

# GBA Version Differences

There is a Game Boy Advance release of the game, "Mega Man & Bass".

- The screen size is smaller, as it is for most GBA ports of SNES games. There is less vertical space visible, though it is still active.
- The music is...worse

More relevant to speedruns, Werkinig notes the following version differences:

- New loading screens in GBA (though you do get some loading lag anyways in SNES)
- Aside from loading screens, GBA gameplay is largely if not always lagless, which can speed up some sections and make some areas safer, like the room after groundman refights
- Astro zip will softlock you in the GBA version

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