

Yoshi's Island SNES/GBA Changes Guide

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Updated to v2.27 on Sep 9, 2019

This walkthrough was originally written for Super Mario World 2: Yoshi's Island on the SNES, but the walkthrough is still applicable to the GBA version of the game.

For my reference only:

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Super Mario World 2: Yoshi's Island-
-Super Mario Advance 3 Yoshi's Island
Changes, Similarities and Comparisons Guide
NOTE that the guide contains ***SPOILERS

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1.-Introduction-

Hello all who are reading. I have decided to write this Guide because I was looking around both SNES and GBA versions of this game at GameFAQs and I noticed that there was no guide on version changes, differences, etc. And there was also a topic that pointed it out, 90% of the inspiration for this guide came from there, for more information on that, see the 'Thanks' section. So that lead me to decide that I should write one.

This is for those who are interested in the differences between the two format versions of this game.

I will be pointing out all the differences that I have noticed between the games. Most of these are probably minor changes made to be able to put the game onto different formats, but there are some that are good and some that may not have been necessary, but as many as are noticed will be pointed out here. I am comparing both the SNES and GBA versions, on their original formats, which means NO UNOFFICIAL EMULATORS will have their changes/differences mentioned in this guide.

So, if you use an emulator, and something in it is not in this guide, then it is probably something to do with the emulator.

Please do not email me about emulator differences on PC, Mobile, or other formats that aren't Nintendo's approved format.

You should also note that I love both versions of this game. Best

SNES and GBA games created, in my opinion. So I am not favouring one version over another, just pointing out their differences. If you need to tell me about a difference I haven't noticed, you can find my contact info under 'Contact'. (NOTE: Due to real life reasons, this is no longer simply the case.)

This is my first FAQ, so I hope you like it.

NOTE: Anytime you see a --(<insert words here>)- -, that may contain a bit of trivia, an opinion, thought, hint or note.

2.-Version History-

NOTE: Dates go in the format of Day.Month.Year (DD.MM.YYYY)

07.09.2019 -v2.27- Added section 3.f due to Nintendo Switch Online now including SNES games, also including this one. Some minor edits have also been made. Slight update to the FAQ to include another acronym definition.

06.10.2017 -v2.26- Added section 3.e due to SNES Classic Mini release, altered introduction slightly, updated a few smaller things.

25.04.2014 -v2.25- Added section 3.d, some guide format changes, switched from Word to Notepad- won't affect guide in any way.

22.10.2012 -v2.24- An important note added and huge changes made to contact. One more question added to FAQ.

02.08.2012 -v2.23- A couple of changes added, more added to 'Thanks' section, two changes slightly altered.

24.06.2012 -v2.22- Mistake of numbers in Version History fixed, and extra information added to one change.

07.05.2012 -v1.21- 3DS section added, more changes added, a note added to a change (see 'Thanks' for details), more added to 'Thanks' section. A couple of changes altered, contact altered slightly.

04.12.2009 -v1.20- More added to 'Thanks' section. More changes added. One change edited, see 'Thanks' for details.

24.11.2009 -v1.19- Changes divided into two sections. More changes added. Some changes edited. Interesting to note is that it is thirteen updates since I was sure I had found the majority of changes. Again, if you feel I have missed a change, please do not hesitate to contact me. If it is in the guide, I won't be angry, I will simply tell you where the change is in the guide.

12.05.2010 -v1.18- More changes added and edited. 'Legal and Copyright' has had a minor revision. More added to FAQ.

10.05.2010 -v1.17- More changes added, some changes edited and more credit given in the 'Thanks' section.

05.05.2010 -v1.16- More added to 'Thanks' section. Changes made in 'Contact' and 'Legal and Copyright' sections. More changes added or edited.

20.10.2009 -v1.15- Another change added. A couple of the other changes edited.

01.09.2009 -v1.14- More changes added. A couple of changes edited.
More added to contact.

19.07.2009 -v1.13- Another change added. A couple of other changes
edited.

15.07.2009 -v1.12- Added more Changes. See 'Thanks' section for
credit on additional notes to the red coin change.

14.06.2009 -v1.11- Added a couple of changes, this time related to
a couple of game glitches. Added small change to 'Contact' section.
Added small change to 'Legal and Copyright' section.

18.05.2009 -v1.10- Added more changes, see 'Thanks' section for
credit of who told me of these.

22.04.2009 -v1.09- Another change added. Fixed a typing error.

21.04.2009 -v1.08- More changes added throughout guide.

28.02.2009 -v1.07- Another couple of changes added. More added
to 'Thanks' section.

17.12.2008 -v1.06- More changes added. I am now certain that I
have found the majority of game changes, but if I have missed
something, please do not hesitate to contact me. If you tell me
something that I have already listed, I will not be annoyed
with you, I will simply tell you that I have already listed the
change.

12.02.2009 -v1.05- More changes added. More added to 'Thanks'
Section.

11.10.2008 -v1.04- Again, more changes added.

06.08.2008 -v1.03- Changes added, major spelling error on Extra 6
Level fixed. Two misinterpretations fixed.

19.07.2008 -v1.02- More Changes added. More added to 'Thanks'
Section. First FAQ question posted.

15.07.2008 -v1.01- More comparisons added. More added to 'Thanks'
section. More added to legal.

10.07.2008 -v1.00- Comparisons added. FAQ added. Contact added.
Thanks added. Legal added. Format of Document changed. First
submission to GameFAQs.

09.07.2008 -V0.10- Started Guide. Includes introduction, start of
'Version History' and start to some changes.

3.a -External Comparisons, Similarities and Changes-

NOTE: There is no order as such to the changes. I will make them
as detailed as possible.

The external changes are changes that have occurred outside of the
game, such as to boxes and manuals. This section is not very big, as
these changes do not affect the game in any way. 3.b, the Internal

section, covers those changes.

The title has been changed. The SNES version is "Super Mario World 2: Yoshi's Island". The GBA version is "Super Mario Advance 3: Yoshi's Island". This is on boxes, cartridges and manuals. It is also in the game.

The box has changed to feature the logo's and names of each respective system, so the SNES version has the SNES logo on its box, the GBA version the GBA logo. This also applies to the manuals.

The layout of the box and manuals has changed, including pictures, wording and colours surrounding the box. In case of the manual, some changes are between the formats, for example 'Controls' section.

The stickers for each cartridge are different, due to different size cartridges.

Needless to say, the size of the box, manual and cartridge are all different.

3.b-Internal Comparisons, Similarities and Changes-

These are the changes which may affect the game in some way, as these changes are the changes within the game itself. This is probably the section that most of you have clicked onto the guide for reading, and is the biggest section, covering interesting (and not so interesting) changes within the game itself. Again, these changes are not in a certain order, they are just listed.

At the start, what happens on the Nintendo logo is different. In the SNES version, it makes the sound of a coin (or flower) being collected, in the GBA version, it has Yoshi say 'Nintendo'.

The opening has had a change. In the SNES version, the music box rewinds on the scene with Kamek jumping in anger at his toadies. In the GBA version, it rewinds at the scene just after the map falls on Yoshi's head. Also, the text does not start with 'A long, long time ago' on the GBA version.

The GBA has a slightly higher brightness than the SNES version, as the original GBA didn't have a backlight on its screen, so the game was brightened slightly for that.

The camera is slightly zoomed in further on the GBA version than it is on the SNES version, therefore at some points, the camera will need to move up or down slightly in the GBA version where it did not in the SNES version. For example, the camera scrolls up after the fall to the boss of Level 1-4 in the GBA version, where this did not happen in the SNES version.

Yoshi's voice has been changed from his/her 'sounds' in the SNES version, to his/her 'voice' in the GBA version. This means that his various actions will lead to a different sound. For example, when Yoshi jumps, the SNES version will have a 'boing' sound effect, where as in the GBA version, he/she will say 'hop'. --(or something that sounds similar to 'hop' anyway)-- Each action now has a voice; I am not listing all the voices. --(oddly enough, in the introduction, there is still a Yoshi 'Sound Effect' when Yoshi picks up Baby Mario for the first time. This is in the intro right before the tutorial level, not the first intro. This sound is also played still every time Baby Mario is recovered from his Bubble.)- -

When copying or erasing files, the music disappears in the GBA version, where it does not in the SNES version. The copy and erase sound effects have also changed.

Controls have been changed, to accommodate the GBA, which has less buttons than the SNES.

The physics of the game have changed slightly between the SNES and GBA versions of the game. The GBA physics are slightly floatier and smoother to use, albeit the SNES version is certainly playable.

The GBA version has six new 'Secret' levels, which are awarded after beating the game. These levels were not in the SNES version, and there was no reward for just beating Baby Bowser in the SNES version. The European/British GBA cartridge has some different Names, which will be listed next to the North American names.

These new levels are called:

1-S: Exercise in the Skies

2-S: Mystery of the Castle?

3-S: Go! Go! Morphing!

4-S: Fight Toadies w/ Toadies OR fight Baddies w/ Baddies

--(that is how the game spells 'with', no shortcut on my part here)- -

5-S: Items are fun!

6-S: Endless world of Yoshis OR Crazy Maze Days

These are the Extra Levels (found in both games):

1-E: Poochy Ain't Stupid

2-E: Hit That Switch!!

3-E: More Monkey Madness

4-E: The Impossible? Maze

5-E: Kamek's Revenge

6-E: Castles- Masterpiece Set (SNES)

Ultimate Castle Challenge (GBA)

It is interesting to note that the Secret levels haven't got the four trunked tree at the end of them, but only the green and white floor.

--(Is that four trunked tree Yoshi's tree house from Super Mario World? It certainly is possible, though Yoshi hasn't built a fireplace into it yet.)-- The Extra levels that had this tree still have this tree.

Also, Extra levels have been modified, the most noticeable of them being Kamek's Revenge.

Whilst the music in the GBA version retains the same melody and beat, some instruments have been changed for some music pieces, most notable is the level 8 bosses, which no longer has a drum beat in it.

Several levels have had their textures changed. For example, in 6-5: The Very Looooooooooooong Cave, over the 3rd of branching paths in the first area (the one that is over lava and you need to use chomp rock to reach the door), a roof texture was flat in the SNES version, where it is curved in the GBA version. This has occurred in several levels, so gaps may appear smaller or larger, platforms may appear higher to jump to, and other, smaller texture changes may be noticed. It may also make the backgrounds of levels look slightly in different alignment to what they are in the SNES version. It may make collectables also look slightly moved. These texture changes have occurred on several levels. This can also account for some collectables being placed closer together, due to being unable to get them because the original gap to go through and get them may now be too small, and you only have one chance at both of them instead of the original gap. It can also account for some objects on levels being bigger or smaller, and for text boxes being bigger. This can also account for some platforms or areas being easier or harder to reach in several levels.

(In level 1-2, for example, on the SNES version it is not impossible to skip the helicopter section, but going underneath the entire area is almost impossible to achieve, where in the GBA version you do not have to go up to the same platform the helicopter bubble is on.

The above can also be applied to enemies and bosses, which may also mean a colour change for some of them. For example, the GBA 'Sluggy the Unshaven' is less translucent (see through) than the SNES 'Sluggy the Unshaven'. Another example is Marching Milde, and enemies of the same type as her, as the GBA version shows her with more pink-violet coloured cheeks and shoes, where in the SNES version, it is closer to a pink-red colour.

Texture changes on enemies and bosses may also make moving, being swallowed, being jumped on, pounded, etc. animations look different. Some objects in different areas of different levels have had palette changes, especially in areas with other effects such as sparkling.

The GBA version of the game can sometimes suffer from slowdown if there is too much happening on screen, usually caused by too many enemies being on screen. This is simply because it is using a lot of power on the GBA. --(Though the slowdown happens if a Game Boy Player or DS is being used, so it may be too much for the cartridge to handle as opposed to the system.)--

The red coins have had a change. In the SNES version, red coins would have a red tinge to them. This is gone in the GBA version, making locating the red coins harder.

It may be possible to see a red tinge in the GBA version if you look closely, and some regular coins may have a red tinge to them. This may not be on all copies of the game however.

Stars from Star Clouds have also had a change. In the SNES version, if you had 27 stars for example, the cloud would give three stars and the rest would be coins. In the GBA version, all of them would stars

regardless. However, for both versions, 30 stars would always lead to coins being given out of the cloud. The example above can be changed to accommodate other numbers as well, the change is simply in whether coins or stars are given out if you are at a number of stars close to thirty (between 22-29 stars is where this change applies, as for 30 stars, coins are still given in both versions.)

At each boss, Kamek will come along and cast magic. In the SNES version, the magic had white sparks and two colourful 'blankets' of magic. In the GBA version, the magic is just colourful sparks.

At the end of each level, there is a chalkboard displayed, for both SNES and GBA versions. However, there is also a 'World' chalkboard in the GBA version as well, which shows up straight after the 'Level' chalkboard.

Also, at this chalkboard, you are awarded for certain point amounts:

- 1-up at 200 points
- 3-up at 300 points
- 1-up at 433 points (easily missed, have to get exact point amount, furthermore I only got it in World 3, but it may be achievable in other worlds)
- 5-up at 500 points
- Bonus level game at 700 points
- 7-up at 777 points (easily missed, have to get exact point amount)
- Extra level at 800 points
- 'Perfect' on map screen at 1000 points, shows for a few seconds in flashing colours, then disappears.

Note that these apply to the GBA version 'World' Chalkboard.

In the SNES version, you were rewarded the 'Perfect', Bonus and the Extra level for accomplishing 800 points in each world, and getting 100 points on the Extra level would give you a star at the title screen, totalling six stars. To get these stars in the GBA version, you need to earn 1000 points per world.

In the GBA version, getting 1000 points in every world rewarded you a new ending, only viewable once.

Panel spinning on the map screen has had a minor change. When you get 800 points on the GBA version before moving to the next world on a new file, all panels spin and the extra level opens, then all panels spin back the other way again, but they do not spin one at a time like they did on the SNES version, unless you get less than 800 points on your first time in that specific world.

In the SNES version, it was not possible to go back from the map screen to the title screen, where in the GBA version it is by pressing B. You can continue going back right to the intro video in the GBA version by pressing B.

Sealed doors are shown as boarded up, or 'planked'. In the GBA version, there is no visible, middle area where the boards should appear to cross over each other.

At the credits, the way they scroll is different. In the SNES version, they would do a small scroll then stop for you to read the name, in the GBA version, they just scroll slowly. What the credits say is also different, due to a different team working on the GBA remake. --(According to Wikipedia, Nintendo R&D 2 remade the GBA version, and a fine remake it is too.)--

In the SNES version, your life count was never saved. Every time you turned the game off, it would be back to the default amount of lives, the GBA version saves the life count, which means that if you left with 50 lives, you still have them. --(this also makes it easy to get a high amount of lives in the GBA version, at typing this I had 458 lives)- -

Also on lives, the SNES default amount was 2 lives, though it was possible to have 0 lives. The GBA default is 3 lives, though it is NOT possible to have 0 lives.

Yoshi's Flutter Jump has had a few changes.

Firstly, the animation of the flutter moves more quickly in the GBA version than it does in the SNES version.

Secondly, the length of time in the air has slightly been reduced in the GBA version, by roughly 0.03 seconds. --(Yes, I timed it for both versions... Stopwatch certainly helped.)- -

Thirdly, pulling off a good flutter jump has changed. In the SNES version, you would jump, let go of the button, and time to press it again, where in the GBA version, holding down the jump button has the same effect.

Pausing has also been changed. In the SNES version, pressing start would lead to a display of stage collectables (red coins, flowers and stars) and usable items, as well as a display of lives and collected yellow coins. It would also allow you to exit an already completed level by pressing select, or to return to the level by pressing start again. In the GBA version, you need to press select to access this screen, and select to return to level. The SNES version displayed three usable items displayed, which you could scroll through from left to right. The GBA version displays four usable items, which can be scrolled through from left to right. Whilst three or four of these items displayed on screen, if you keep scrolling right, more of these 'usable items' will show up, as only three of four (version dependent) will be visible at a time.

Also changed is the number of usable items that can be carried. The GBA version allows you to carry more at a time. The SNES version allowed you to carry 25 of these items at a time. For every 26th item collected, it would replace the 25th item. --(Again, see 'Thanks' section to see who helped me in confirming and obtaining this.)--

The GBA version allows more to be carried, with 27 being the maximum, a 28th item will replace the 27th item. --(Finally reached the maximum number of items after a lot of updates, sorry to any regular readers (if there are any, no egotism intended) that it may have taken so long, I don't usually use items, and therefore it took a

long time to figure out.)--

Pressing start on the GBA version will open up a different pause Menu, asking to continue the level, return to map or to go into sleep mode. Note that the return option is only available once a level is completed.

Also, in the GBA version as stated above, is 'Sleep Mode', which is used to save battery power, but leaving the GBA on. You will resume from the spot where you went into sleep mode. It can act as a temporary 'quick save'.

The eggplants have been changed slightly, in the SNES version they would spit out eggs consistently until you had five, than struggle Once and spit out what would be your sixth egg. In the GBA version, It gets to Yoshi having four eggs, than struggling once to spit out the fifth egg, then struggling twice to spit out the sixth egg. Both versions allow a heap of eggs to be given when you Ground Pound near them.

Cave levels echo the sound effects and Yoshi's voice in the GBA version more prominently than the echoes in caves on the SNES version. This also applies to castles and forts.

Lantern Ghost enemies have had a change. In the SNES version, the 'exiting pipe' sound effect would play as they jumped out, in the GBA version, the Shy Guy sound effect/voice plays when they jump out of the pipe.

Green Cactus Ball enemies have also had a change. In the SNES version, they bounce off every floor texture they come into contact with, but in the GBA version, they only bounce off the first floor texture, then they fall off the stage.

When spitting out a Shy Guy, they will either 'pop' or 'poof' off a wall. In the GBA version, they 'poof' more often than they do in the SNES version. (Sorry if that's confusing.)

When leaving an area in the GBA version from any direction, the entering pipe sound effect will play, even if you are not entering a pipe.

Some entry and exit points between sections of each level are closer in the GBA version than they are in the SNES version. This may also include pipe locations (if measured closely enough).

The Island Map, where Yoshi walks around and blows up the castles, has smoother animations in the GBA version, and Yoshi may walk around some objects differently than from the SNES version. This also applies to the stalk as it flies away.

On level 1-4: Burt the Bashful's Fort, in the SNES version, the first trampoline arrow thing was on the same ground as you, in the GBA version, there are a couple of big steps leading down to it.

On level 1-5: Hop! Hop! Donut Lifts, as the screen scrolls, forcing Yoshi to go left, there are two grassy hill tops along the way. At the second one, Yoshi could not walk up it in the SNES version, where as he can in the GBA version. The appearance of the Hill has not changed, just the fact that Yoshi is not required to jump it in the GBA version.

On level 1-8: Salvo the Slime's Castle, in the second room, the SNES version's pipe spits out Shy Guys, the GBA one doesn't. Another room was added to the GBA version, with just a pipe that spits out Shy Guys. This new room is between the SNES 2nd and 3rd rooms, the GBA 2nd and 4th rooms.

Also on level 1-8, the secret room message has been slightly altered. In the SNES version it was something along the lines of 'This is top secret, so tell no one! Aim directly at the top-right corner.'
In the GBA version, it says: '-Top Secret- Tell no one! Aim directly at the top-right corner!'

--(To get to this secret room, you need to jump over the red boss door, then hit the cloud that appears there for a switch. You jump on the switch, then directly below the boss door, next to the spinning arrow lift, should be a red arrow. Press down where it is pointing.)--

Again on level 1-8, the 'Corridor to the boss' has changed slightly. In the SNES version, it was flat ground, then a drop in the ground, a straight line follow, a jump out of the ground. In the GBA version, it is three big steps down under the wall, then a jump over some smaller steps to the boss.

Spinning platforms, such as those found in the first section of level 1-8, are bigger in the GBA version than they are in the SNES version.

Still concerning 1-8, the corridor leading up to the boss gets closed off after entering the boss area. In the SNES version, the pattern of the formed wall could end up with either a single brick or double brick on the bottom of where the wall finishes forming, where in the GBA version, it will always be a single brick.

In the SNES version, the Yoshi's all wear the same red shoes. In the GBA version, their shoes are different:

Green Yoshi-Red Shoes

Pink Yoshi-Light Blue Shoes

Cyan/Light Blue Yoshi- Yellow Shoes

Yellow Yoshi- Green Shoes

Violet/Purple Yoshi- Light Purple/Pink Shoes

Brown/Orange Yoshi- Orange/Light Brown Shoes

Red/Rose Pink Yoshi- Blue Shoes

Dark Purple/Dark Blue Yoshi- Rose Pink/Pink Shoes

--(I have put some colours next to others by slashes, to avoid any discrepancies between how people perceive the colour)- -
It is interesting to note though, that in the opening before the tutorial level, the Yoshi's have different colour shoes in both versions. Also interesting to note is that the mole tank, regardless of version, has the same colour wheels as the shoes in the GBA version, in both SNES and GBA versions. This may also apply to the train wheels, car wheels and helicopter feet. Also, the SNES intro before the tutorial level also shows the Yoshi's in their different coloured shoes, but after that they all wear red shoes.
Also, in the both versions, the shoes are only red on the map screen when walking on the spot with Baby Mario on a Yoshi's back, or only yellow when on the spot without Baby Mario on the Yoshi's back.

In the GBA version, the giant key given by bosses makes a sound when Baby Mario grabs it.

The Lava Bubble and Boo enemies make a noise in the GBA version. The Boo will make a noise when it uncovers its face. The Lava Bubble will make a noise when Yoshi faces it while it is off the screen, but once on the screen, facing it makes no noise from it.

On level 2-1: Meet Koopa and Para-Koopa, there is a section with falling blocks. This area has coins that can be collected. In the SNES version, collecting a coin would trigger its sound effect and cancel out the block hitting the floor sound effect. The coin sound effect does not cut out the block sound effect in the GBA version.

On level 2-5: Watch out for Lakitu, when leaving the train room (the room that needs a key to enter), above the door has changed. There is only one platform to help you up in the SNES version, but there are two in the GBA version.

On level 3-3: Nep Enuts' Domain there is a submarine section. In the SNES version, getting to the morph bubble required you to jump into the water, or sometimes pound in it where the GBA version allows you to drop into it without jumping. Also, if the submarine runs out of time, the SNES version returned you above water, but you sometimes would fall into it, unless you steered away the fall, where the GBA version always puts you on the log above the water.

On level 3-5: Jammin' Through the Trees, the first section of the level has a slight vertical scroll in the GBA version, this was not in the SNES version. This vertical scroll is as you jump onto the yellow breakable ground, and again as you jump onto the passage that leads into the second section. The SNES version did not need this scrolling to occur.

Some levels have had scrolling amounts changed, added or removed in the GBA version. Another example is 1-8, where the first section has scrolling in the GBA version, but for the SNES version, only scrolled when going to get the flower at the end. I won't be listing every level that has had scrolling changed in some way, so I have acknowledged it here.

On level 4-1: Go! Go! Mario!, in the area where you get the first star, in the SNES version, it was a huge row of the sand block and the star bounced around behind it on a platform that the egg could go through. In the GBA version, it is one small column of sand block, and the star bounces around in very small cave that the egg can't penetrate. The platform is still there, though it only is there so you can hit the sand block column.

On level 4-3: Don't Look Back, there is a section where a Koopa shell can be found and spat into a group for a 1-up. In the SNES version, you would spit it into a group of Koopa's, where in the GBA version, balloons replace most of these Koopa's.

On level 4-4: Marching Milde's Fort, there is an added Middle Ring in the GBA version, right before the pipe to go into the fort. The Middle Ring right after the pipe has been moved down slightly, and the way down to it is also a slight modification to the level. The SNES version had this on the same level as the door, where it being moved down below the door in the GBA version, as well as a small path holding it being added.

In level 4-7: Ride Like the Wind, there was a glitch which allowed you to fly the helicopter into the secret area, in which it would lead to a pseudo 1-1, after which Yoshi could fall into a bottomless pit like part of the level, or flutter jump to a goal post. This was in the SNES version, but has been fixed for the GBA version. Flying the helicopter into the secret area now leads back to the proper secret area. However, leaving this area does not allow a second Helicopter Bubble to appear, meaning to flutter jump to where it would take you after leaving the secret area, or you could fall back onto the main path of the level.

In level 4-8: Hookbill The Koopa's Castle, the room with the boss Door in it has changed. The alignment of the coloured blocks has changed, meaning the location of the two flowers and eggs has changed to be above where they were in the SNES version. The sides of the room are still present in the GBA version, but they do not host coloured blocks, flowers or eggs in them anymore, rather above these sides, more to the centre of the room.

Hookbill has also had a change. In the GBA version, after the edge of the battle field crumbles away, it takes longer to load Hookbill walking onto the stage than it does in the SNES version.

On level 5-4: Sluggy the Unshavens Fort, the Secret Room code is different, to compensate for different control schemes. On the SNES version, it is "Hold Down Select, then press X,X,Y,B and A. In the GBA version, it is: Hold Down Select then press L,L,B,A and R.

Again on 5-4, when using a '? Cloud item' to take out the Chain Chomp, the door will not appear in the SNES version until the cloud is also destroyed, where in the GBA version, the door appears while the cloud is still present. POW Blocks have the same effect in both versions.

Also in this level, there is a glitch in the GBA version. Hitting Sluggy with an egg causes him to deform, and continually hitting him under his heart can enable the player to make a big enough gap to jump through and get onto the other side of him. I have been unable to do this in the SNES version, but it may be possible. The glitch, in the GBA version, causes a pink colour to go over parts of Sluggy, as you are not supposed to get onto the other side of him.

On level 5-8: Raphael The Raven's Castle, there have been a few changes. First, in the second area of the level, there is a seed spitting plant on top of a thorn, the third you come across in the level. If you pound, you can make the plants dizzy or stunned, indicated by stars circling their heads. For this plant, after stunning it, if you still have the Ice Melon, you can freeze it. In the SNES version, freezing it caused the stars to instantly disappear, in the GBA version, the stars will stay until they would normally disappear, though the plant remains frozen.

The next of changes on this level are both for Raphael. At the start of the fight, after Raphael jumps onto the moon, his face is off the screen for a few seconds. His face will also be off the screen every time he is on the opposite side of the moon. This is due to the camera zoom change mentioned earlier.

At the end of the fight, in the GBA version, Yoshi will run to the top of the moon, where Yoshi won't do that in the SNES version, he will just stay where he is. Also, the way in which Raphael circles the moon upon defeat is slightly faster, and when he disappears, his silhouette (shadow) can be seen for a few seconds in the GBA version. --(It is a similar blue to the night sky, so it may be difficult to see, especially on a GBA screen.)--

The Map screen has changed. In the SNES version, the score count button was next to the control scheme selection, in the GBA version, the score button is above levels five and six for each world. Also, in the SNES version, the Yoshi's on the map could also move up and down to the next Yoshi on the Map Screen, in the GBA version, they move in a straight line. The art on the maps has the same themes, but has changed slightly between the two versions.

Also, on the GBA version, there was a world map as well as the level map, it is, however, still possible to change the world you are on through buttons on the level map. The world map has Baby Luigi at the sixth castle, crying in a bubble until he is rescued. The world map displays the level 8 castles of each world, which are what you select.

Also on the map screen, before completing a world, the GBA version only has one question mark, where as the SNES version had two. The GBA version has in place just a big empty space until the secret and Extra levels fill it in. The Bonus fills in the question mark space. Also, the SNES controller is replaced by a GBA in the Patient/Hasty control selection.

Once having entered the code, the menu for the games has changed. In the SNES version, there was a 2-Player option, which has been removed for the GBA version. Another variant on Balloon Throwing has been added, for five key entry. This was on the SNES, but you could only access 4 and 6 key entry versions with the cheat code, the five key entry Balloon Throwing Game could only be accessed by Bandit Houses on some levels.

Again on the map screen, an error in the SNES version has been fixed. Level 2 of each world is completed with a pink Yoshi, but the SNES Version showed this to be red/rose pink on the map screen. This has been fixed to pink on the GBA version. Also, level 7 of each world is completed with the red/rose pink Yoshi, where the SNES shows this as pink on the map screen. Again, this was corrected for the GBA version.

Yet again on the map screen, Baby Mario has changed. In the SNES version, he is brown and white, where he is his normal colours in the GBA version.

The Map screen has also had the Secret and Extra levels plotted as dots onto it, making it wider in the GBA version. The Extra levels did not have a dot on the map in the SNES version.

In level 6-1: Scary Skeleton Goonies, the third area of the level has Had a slight change at the start. When you get to the platform where the first three Goonies in the third area come towards you, the SNES version required you to get on the hill and dodge the bomb the third Goonie dropped. The GBA version allows you to go under the ground and dodge the bomb that way. --(The hill that I refer to is where you get the flower over spikes with an egg, near the start of the third area.)--

On level 6-3: Beware The Spinning Logs, the 'Raven' platform in the first section of the level has five Ravens on it in the SNES version, but only three in the GBA version.

NOTE: Sometimes only three will appear in the SNES version too.

Also on this level, there is a secret room set, made up of five parts. The fourth room gives 1-ups. The way in which the 1-up Guys line up is different between the two versions of the game. Also, the floor in the middle of this fourth room has changed.

--(Due to being hard to find, I'll tell you how to get to this room. In the section of the level with the first Middle Ring, there are three spinning Logs that follow it. You need to bounce off one of these logs and flutter jump to the right while off screen at the top of the screen. Keep going into the wall above, and you will be taken to the first room of this secret room set. Once finished in the first room, enter the door on the left to get to the second room. Once finished here, enter the door on the right to get to the third room. Again, once finished in this room, enter the door on the right to be taken to the fourth room. To get to the fifth room, enter the door on the left. All other doors lead to the passage that drops you back into the main

level. Should you take a wrong door, it is possible to get back to the area by going back to the three logs.)--

In level 6-4: Tap-Tap the Red Nose's Fort, there is a section where you face a 'Boss' thing similar to Salvo the Slime, after fighting the first one you receive a key. In the SNES version, when you get to the door and open it, Baby Mario's hat flutters about. It doesn't do this in the GBA version.

Also, this door has a wall in front of it which needs to be jumped over in the GBA version.

The appearance of an item has changed, for both the mini-games and the Bandit-House games. The +20 star power-up is in a red/pink box in the SNES version, but it is in a green box for the GBA version. Both versions have a red '+20' sign in the pause menu.

For the Bandit Game Houses, one thing has change. In the SNES version, the door would be planked shut after having faced the Bandit once, regardless of win or loss. In the GBA version, once it is opened by the key, the door stays open, regardless of win or loss.

Again, when facing a Bandit, a few things have changed. In the Balloon Throwing minigame, it would pop on either Yoshi or the Bandit, and sometimes they would get four stars around their heads.

In the GBA version, it is only two stars, and they are always there, even in other minigames.

But if the Bandit is the one with the stars, he would recover and run off in the GBA version, where as Yoshi just lays there. The Bandit wouldn't recover in the SNES version.

The Balloon Throwing minigame also allows free movement after winning in the GBA version, as long as the item is not collected, where as in the SNES version, Yoshi would walk up to the item and collect it automatically, however, this was only in the Balloon Throwing minigame.

Again in Bandit houses, leaving is slightly changed. In the SNES version, Yoshi would leave after collecting the item as soon as he/she touched the ground, in the GBA version, Yoshi leaves a couple of seconds after collecting the item, regardless of touching the ground or not.

In the first version released to North America, there was a glitch which could cause the player to move the level select cursor onto the map in World One, which the player could select and it would lead to a level not in World One. It could be used to get to the end of the game very quickly. This glitch is not in the PAL version, Japanese version or a later released version in North America which removed this error. This glitch is not in the GBA version of the game.

In level 6-5, there are coins above the 2nd of splitting paths in the first segment of the level in the GBA version, they are not present in

the SNES version. This level's auto scroll has also been sped up for the GBA version in the first part, but slightly slowed down in the second part of the level.

--(Other auto-scroll segments may have also had their speeds changed, so I'll acknowledge them here by making mention of this.)- -

Also on this level, in the first area, near where the Chomp Rock rolls down into the lava is a Red Coin Guy. He appears from the right in the SNES version, so it is easy to see him, but from the left in the GBA version, so he is not seen until you run in to him at his stopping point.

In some lava filled area's, Yoshi has to ride a log to move on. This log moves faster in the GBA version.

On level 6-6, the area above the key has changed so you can hop down further to see it in the GBA version.

In level 6-7, there was a glitch in the PAL version of the SNES game. It would occur when Yoshi was riding a circular, swirly platform, as soon as it touched the dotted line going left to right, jumping would result in Yoshi flying out of the level. The player could control Yoshi left, right and down. Yoshi would eventually fall back into the level, but pounding would speed this fall up. It could be used to skip the part of the level where a platform rides through a huge breakable wall area. It was not possible to get 100% on the level using this glitch, however. This glitch is not in the GBA version, nor is it in the NTSC SNES version.

Also on this level, at the Goal Roulette, when passing Baby Mario on to Green Yoshi for the final stage in the SNES version, throwing him from the highest part of the ring would let Baby Mario hit the roof, and fall back down onto the floor in a bubble. This has been fixed with a higher roof in the GBA version.

In level 6-8: King Bowser's Castle, at the end of the Helicopter Section, a change has been made. In the SNES version, Kamek would come back from the wall, look at you and disappear. In the GBA version, he can be seen in the background, he then comes from the left, turns, then looks at Yoshi before flying right to disappear, OR act as he does in the SNES version.

Also in 6-8, in the Room leading up to Baby Bowser, a change has been made. In the SNES version, once you hit the Middle Ring at the end and you possibly died, you'd restart at the Ring's location and you couldn't go back through the room. In the GBA version, you are restarted a little to the left of the ring and can go back to explore the room, without any auto-scrolling. However, you may get to the start of this room, then auto-scrolling begins again, faster than what it was before.

Again in level 6-8, the other side of Door 3 has had a change. When running from Tap-Tap the Golden, the SNES version would play the

"Big Boss" or "World Boss" music, in the GBA version, it plays the music from rooms before bosses, same as the corridor in 1-8 or the passage to Hookbil the Koopa.

Also on this level, right at the start of behind Door 1 has a little more room to move in the GBA version than in the SNES version.

For the first fight against Baby Bowser, you can see the bricks below the floor in the SNES version, but not in the GBA version, unless you pound the floor.

Kamek's message before upsizing Baby Bowser has had a slight change. In the SNES version, he asks: "Yoshi, why did you do this?", on the GBA version he says: "Yoshi, how could you do this?".

For the final battle, for the upsized Baby Bowser, the roar he makes has changed in the GBA version from what it was in the SNES version. --(I actually think the roar is scarier in the GBA version, it sends chills down my spine every time I hear it)- -

After the boss fight, there is a screen that has a message, displayed after Yoshi jumps when he finds Baby Luigi and the Stork. In the SNES version, it said at one point "Thank you Yoshi", where as in the GBA version that part says "Thanks Yoshi". Other parts of this thank you message have also changed, such as "twins" to "brothers".

After the above mentioned message, in the SNES version it went straight to the Island Map screen, where it goes to the scoreboard in the GBA version. If 800 points have been achieved, than the SNES version would first go to the Map screen and spin the panels to say 'Perfect!', after which it would go to the Island Map screen. If 800 points (or less) are achieved on the GBA version, than it would go to the Island Map screen after the World's scoreboard.

During the credits, the stork moves more slowly on the GBA version than on the SNES version. When approaching the house, the stork does so at different angles and speeds between the two versions. Also, the last words have changed from "Heroes are Born!" to "Our heroes are born!"

An extra ending has been added to the GBA version. When you 100% every level, including the Secret and Extra levels, you get an extra ending that was never in the SNES version. You can only see it once, however. This new ending also has new music that was not in the SNES version.

At the start of some Bosses, Yoshi will sometimes fall into the arena. In the falling sequence, it is possible to pound down to the floor in these sequences on the SNES, but this is not possible in the GBA version.

The '1-up' indicator has also changed. In the SNES version, it was a small red sign that scrolled up, where in the GBA version, it flashes and gets bigger before scrolling up, and continues to flash until it disappears.

Phantom enemies riding Yoshi has also changed. In both versions, they invert left and right on the D-pad, but in the GBA version they also change the colour of a Yoshi while riding it. (And the shoe colour.)

In Secret 6: Endless World of Yoshis, the tutorial music is in some areas. It also returns the Spark and Blindfolded Boo enemies, as well as the bubble blowing, purple enemies in level 3-7. These enemies and music were otherwise only in one level. This level also has a new enemy, a red Bullet Bill which chomps at the air and homes in on you. This may be unused code from the SNES version, or be a completely new enemy.

The Extra 6 level has had a name change. In the SNES version, it was called 'Castles- Masterpiece Set'. In the GBA version, it is called 'The Ultimate Castle Challenge'. Despite the name change, the content of the level remains the same.

--(I know this change was in the Extra Level list earlier, but I have mentioned it again to prevent myself getting five emails a day telling me that I missed it.)- -

Also on this level, the Ghosts have had a colour change. In the SNES version they are blue, in the GBA version they are brown.

Both versions start with the same opening, but the GBA version has a new title screen, with the options of single player and multiplayer. After selecting the single player option, then the Yoshi's Island option, the GBA version then goes to the SNES title screen. The new title screen plays a remix of the underwater theme from the very first 'Super Mario Brothers'. The options for 'Single Player' and 'Multiplayer' are selected from here. Single player leads to a menu to select your game between 'Yoshi's Island' and 'Mario Bros.'. Multiplayer leads to a multiplayer of 'Mario Bros.' option.

The GBA version features a 'Mario Brothers' game. This was never in the SNES version.

You can also get five stars shown in this game selection on the game selection screen. You get one for every 150000 points earned, so one star is 150000 points, two stars 300000 points, and so on.

At the above menu, the music that plays is from the character selection screen from Super Mario Bros. 2.

The 'Yoshi's Island' option also displays the stars for 100% of each World, and lives used once all six stars have been achieved. The 'Mario Bros.' option can show up to five stars on it, based off scores received in that game. To get to options, you press right on the D-pad at this screen. The options display shows 'Sleep Mode' options and has a sleeping Baby Mario on a platform picture. To

return to the game select, you press left on the D-pad.

In the PAL SNES version, there was an option to change the language to German, French or English. This is not in either of the NTSC SNES versions. As far as the GBA version is concerned, where you live determines this option. If you live in North America, there is again no option to change the language. If you live in Europe or Britain, then there is an option to change the language, found in the options menu with 'Sleep Mode' settings, or for the first time playing the game.

The languages in the GBA version are:

English, French, German, Spanish or Italian.

--(Oddly, Australian stores seem to have stocked both North American and European/British copies of the GBA cartridge, which is why it took me a while to add this change, as I had obtained the North American cartridge. Please see the 'Thanks' section to see who helped me realise this change.)

When touching a Fuzzy to get dizzy, there are a couple of differences. In the SNES version, the background, mid ground and foreground would go wavy and flash in different colours.

In the GBA version, it is only the fore/mid ground that Yoshi stands on that goes wavy, and no colour changing occurs.

Also, the GBA versions waves appear as very large pixel/tile looking things.

--(this was possibly due to a technical error)- -

After entering the above mentioned code on the map screen, the Bandit Games Menu has changed slightly, in the GBA there is no longer any 2-player options for some of the games, that option was in the SNES version however.

Right before the first fight with Baby Bowser, what Kamek says to you is different. In the SNES version, he says: 'Yoshi, y-you are n-not w-welcome here... Please hand over the baby.' In the GBA version, he says: 'Welcome Yoshi! If you would be so kind, please hand over the baby!'

--(it would seem his personality has changed slightly, from scared to 'polite')- -

Right before Baby Bowser fights you in his first form, what he says has had the slightest change. In the SNES version, the second last line, he says 'Me wanna ri-ide!' In the GBA version, the line is: 'Me wanna riide!' The dash was removed. --(Just call me Captain Obvious)--

In level 3-2: Jungle Rhythm..., the secret rooms hint box says something slightly different. In the SNES version, it is along the lines of 'We, the developers, have poured our hearts into this game. We hope you enjoy finding all of its secrets'. In the GBA version, it says: 'How do you like this game? Goodies are hidden in every level, you know. You should look all over if you want to get 100 points! Investigate anything that looks suspicious.'

The 'Pipe Ghosts' have had something change. In the SNES version, you could spit a Shy Guy at them and they would get pushed all the way

back by a rolling Shy Guy. In the GBA version, it would have the same effect as an egg, as the Shy Guy would burst on impact with the 'Pipe Ghost'.

--(A good example of what I called a 'Pipe Ghost' can be found at the start of level 3-8: Naval Piranhas Castle)- -

NOTE: This change may only be true in PAL version, or may be a glitch.

On Extra 1: Poochy Ain't Stupid, it is impossible to get a Bonus game after completing the level, no matter how many flowers you collected, where in the GBA version, it is not impossible.

Also, when completing the level, in the SNES version, Poochy would return to see Yoshi off, where in the GBA version, Poochy runs off the screen and stays off the screen.

--(This has led for me to conclude that the impossibility in the SNES version is somehow connected to Poochy, though I am unsure as to why that is. My guess would be the presence of his sprite makes it impossible for the 'Bonus Game' sprite to show up, but I am not entirely certain about this.)--

If it stops on a Flower in the SNES version, it will eventually move again to a blue dot on the Goal Ring.

NOTE: In the SNES NTSC version, it is possible to get a Bonus Game after having Poochy fall in the lava.

I have not been able to replicate this in the SNES PAL version, however it seems likely that this change may be more so a glitch in the SNES version that may be able to be overcome.

This may still be achievable in the PAL version, but it is achievable in the NTSC version.

Be sure to check the 'Thanks' section for further details!

The 3rd Extra level 'More Monkey Madness' has had a red coin removed. In the SNES version, the level had 21 red coins, due to one being difficult to get. In the GBA version, one has been removed. The one removed was under a Tap-Tap on a post.

Sometimes if a Yoshi is hit really hard, they will spin around a lot. In the SNES version, this sometimes caused Yoshi to fall down and temporarily be unable to move. This is not possible to happen on the GBA version, instead the Yoshi will just shake its head, as would also sometimes happen in the SNES version.

In the Scratch mini-game (one with a yellow background), regardless of win or loss, at the end of the game it would always reveal which panels contained Toadies and which panels contained Baby Mario heads. This happened in the SNES version, but the revealing does not happen in the GBA version.

The Ghost Guys who pass bombs above you have now got a third animation after dropping the bomb. In the SNES version, pounding would make them shake their heads, or if one was carrying the bomb and dropped it, he/she would have a sad face. These animations are also in the GBA version, but there is now a third. Pounding while they are midway through a pass, or right after on drops the bomb will cause the next in line to look around, as if wondering when they will get to hold the bomb. It is possible to have all three animations on

different Ghost Guys going at once (some shaking heads, one looking sad, one looking around).

Also to compensate for the system change, most sound effects are slightly different in the GBA, from their original sounds in the SNES version. A most notable example is the flowers that grow, so you climb their leaves. The GBA version is a different sound going in the same pattern as the SNES version. Also, some sound effects have been dropped. An example is when enemies are on top of waterfalls, the high pitched splashes can no longer be heard, although Yoshi's splashes can still be heard.

The File Selection screen has had a change. In the SNES version, the Files were referred to as File 1, File 2, and File 3. In the GBA version, they're referred to as File A, File B, and File C.

3.c -GBA-3DS Notes-

This short section is for those who are interested in how the transition to the 3DS went for those who bought a 3DS early enough to earn the Ambassador Titles, which the GBA version of Yoshi's Island was among.

For the most part, it is simply an emulation of Yoshi's Island running on the 3DS, but there are a few changes to list off due to it being run on a different format.

Most of these changes are standard fare for games like those purchased off the 3DS eShop or Wii Virtual Console.

Keep in mind that all changes between the SNES and GBA versions apply as they are in the GBA version.

Some sounds, graphics and textures are slightly different from the GBA version, due to the transition and having to download the game.

Due to the button layout of the Nintendo 3DS, it is now possible to use the 'X' button as an alternative to the 'B' button. This could be a more comfortable choice for some, and is ideal in some instances.

The 3DS 'Home' button brings up a menu on the touch screen which allows the player to either continue or quit the game. This does not pause the game, so it isn't an alternative pause button and it does not suspend the game and bring up the 3DS Home Menu.

3.d -GBA-Wii U Notes-

Like the above, this is a short section for those who are interested in how the transition from GBA to Wii U VC went.

For the most part, this is also an emulation of the GBA Yoshi's Island running on the Wii U VC, but there are a few things to list off.

This is standard fare for games purchased off the eShop/VC.

Keep in mind that all changes between the SNES and GBA versions apply as they are in the GBA version.

Some sounds, graphics and textures are slightly different from the GBA version, due to the transition and having to download the game.

Touching the Gamepad touchscreen, or pressing the designated Menu button will bring up a menu in which you can reset the game, create and load a save (similar to save stating) and select certain options, which will be summarised in three points below:

-You can turn on and off the option for screen smoothing. This is purely a preference option and does not affect gameplay.

-You can set the TV resolution to either be the original resolution of the game or to be scaled to the TV screen.

-You can configure the game controls to have any button do what you want it to. Personally I set it up to feel more like a SNES controller.

You can use the Gamepad or TV to enjoy the game, as both run together at the same time.

You can press the Home Button to get a few more options, such as returning to the Wii U menu. But in relevance to the game, you can post a screenshot to Miiverse or check an 'Electronic Manual.'

The touchscreen of the Gamepad has a little '?' you can press to view a copy of the original game manual. This changes depending on the region you live in. It should be noted that those living in Oceania will get the European Manual.

3.e -SNES-SNES Classic Mini Notes-

Like the two sections above, this is a short section for those wondering about the transition from SNES to SNES Classic Mini.

For the most part it is an emulation of the original SNES game, and most changes are more to do with the SNES Classic Mini than the game itself, except for the first change I mention after this section introduction.

It should also be noted that both US and PAL regions of the SNES Classic Mini contain the US version of Yoshi's Island on them.

Probably the most notable change for the game is that touching a fuzzy on the SNES Classic now causes several background layers to flash before the 'dizzy' effect kicks in. This not being the case on an original system or game makes it most likely that the fuzzies may have some trouble being emulated on other systems correctly. But this isn't game breaking in any way and kind of looks cool I think.

You can display the game in three different filters on this version, namely the 4:3 Filter, Pixel Perfect or CRT Filter. If using a HD TV, I would recommend the CRT/Scanline Filter as it looks the nicest for the game itself. But if using a CRT TV, I imagine 4:3 or Pixel Perfect would look a fair bit better than on a HD TV. Of course, this is just how I have felt, when it comes down to it, any choice is fine as it's all down to personal preferences.

You now have the ability to create 'Suspend Points', which essentially act as a form of saving, much like save states or quick saves. This can be done any time while playing, so if you suddenly had to go in the middle of a level, you can pick back up in the middle of it later. Up to four of these can be created at once. However, it should be noted that the in game save will refer to the suspend point you resume from if you choose to do this, so being careful with when and how they are used is advised.

For example: if you made a Suspend Point in the middle of world 1, then another halfway through world 3 and quit, if you resumed from the save made in world 1 and then started the game up the regular way again, the in-game save will count as being from world 1 instead of world 3.

To get around this, it is best to resume from the Suspend Point farthest into the game if you're trying to keep the in-game save close to the Suspend Points. Used carefully everything will be fine.

And you can rewind to certain points in this version as well if desired. If you hit the rewind button while in the Suspend Point Menu, you can go back and it will automatically play over what you've done, or you can pause to resume from a specific point. This can be used to correct mistakes, or even just to watch over something that you enjoyed doing. And it will go up to where you suspended if this is done. You can do this from any Suspend Point, up to roughly 45 seconds before that moment.

3.f -SNES to NSO Notes-

Like the three sections above, this is a short notes section on any changes that have occurred in transition from the SNES version to the Nintendo Switch Online SNES service. It is an emulation of the SNES version of the game and therefore most changes have more to do with the system and it's software rather than the game itself, but there are a few things that this release has that I thought should also be added into the guide, so this section is dedicated to that.

Perhaps most notably what this version allows for is a wider variety of control choices, thanks to the many control options the Switch has available. The game can be played with a single Joy Con, two Joy Con that are held as one in each hand, two Joy Con in the Controller Grip, a Switch Pro Controller, a SNES style Switch Controller, and a GameCube controller if you have the adapter for it. And those are just the Nintendo made options! Third party controllers can also be used, as many are similar to Nintendo's offerings. And adapters can allow for even more options still.

Another significant thing is the ability to play this game online now. You and a friend can play together, and not just in the two player mode either. You can take turns playing levels, or help each other through tricky situations, give each other hints and praise, and if using the mobile app or another service, even talk to each other.

Naturally, now being on the Switch, it is now possible to play this version of the game both in TV and Handheld Modes, so it can be both and console or handheld experience. Or a combination of the two depending on how you play.

Much like the SNES Classic version, it is possible to create four Suspend Points, which can act like save states if the player needs to leave suddenly, reload a moment to try again or just wants to have extra ways to save the game.

Again, much like on the SNES Classic, you can rewind the game if so desired. Maybe to correct a mistake or to replay an enjoyable part. Unlike the SNES Classic though, you don't see it in a video form, but rather as a selection of images taken at close intervals, which act as temporary saves. However, you can go further back than the SNES Classic version allowed for, with 40 temporary save selections to go back upon, each generally being about 2-3 seconds apart from each other.

And the last major similarity between the NSO and SNES Classic games is that you can select between three display filters for the game. Namely, they are 4:3, Pixel Perfect and CRT. The game was originally made with CRT televisions in mind, but for this version I've personally found that 4:3 is my go to. The CRT filter felt a bit off for me this time around. But at the end of the day, it is all down to personal choice and preference.

Another feature the game now has thanks to being on the Switch is the ability to take screenshots and 30 second video clips, at either the press or holding down of the dedicated button respectively. The Switch even allows for some basic editing of these. But if saved to an SD Card, then pictures and videos can be moved to more advanced editing tools if so desired.

And finally, there's a small change between the SNES Classic and NSO versions of this game. When touching the Fuzzies to get dizzy, the NSO version behaves exactly as it did on the original SNES version, where the SNES Classic version would alter the background on impact of the Fuzzy. While this could be considered a fix, it is a minor thing which has no major impacts on playing the game itself.

4.-FAQ-

Rules for sending me a question are: it can only be relevant to this guide, such as needing an extra explanation on something, or telling me about a change that I may have missed, or got wrong. My contact details are under 'Contact'.

Q: Why were changes made between the two versions?

A: To account for the different platforms, the GBA is slightly less powerful than the SNES, and has less buttons. Some were made to make the game a little more modern. Others were made for unknown reasons.

Q: What do SNES, GBA and NSO mean?

A: SNES means Super Nintendo Entertainment System, while GBA means Game Boy Advance. NSO means Nintendo Switch Online.

Q: Why haven't you answered my emails? What's going on? Are you alive?

A: Yes, and I'm not intentionally ignoring you. More is covered in the Important Note Section, 5.b.

5.a-Contact-

NOTE: I am no longer going to be in easy contact! This is explained in Section 5.b- Important Note. Below is a summary of what this section was used for, mainly for archiving purposes. I've left it mostly intact as it appeared previously- this is demonstrated between the quotation marks.

"This is only for those who either:

a)need me to clarify something in this guide for them

OR

b)need to tell me of a change or comparison that I have missed with this game, or if I have got something wrong.

You will need to put in the Subject Line:

'Y.I. Differences Help''

If you wish for me to help you or have a difference.

Again, please note that I will not count anything in emulated versions of this game, except the 3DS version.

Having a personality in your emails is fine, but please try to keep the language clean (i.e. no swearing).

You may also contact me if you see a website hosting my guide that isn't listed in 'Legal'. Please title this as:

'Y.I. Differences Host Problem''

If you see anything in that I have listed in legal as not acceptable to be attached to this guide, please contact me immediately and tell me the website that has done it. Please title this as:

'Y.I. Differences Attachment Problem''

Do not contact me for anything else!

Spam, junk mail, surveys, products, pictures, videos, screamers, viruses or inappropriate content in e-mails will NOT be tolerated.

If you email me anything irrelevant, I will seek internet security to remove the e-mail address that sends me this sort of content. You have been warned!

Oh, and please do not make me business offers, as I do not need them, and consequently, they will be ignored.

If I do not reply after five days, email again, I may not have checked my emails and the message could have been missed if it ended up in the 'Junk' folder. Repeat the re-emailing if necessary, I should eventually reply."

See below for details on why contact is no longer as simple as emailing me, and why you're not going to get a reply.

5.b -Important Note-

This guide will remain on GameFAQ's, however, I will not be updating it very often. This is due to the fact that I have a real life that needs more attention and also due to the fact that in my internet life I wish to do

more away from this guide. Having this kind of thing at the back of your mind all the time isn't good for you.

This doesn't mean that updates will never happen again- I will update it if I find an update is necessary. This would most likely be if Nintendo were to release Yoshi's Island to the Wii's (or Wii U's) Virtual Console, or in other ways and formats.

So firstly I would like to apologise to anybody who had a suggestion or observation that never got acknowledged- it just isn't as easy to find time or desire to keep constantly watching out for this as it used to be. Secondly, I'd like to apologise to anybody who emailed me and never got a response.

Again, this is due to me not finding time for this- that email was only for this guide. I'm not ignoring anybody on purpose or desire.

Finally, I'd like to thank everybody for understanding the circumstances. It isn't easy making a choice like this, but it is necessary for reasons already mentioned. I admire the ability anyone who is able to have more than one guide going.

The very best to the future for you all.

6.-Thanks-

To Nintendo, for making, remaking and re-releasing this game.

To GameFAQs, for accepting this guide.

To [retrosticker903](#) who made the topic pointing out there was no differences guide and to point out about some things I missed.

To [Black Murasame63](#), for pointing out several things I have missed.

To [George](#), for pointing out the 6-8 music change I missed.

To [Mecheyethe2nd](#), for pointing out the opening music change, red coin change, and the first two flutter jump changes. I discovered the third in the process of confirming them.

To [Gaming_Mastery](#) for pointing out the red coin tinge still possibly being in the GBA version, and for pointing out that I went over a few things twice. I have done my best to try to alleviate this problem.

To [MylesR](#), for letting me know about the number of items that can be carried in the SNES version, and about the replacement of the final item with a new item in the SNES version.

To [Balint B.](#) for pointing out the error I had made in regards to selecting a language on the GBA cartridge, and for telling me what languages were available to select on the GBA version. Also, for the change in level 4-3. And again also for pointing out the Star Cloud change, the European/British cartridge secret level name changes and the two changes to Raphael the Raven, at the start and end of the fight.

To [BLAHMASTER](#), for informing me that it is possible to get the Bonus in Extra 1, and for detailing it being in the SNES NTSC version. It could be possible in the PAL version too, and is possible in the GBA version.

To [Adam Unknown](#), for suggesting a possible change to me. Whilst the change

suggested did not exist, it did lead to me finding a couple of changes to add, so credit where it is due. The suggested change was a good potential change, so credit here also goes to the idea.

To Neoseeker, for unintentionally reminding me of something to put into legal.

To you, the reader, for reading this.

To a relative of mine, for letting me borrow her SNES.

To eBay and its users for allowing me to get a replacement SNES.

To the person who sold their GBA version of this game, I got it through EB Games.

Thanks to EB Games as well.

To family and friends, for helping and supporting me.

To anyone person or organisation that I haven't mentioned that helped me, thanks to you as well.

7.-Legal and Copyright-

Copyright 2008-2019.

This guide is copyrighted by me, lyoshi23123.

Under no circumstances may this be reproduced without my permission and allowance. If you want to use this guide, you may have to contact me through GameFAQs' private message system with this headline:

'YI Differences Permission'

I will most likely say yes if you just ask. Currently, this guide is only allowed on:

- GameFAQs
- Neoseeker

Every other site will need my permission.

If I say yes, than it should be noted that the content of this guide cannot be altered, reworded or changed in any way. You cannot put banners or ads around the guide. You also cannot place pop-ups onto or around the guide. You cannot place viruses on the guide. You cannot put screamers on my guide.

You must also credit me, only with my username, mentioned above.

You cannot use my real name to credit me, as that would be breaching my privacy.

I will also need to be told whether you are a game, education or fan site, as I don't see why any sites apart from those three types just mentioned would need this guide.

You are allowed to copy and paste this into Word (or Notepad or any text program) if it is only for personal use.

You can do this as many times as you want, only for personal use.

You can also print it for personal use, again, as many times as you want.

You can give it to others to read after printing if you think it would interest them. This guide has no monetary value, do not sell it for money. This has taken some time and effort.

The most up to date version of the guide can be found on GameFAQs.

Thanks again to all involved.

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