

Mother (Import) Guide

by SloDeth

Updated to v1.6 on Feb 2, 2004

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*                               Mother/Earthbound Zero Guide          *
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*                               *                                     *
*                               v1.6                                April 30, 2001 *
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TABLE OF CONTENTS:

0. Introduction

- Who am I?
- What is Earthbound Zero?
- What is a ROM?
- Where can I get the ROM?
- Why should I play this game?
- Why shouldn't I play this game?
- Can I use this guide on my website?
- Can I send you E-mail?

1. Version History

2. Before You Start

- The Command Menu
- The Battle Command Menu
- What's the deal with the money system?
- When/wehere should I gain levels?
- How can I hold more items?

3. Walkthrough

- a. The House Song
- b. The Canary Song
- c. The Zoo Song
- d. The Piano Song
- e. The Cactus Song
- f. The Dragon Song
- g. The Robot Song
- h. The Grave Song
- i. The Beginning of the End
- j. The End

4. Manipulating Your Emulator

- 1. LEARN TO USE SAVE STATES
- 2. MAKE THE GAME GO FASTER
- 3. TAKE SCREENSHOTS
- 4. CHEAT!

5. Earthbound Zero <-> Earthbound (Comparison)

- Similarities
- Differences

6. Contact Info

- E-mail address
- ICQ #
- Web Page

0. Introduction

Who am I?

I am SloDeth. I have written many FAQs for various games, but this is my first journey into the world of classic RPGs. I'm proud of this guide, and I hope you find it useful. I wrote it because I found the other guides for this game were lacking in the crucial parts of the game. All that other good stuff... the rest of my contact info is at the bottom of this guide.

What is Earthbound Zero?

Earthbound Zero is a game for the original NES which never made it to America. It came out before its sequel, Earthbound, which was a very successful RPG in both Japan and America. As far as I know, it is only available in America fully-translated as a ROM.

What is a ROM?

A ROM is a little program with questionable legality which allows you to play NES games with an emulator. Here are the basics to getting started:

1. Download an emulator, such as Nesticle. Use a search engine to find it.
 2. Read the README, read the info on the sites you find, read everything.
- I won't go into detail here about emulators and ROMS because there's plenty of information elsewhere on the internet.

Where can I get the ROM?

Look for it on the web with your favorite search engine. Don't use Yahoo! or Lycos, but Altavista works well. Search for "earthbound zero roms" or "mother roms", because Mother is its name in Japan (and Earthbound for the SNES is Mother 2).

Why should I play this game?

1. You played Earthbound for the SNES and you want to take it a step back.
2. You enjoy 8-bit RPGs (yes, there are people like that...).
3. Incredible boredom.
4. You want to get back to your roots!
5. You find bad dialog and such amusing, like this quote: "Stop asking so many questions or I'll start to cry!"
6. The Forgotten Man! He made the whole game worth it. I think...I don't quite remember.

Why shouldn't I play this game?

1. It gets confusing without the walkthrough.
2. The game is VERY slow.
3. It falls into the dark trench of mediocrity.

Can I use this guide on my website?

It depends. Here's how it is:

YOU MUST E-MAIL ME(slodeth@iname.com) AND ASK FOR PERMISSION!

You may not make any changes to it. You can ask, but the answer will be "no" in almost every case.

You cannot make it seem like you wrote the guide yourself IN ANY WAY. It must be clear that it is my original work.

You may not re-write it yourself in your own style. It's called plagiarism. Even if you change every word, plagiarism is the theft of IDEAS.

If I grant you permission by E-mail, you should give me an E-mail address which I can inform you about updates to the guide.

If I grant you permission by E-mail, you should give me a hyperlink to the web site on which you post the guide.

Can I send you E-mail?

Yes, but PLEASE read the Contact Info section at the bottom of the guide!

1. Version History

v1.6 April 30, 2001 Fixed a bunch of typos and added some similarities.
Thanks to DrNo007007@aol.com and others for pointing out my errors...

v1.5 June 28, 2000 Updated guide to conform with my new FAQ format.
Added new Contact Info.
Moved this section.

v1.0 June 22, 2000 First version. Complete, unless I get any new ideas.

2. Before You Start

The Command Menu

TALK: Talk to people.

CHECK: Examines an object. Use on anything that seems peculiar.

GOODS: Uses goods. Here are some important goods(there aren't many...):

Cash Card: Use on ATMs to withdrawl money

LifeUpCream: increases your HP

Food: increases your HP

Bread: tastes stale, Use to start dropping bread crumbs

PSI Stone: increases your PP by around 20 points

Pills/Candies: increase various stats

Keys: open doors

Onyx Hook: warps you to Magicant

COMMANDS: Use-use item

Eat-eat food item

Drop-throw the item away

Give-give the item to another member of your party

Look-game tells you more about the item

STATE: Shows your statistics, PSI spells, items equipped, and melody pieces

PSI: Lets you cast spells. All the spells are very self-explanatory, except Teleport, which can only be cast on a long stretch of land. PSI LifeUp will be the only spell you use frequently.

SETUP: Allows you to change button assignments and change message speed.

The Battle Command Menu

FIGHT: Attack the enemy physically. NOTE: When you choose what enemy your characters attack, consider that your characters will try to attack the enemy you chose even if the enemy is already dead. For example, if you encounter three weak(one hit kills) enemies, have each member of your party attack a different enemy. That way, none of your characters attack enemies that have already died. It makes more sense when you play the game, so just use your best judgment.

PSI: Cast a PSI spell during battle.

GOODS: Use an item during battle.

CHECK: Works like Examine, Scan, Psych...tells statistics and strengths or weaknesses of the enemy

AUTO: Have the game choose commands for your party automatically. It chooses which enemy to fight randomly. If one of your characters runs low on HP, each character will cast the highest LifeUp spell it can to help the character. Don't use this command! You can choose commands for your party much better than the game can.

GUARD: Defend yourself. You take less damage, but you do nothing.

RUN: Try to escape battle, you wuss. Its success rate depends on your speed and the strength of the enemy you face.

SING: Only available after you have visited the Queen and sung the entire melody. Used in the final battle with Giegue.

What's the deal with the money system?

Whenever you battle enemies, your dad puts a little more money into your bank account. In department stores there are usually ATM machines in the corner. Go up to them and Use your Cash Card on them to Withdrawl or Deposit money. When you die, you lose half your money, so you should leave most of your money in the bank account until you need it. On the other hand, if you don't die much, carry it all around with you. Money isn't very important in this game, so don't worry about it.

When/where should I gain levels?

-Whenever you find an area where the enemies are too difficult.

-After the Girl and the Weakling join your party.

-Around free inns.

How can I hold more items?

You can't. Try to rely on PSI instead of items for your needs so you don't carry around Antidotes, Magic Herbs, Food, or LifeUp Cream.

3. Walkthrough

Here it goes. I tried to be very straightforward without being boring and detailed without rambling, so here it goes...

a. The House Song

You are in your house. Exit your room, and you will be attacked by a lamp. Kill it and go down the hall to your sister's room. Fight the doll to save your sister. After you defeat the doll, Check it to learn the first song.

b. The Canary Song

Talk to your sister, your parents, etc. Go outside and Check your dog to get the Basement Key. Go back in your basement and use this key to get some items.

Go down the path to reach Podunk. Nothing much to do here so early in the game. Go to the top floor of the Department Store. Talk to the man and he will ask if you want a Canary. Say yes, but turn down his price of \$85. Then he will give it to you for free!

Head to Canary Village(somewhere in the northwest). On the north side of the town, there is a row of grey statues. There is a hole in the fence behind one of the statues, so go behind it. Use the Canary on Laura the Talking Canary. She will sing you the second song.

c. The Zoo Song

Head back to town and go to City Hall(with the sign in front and a pink door. Talk to the Mayor upstairs and agree to help the sleazebag. Go down South to the Graveyard(you have to go over three bridges and walk around small alleys created from the trees). Once you get in, go south and around to find an open grave. In this grave, follow the passage and Check the coffin in the lower left corner. Egad, it's Pippi! Take her back to the mayor in Podunk. She returns and you can get the Zoo Key from the secretary/assistant.

Go towards your home and you will see Pippi at her home. Talk to her to get a Franklin Badge, which protects you from several PSI attacks.

Head back to Podunk, and leave it on a path to the northeast. Up there you will find the Zoo. A Singing Monkey will steal your key, but the gate opens. Zigzag your way around the zoo until you reach the Superintendent's building in the southeast corner. The building is littered with items, but the enemy lurks on the left door of the top floor. Check the capsule and you are attacked by Starman Jr.. The fight should end quickly. With the Franklin Badge, you don't need to do anything because his PSI Beam will hurt only himself. Make your way out of the Zoo. The Singing Monkey is near the entrance, so talk to him to get the third song.

d. The Piano Song

From now on, the songs will be much harder to get, so be prepared. Head east and north of the Zoo and talk to the guards on the bridge. Cross the bridge and enter a nearby cave. At the end of the cave you will find a pink stone in the ground. Cast Telepathy on it to warp off to Magicant. This is a mystic world which connects the storyline of the whole game. To the northeast is a palace and the Flying Men. To the southeast is a dungeon and plenty of wells. To the southwest is a village, and some monkeys farther to the west.

In the town towards the southwest, you can get a Big Bag filled with Magic Herbs, if you wish. A man will ask you if you'd let him borrow your cash card. Let him, and ask him for it back quickly. He will give the card back along with the big bag. DON'T TRY THIS AT HOME! You can also get an ocarina from the northeast part of town in one of the buildings. Just talk to the people. The shops there in the northeast have all the goods you'll need. When you have enough money, buy all your characters Gold Rings, Magic Coins, and Pendants. These are the best items in the game...setting the record for Worst Armory System in an RPG. Buy Boomerangs and any weapons you might want.

Head to the castle in the northeast. Three guards don't allow you to pass the first gate, but Cast Telepathy on the middle man to gain entrance. Inside the castle, explore the rooms to get items. Some rooms only allow you to get one of the gifts, so choose wisely(or see Manipulating Your Emulator). When you find the throne room, talk to the people to learn about the story.

When you finish, head to the wells to the south. You could go to the north instead to visit the Flying Men; talk to one of these men and they will join your party until they die. There are only five of them, so use them wisely. To enter the dungeon, you must find the real well among the fake wells.

After you cross the narrow place and pass the solitary well, you will see a set of wells like this:

```
      *      *
     *      *
    O      *
```

(No, this isn't the extent of my ASCII art...)

The one with the O is the dungeon. Walk over it to enter. Inside the dungeon, each floor has two paths: one on the left and one on the right. Various items lie on the paths, but head Right, Left, Left, and Right to reach the bottom.

At the bottom, wander around(it's very straightforward) until you find a hole in the ground. Notice the dragon to the west, but don't worry about him yet. Head to the north exit, where you find the Forgotten Man. Tell him you'll ignore him and take the exit. There is an Onyx Hook in the cave, which will return you to Magicant when you use it. It will save you plenty of wandering time, as well as save you from near death experiences.

Find the exit at the back of the cave, and you find the great outdoors once again. Head north around the obstacles and find a building(Twinkle School). Now head south to the Little-Sweet Factory. Various items around, you know the drill. Your goal is at the top, so take all the ladders up. You are looking for a Bottle Rocket, which will allow you to gain another member in your party.

Go back to the Twinkle School. Find the janitor(I found him in the first room on the right), who opens the door to the roof for you. Up there, Talk to the

trash can, which hides the next member of your party(I will call him the Weakling, since all his friends consider him one, as do I). Give him a weapon (preferably a Boomerang) and armor if you can afford it.

Follow the train tracks(to the north) until your way is blocked. Go around the blockade to the west and you find a Pass on the ground. Continue on to the Duncan Factory, where you can Use the Pass on the guard dog. This looks just like the Sweet Factory, but this time, the goal is to the west. You have to reach it in a large semicircle, and you go counterclockwise starting by going east. It gets a bit confusing, so good luck. Once you get there, launch the rocket and go way back to the train tracks.

Follow the train tracks through the narrow path, which you cleared with the rocket. Keep on following until you find a building on the tracks, which is the Union Station. Catch a train to Reindeer to get your third character...

Talk to the people around the town. One woman will give you the hat of the girl(I will call her Girl, appropriately...), which you must return to her. Head back to the Reindeer Station and grab a train to Snowman.

In Snowman, go to the Chateau to the northeast. It is home to Girl and her family. When you return her hat, she joins your party. At this point, you should return to Magicant(with the Onyx Hook) and buy her armory and a Boomerang. After this stop, get on a train to Spookane however it is most convenient.

In Spookane, there is an area with houses and such. There is nothing of interest here, so continue on south until you reach a hotel. If you stay at the hotel(for free), you get attacked by the owner, who is a Starman. It's not a big deal, but you can never use the hotel again. Continue east, then north along the path to reach the real village. Talk to people and all that good stuff, and one woman will give you the Ghost Key. Go up north to the Haunted House and Use the Ghost Key on the door. This house is pretty SPOOKY! because the enemies are very difficult. Be careful with the Alarm Ghosts and Dustweed. Various items around, etc. The quickest way through is to talk to the mouse, head through the upper door, the upper door, the lower door, and the lower door. Follow all those passages and you'll reach the Piano room. Check the piano to learn the fourth song.

e. The Cactus Song

Get back to Union Station(way back northwest) however you wish. From Union Station, head east and up around the cliffs. When you reach the desert, go into the center to find a man with a plane, tent, and tank. From his camp, head west for ten or twenty paces and head straight up until you find the group of cacti. One of the cacti looks different from the rest; Use Telepathy on it to hear the fifth song.

f. The Dragon Song

I usually save this one for last because you are already on the path for the other two songs. Feel free to skip over this section until later. It's only here because this is where it is positioned on the Status menu.

Use the Onyx Hook to return to Magicant. Head back to the wells in the southeast and go into the dungeon. You remember it, right, left, left, right,

and go back into the dungeon. Check the sleeping Dragon, and you fight it if your PSI power is strong enough(if not, come back later in the game). Have Girl use PSI-Block on it to prevent it's PSI Fire attack. Once you defeat it, Check it to hear the sixth song.

g. The Robot Song

Once you return to the man in the desert, take a plane ride for awhile. Make sure you have at least ten free inventory spaces. Talk to the man and ask for a ride. Go on the A-route each time to save money. Also on this path, notice the rock walls to the east because you'll be there soon. Once you've gone on a ride four times(with your three people), you have twelve tickets. Use a Ticket on the man and he will let you ride his Tank. You only needed ten tickets, but that is irrelevant. Take the tank over to the rock walls to the east. Head towards the center, but you will meet a robot before this. The tank protects you, so wail away at him until he falls. Head to the pit in the middle and continue along until you find another pink rock in the ground. Use Telepathy on it and you return to Magicant.

In Magicant, go back to the well field in the southeast and go through the dungeon again. When you exit this time, you end up near Youngtown. You can learn Teleport(unnecessary) if you Use Telepathy on a baby in Garrackson's House. Otherwise, head east to the swamp(read the signs). Head northeast through land strips around the water and cross bridges. Find a house where Pippi is staying, because you can sleep here for free. Head south then southwest to continue on. After awhile, you are able to travel east across some bridges. Follow this path for awhile until you can head north. Finally, you reach the big city of Ellay.

Ellay is overrun with the Bla-Bla Gang, so don't talk to the people here. Could this be sly political/social criticism? Yes, but don't get caught up in it. If you'd like to go on a brief side quest, go to the Food store in the Department Store. Buy three (straw)berry Tofus and head to the Lookout Tower to the northwest. Check the farthest telescope on the roof of this building. Take the rocket to the little island and enter the building on the island. Give a berry Tofu to each man in the house to get Words Of Love, Swear Words, and a brief plot story. What a waste of \$3000!

Anyway, back to the main quest. Buy a Ticket from the Department Store and head to the Live Show. Talk to the man at the entrance to get him out of the way. Use the Ticket on the bouncer inside. Talk to the people around and tell the man you would like to dance. You dance on the stage for awhile until the leader of the Bla-Bla Gang asks to fight you. He only fights the leader of the group, but the fight is simple. He now joins you for a short trip. Don't have a drink with the lady, or you'll visit the jailhouse and lose a weapon.

Now you need to find the cavern. Head east, south, across the river, east, and southeast again. You can head to the healer's house, but the cavern is just north of the house. This is a big cave, which has all the Ultimate Weapons for the four characters. Note that weapons are next to useless, as I explained somewhere else in this guide, but go ahead and look for them. To get you started, get the Katana in the first area by going around counterclockwise without entering the side passages.

Here's the quickest way to get through the cavern:

- Go through the first passage(heading east) and take the first path to the north. Follow the path along to another cave.
- Head southwest to the intersection, then go northwest to the next cave.

-Go south, and stay on the south path heading west to the next cave.
-Go south to the end of the path. Go up the next path over(heading north) to exit or go east to get Hank's Bat.

Now that you are outside, head up three ropes tied to the tree trunks and head east until you find a healer's house. Now for some intense action! Wait until the kids are in bed! Talk to the man, then go into the next room with Girl. Here's what happens and what she says:

Please stay with me.
Silence falls...would you like to dance?
::dance::
Do you love me?(say yes!)
Oh [Name], I've loved you for such a long time.
I've loved you since I saw you in my dream.
::Gang Leader interrupts::
Gang Leader: Why are you two blushing?
 Sorry to bother you two...
 But did you hear those loud noises?
 Those noises outside, not the ones inside, silly!

Whoa, that was some B-movie quality dialog right there! Anyway, you fight the robot R7038. He kills you all and injures Gang Leader forever. When you come back, Weakling rejoins your party. You need to go back through the cavern and find a broken boat outside. Once you get back to the healer's house, head north and around the shore to the east. Find a broken boat and let Weakling fix it. Head west into the whirlpool in the middle. There aren't any enemies down in this place, so enjoy the view. At the end of the passage, there's a robot named EVE who will help you out. It's like a super-powered Flying Man, doing around 1000 damage with each hit.

Now you need to reach the summit of this mountain. Take ropes and head on up. If you get lost, head west for awhile. There's a cave on the cliff which gives you a Sea Pendant. On your way up, R7038XX will return and have a massive robot battle with EVE(yay Japan)! They destroy each other. Examine EVE and you will learn the seventh song.

h. The Grave Song

Continue up the cliff until you reach the summit. There is a gravestone at the top, which you must Check. You now learn the final song.

i. The Beginning of the End

Return to Magicant with the Onyx Hook. Don't worry about weapons, but if you don't have all the greatest armors(Gold Ring, Magic Coin, any Pendant) for your characters, go get them in the northeast shops. If you can't afford them, you are in serious trouble and I recommend you go fight some enemies to not only get money, but gain some much-needed levels.

Also, check over your PSI spells before you leave. The main character should have PSI PSIShield Alpha or higher, and PSI DefenseUp Beta. Girl should have PSI LifeUp Pi. The only items you need are PSI Stones(for Girl) and maybe some LifeUp Creams. High HP is recommended, but the other stats won't matter.

Head northeast to the Palace. Return to the throne room and talk to the queen.

Magiçant disappears and you return to the gravestone. Head north and through the caves to the boss of the game, Giegue. Here's my near-flawless plan for defeating Giegue, including dialogue:

-Have the main character cast PSI PSIShield Alpha on Girl. Have Girl cast PSI LifeUp Pi(or if her speed is high, you can skip it the first round). Have Weakling do whatever you wish for awhile.

"[Name], I am grateful to your family."

-Have the main character cast PSI PSIShield Alpha on himself. Have Girl cast PSI LifeUp Pi. Have Weakling do anything.

"Your Great-Grandparents, George and Maria raised me."

-Have the main character cast PSI PSIShield Alpha on Weakling. Have Girl cast PSI LifeUp Pi. Have Weakling do anything.

"But George stole vital information from our planet that can be used to betray my people..."

-Have the main character cast PSI DefenseUp Beta. Have Girl cast PSI LifeUp Pi. Have Weakling do anything.

"And now, one of his descendants is obstructing our plans, and must be stopped! [Name], I'm talking about you!"

-If you have survived up to now, congrats, it gets easier from here. Have the main character cast PSI LifeUp Alpha or Beta on whoever has the least HP. Have Girl cast PSI LifeUp Pi again(she'll do it every time she can). Weakling does anything again.

"Go home now! Perish with the rest of the ugly Earth People."

Do the same thing as last round.

"Foolish one, you cannot do a thing with your meager powers...powers worthy of a lowly insect."

Same thing as last round...

"[Name]! You alone. I must save you. Just you alone. Board our Mother Ship with me."

Again...

"...then, fall into a long sleep with your friends and the other ugly Earth People."

Now that his dialog is complete, you can start attacking him with the Sing command. From now on, have the main character Sing, the Girl cast PSI LifeUp Pi, and Weakling Sing. PSI LifeUp Pi costs 17 PP, so if you run too low, have the other characters take over the healing duties while Girl uses a PSI Stone. You must Sing eleven times, and he says this while you cast it:

Stop singing.

STOP singing!

STOP! Stop the song!

STOP IT!! STOP THAT SONG!

You puny little Earth bugs. Shut up, and STOP SINGING!

The SONG...
STOP IT!!!
!!!!!!
Stop...please, stop!
!!!!!!!
.....

That's the end, you did it! Now sit back and enjoy the ending.

j. The End

4. Manipulating Your Emulator

-Tricks you can use to make the game easier, if you are using an emulator.

1. LEARN TO USE SAVE STATES

Your emulator should have a feature called Save State, which saves all the variables, position in the game, etc. into a file. It pretty much freezes the game wherever you are at the moment. You can then load the state to resume playing where you were. It's an instant save game!

This obviously has many advantages over the game's system. Since it's instantaneous, it's quick and easy. Since you don't need to be at a "Save Spot" to use it, you can save anywhere: towns, caves, and even mid-battle. You can check out the paths ahead, take extra risks, and manipulate any of the randomly-generated variables. It will be your best friend. Learn the shortcut keys so you don't have to pull down the menu each time. Use it frequently and carefully.

Specific things to do in Earthbound Zero:

-Use it to avoid tough enemies. See, when you enter the environment, the game decides how many paces you have until you encounter an enemy, and what the enemy will be. However, when you access the menu, the numbers are generated again. You can manipulate it like this:

- *Save your state.
- *Walk until you encounter a battle.
- *If the battle is unsuitable, load the state.
- *Walk one less pace than however far you went last time.
- *Access the menu.
- *Exit/cancel the menu.
- *Save your state and restart the process.

If you do this, you can avoid almost any conflict in the entire game. In fact, the only enemies you must fight in the game are a lamp, a doll, a Starman Jr., a robot, a Gang Leader, a dragon, and Giegue. Seven enemies!

-Use it to manipulate the level gains. When your character gains a level, hit Save State. The game generates the statistics as you go along. Keep on loading the state until you get higher statistics. This works especially well with Max HP and PP.

-Use it to learn more PSI skills. After a battle, you can hit Save State after the enemy has been killed. Keep on hitting load until you "Learn a new PSI power through battle!" It is more likely to happen after a Level Up, so hit Save State after all the statistics(and Max PP) have been calculated.

-Use it to look ahead and plan your routes. It isn't as useful because I already wrote out the walkthrough for you, but it may come in handy.

2. MAKE THE GAME GO FASTER

Yes, the game is too slow, no doubt about it. What can you do? Speed the game up! Check to see if your game has any fast-forward button, and use it frequently. If there isn't one, look for a function called Frameskip. This function is usually set to Auto, which mirrors the speed of the real system. If you set this to a number(the higher, the faster), it speeds the game up. This is your best choice if you use Nesticle. However, it completely ruins the music in the game. Turn off the music and get a CD player or something(I recommend some Pitchshifter for this game).

3. TAKE SCREENSHOTS

This game has some very nice artwork for its time and system. Take some screenshots and use them however you like. I was thinking about going through the game, taking pictures of each enemy, and creating a large "mural" of all the enemies.

4. CHEAT!

I'm sure there are Game Genie codes and State Save HexEditing addresses, but I haven't found any. Oh yeah, and cheating is BAD. If I find any codes, I'll post them here, but don't get your hopes up. I've looked through the Hex codes, but I haven't found anything obvious.

5. Earthbound Zero <-> Earthbound

It has been said that Earthbound is simply a 16-bit version of the NES game, but this is completely wrong. However, these two games do have many things in common. I have made a list of them here, and I will add to it as I discover other things.

SIMILARITIES:

The boy has a baseball hat in each game.

The boy uses Bats as his weapon.

The Canary appears in both games.

The girl appears at a special school.

Trains are the main system of transportation(until you learn the spell).

There's a haunted town.

There's a town run by a gang.

There's a theater which you must visit.

The main character has a minor love interest with the girl in the party.

You must visit eight places to get to the boss of the game.

PSI is the system as magic, using energy points known as PP.

The main character's sister lets you store items not currently in use.

You never see the boy's father, who you must call to save your game.

ATM machines appear in each game.

Hippies and their hippie music appear.
You start the game in your own house.

DIFFERENCES:

Magiant is visited only once in EB, but it is a center of the game in EB0.
The spells in the game remain nearly unchanged.
The boss' name has changed from Giegue to Gigyas.
The number of characters in the party is limited to three in EB0, while it is four in EB.
The Flying Men can be used in EB0, but they only appear as NPCs in EB.
Giegue is defeated by Singing, while Gigyas is defeated by Praying.

6. Contact Info

E-mail: slodeth@iname.com
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Web Page: <http://go.to/SloDethFAQs>

E-mail Rules:

Include the name of the game or guide in the subject.
E-mail me just about ANYTHING: questions(not answered in the guide), comments, praise, criticism, requests...
Ask me if you can use this guide. I will almost certainly let you, as long as you ask politely.
Don't E-mail me crap. Don't ask me to join a website, like AllAdvantage.
Don't spend any less than one minute writing your E-mail. Check it over and make sure you used correct spelling, decent grammar, and capitalization.
AOL slang is not up to my standards. Don't use "r u" instead of "are you" or anything like that.
I don't think many people are reading this anyway! E-mail me and say you found it useful to give me some sense of accomplishment.

ICQ Rules:

Do whatever you wish. I don't care about ICQ very much. Put my number on spam lists, tell it to your friends, and flood it with whatever you want.

What you can find at my web page:

- More info on me(in case you care)!
- Links to all of my guides!
- The most recent versions of my guides!
- HTML versions of my guides!
- Feedback forms, surveys, and some other crap!
- News on what I've done and what I plan on doing!

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Please do not distribute this guide in any way without my explicit permission. I'm sure you could use it and mutilate it to your pleasing, but I'd appreciate it if you write to me first. I'm very willing to give out this guide, given that it is not changed in any way.

Or, as they say, This document Copyright 2000 by Martin Silbiger.

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