game again. You should have more money left (as much as remained when you saved) and you don't have to finish paying.

Chicken War When you find a chicken in Mabe village, hit it with your sword around 15 times. After, chickens from Mabe Village will start attack you. BEWARE: You can lose all your hearts just from this. To get out of this, go into a different screen.

Different Ending Beat the game without dying. You will see a picture of Marin in the ending.

Invincible Rooster You need the Boomerang and the Rooster you get after Level 5. Throw your boomerang. Now pick up the Rooster. The boomerang will float underneath you and kill anything you pass over while flying!

Level 8 before Level 7 Normally you cannot enter dungeon 8 because of the fire thing you need the mirror shield to get around. But, if you have a potion, use the potion when you would normally die from the fire. You will be invincible for 3-4 seconds, in which you can run through the flames! After this, just defeat the dragon thingy and enter level 8!

Missile Shots Have both bombs and arrows ready, then press both buttons at the same time. If done correctly, the bomb should be flying on the arrow.

Steal Shop Items If you don't want to pay the outrageous prices for items in the Mabe Village shop, you CAN steal items. To do this, simply walk up to the item and pick it up as if you were going to buy it. While holding the item, walk BEHIND the shopkeeper, and then quickly walk out the door while he is facing the other way. This may require more than one try, especially on the more expensive items (like the Shovel or Bow). If you succeed, however, there are drawbacks. First of all, everyone will call you THIEF instead of the name you used and the next time you enter the shop, the shopkeeper will kill you. Here's a video showing what happens to Link when he steals from the shop: