

The screen animates when you learn a melody.

The order you learn PSI in is different.

Your dad doesn't tell you to hold reset when you shut off the game.
The GBA doesn't require you to do this, so it was taken out.

The L-button the GBA acts like the L-button does in the
SNES Mother 2/EarthBound.

The game can be put into sleep mode, just like most other GBA games.

You don't walk in single-tile increments anymore; movement is more fluid like
in Mother 2/EarthBound.

You can run with the R button. But unlike EB0, the entire game doesn't speed
up when you dash.

There's a mosaic effect when you enter a battle.

There's no "Map" item. It's missing from EB0 too.

You can change battle text speed.

When you check an enemy, you get also get a 1-line comment about that enemy now
SMAAAASH!! is always displayed in green. In the Famicom version it would be one
of several colors.

Enemy and ally attack sounds are mixed up. Could be a mistake.

The text itself changes color when your status changes.
Before the color around the text would change while the text itself would
remain the same color.

Enemy encounter rate seems to be much higher. The old trick where you could open
the menu often to avoid enemies doesn't work anymore.

The old strip club is changed to a different kind of shop.

"Repel Ring" has been added.

The underground path beneath Magicant is completely different.
But it's the same as it is in EB0.

You can withdraw money from Queen Mary's spring. This was in EB0, however.

The "Friendship Ring" is gone. It was gone in EB0 as well.

The Dragon Quest (Dragon Warrior) reference was replaced with "that game".

Using "Check" in the field will tell you if you might be attacked or not.
Useful since it's not exactly clear where town boundaries end.

Crosses were replaced with simple gravestones, etc.
These changes were first seen in EarthBound Zero.

The crows don't have cigarettes.
This change was made when EB0 was first localized.

The Shroudly doesn't have blood dripping from it's hand, which was also in EB0.

The Gang/Nasty Zombies don't have blood, but have a tie, also in EB0.

Dr. Distorto doesn't have blood on his coat, which also was in EB0.

Enemies appear in the tunnels. This was in EB0.

Ana is put into character slot #2, moving Loid (who was there first) to slot #3

Teleportation time is a little longer, but the speed is a little slower.

The screen scrolls when you're sucked into the whirlpool.
Possibly because of limited screen size.

A short scene showing everyone escape from Eve's factory was added.

After you get Eve's melody, you also get a "Memory Chip".
It's a useful item that will instantly take you back to Eve.

The BB (blah blah) gang's boss doesn't hold a knife.

The Flea Bag doesn't work on enemies like R7038.

The healer restores your HP. He does this too in EB0.

After collecting the 7th melody you have to go back to Queen Mary yourself.
In the Famicom version you were instantly taken to her, but in EB0 you had to
go yourself.

The philosopher's song is a Japanese translation of what he says in EB0.

Gieque's attack sound is a little bit off.

"Run" is replaced by "Sing" late in the game. The blank spot was taken by
"Settings" so something had to be replaced.

An extra area was added right before the final battle.

The ending is completely different. It's the same as EarthBound Zero's ending.

iv. Credits -----

Thanks to Tomato, Skye, Ape Inc., Nintendo, CJayC

v. Copyright Notice -----

This file is written by Devon Kerkhove.
Used with permission of Tomato from Starmen.net
The differences are copyright (c) 2005 Starmen.net

vi. Contact Information

If you discovered any other changes, feel free to email me on skydragonlord7707 AT hotmail DOT com

Thanks for reading this guide! And remember to visit

(_ \ () _ () _
| (_) | , _) | , _)
` \ _ \ | | / ' _ `) (' _) / ' _ ` _ \ \ / ' _ \ \ / ' _ \ \ / ' _ \ \ / ' _ \ \ | |
() _ || | _ ((_ | || | | () () | (_ _ / | () | _ | () | (_ _ / | | _
' \ _ _) ` \ _ _) ` \ _ , _) () () () ` \ _ _) () () () () ` \ _ _) ` \ _ _)

<http://starmen.net/>

That's all folks!

This document is copyright skye7707 and hosted by VGM with permission.