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Nintendo®

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Nintendo®

GAME BOY®

DMG-CI-USA

YOSHI'S COOKIE™*

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality™

Thank you for selecting the Yoshi's Cookie™ Game Pak for the Nintendo® Game Boy® unit.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

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Precautions

1) If you play for long periods of time, take a 10 to 15 minute break every hour or so.
2) This equipment is precision built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
3) Do no touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or GAME BOY unit.
4) Do not clean with benzene, alcohol, or other such solvents.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Game Boy unit.
6) Store the Game Pak in its protective case when not in use.

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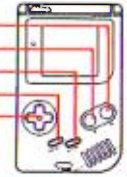
SHAKE AND BAKE WITH YOSHI

Yoshi's Cookie is a fast-paced puzzle game that can be enjoyed by everyone as it is easy to play, but challenging to complete! To play, move the randomly placed cookies (HEART, FLOWER, DIAMOND, CHECK, CIRCLE, and YOSHI [Yoshi's face]) into rows and columns of cookies with similar patterns. When you successfully assemble a row or column of the same cookies, the line will disappear and you can start working on a new row or column. The "Yoshi" Cookie is very special in both the 1-player game, a screen-clearing game, and the 2-player game, a race that lets you test a friend's skill. Since the Yoshi Cookie is the key to both games, you must use it wisely to avoid sticky situations.



HOW TO USE THE CONTROLLER

BUTTON OPERATION FOR BASIC PLAY



●✣Control Pad:

Use the ✣Control Pad to move the cursor (✣) in the playing area.

Example (1):
Press right on the ✣Control Pad to move the cursor to the right.



Example (2):
Press up on the ✣Control Pad to move the cursor up.



●A Button

Hold down the A Button and press the ✣Control Pad to move the cookies from row to row.

Example (1):
Hold down the A Button and press down on the ✣Control Pad to move the selected cookie and the cursor (+) down and create a row a check cookies.



Example (2):
Hold down the A Button and press right on the ✣Control Pad to move the cursor (+) and eliminate a column of check cookies.



●B Button:
In the 1-player game, you can use the B Button to make the new cookies drop faster.

●START Button:
(1) Press the START Button to start the game.
(2) Press the START Button during the game to pause the game (the cookies will disappear from the screen and the "PAUSE" message will appear). Press the START Button again to resume your game.

HINT FROM YOSHI

Think of the cookies at the far edges of the rows and columns as being side by side. For example, if you move one of the top cookies up, it will appear at the bottom of the vertical column. Likewise, if you move one of the right-hand cookies to the right, it will appear on the left side of the horizontal row.



LET'S START THE GAME

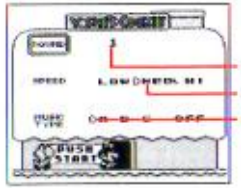
Correctly insert the cartridge into the Game Boy system. Move the power switch on the GAME BOY to the ON position to display the title screen.
Use either the ✣Control Pad or the SELECT Button to select the 1P (1-player) or VS. (2, 3, or 4 player) games.

Press the START button to display the Menu screen for the 1-player game and the Name Entry screen for the VS. game.



⬇ LET'S SET THE MENU ⬇

MENU SCREEN
(1-Player Game)



ROUND 1 to 10

This displays the game's difficulty level. Use either the ✣Control Pad or the SELECT Button to make the game more or less challenging.

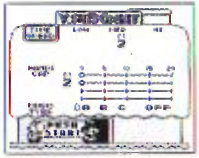
SPEED: LOW[slow], MED[medium], HI[fast]

This changes the speed at which the new cookies appear on the screen.

MUSIC TYPE: A to C or OFF

Use this to select the background music. Select "OFF" to stop the music.

MENU SCREEN (VS. GAME)



In the VS. game, you can play against a CPU opponent or against one, two, or three human opponents. To adjust the CPU opponent's time gauge and point meter, hold down the B Button and press left or right on the ✣Control Pad.

*The highlighted number near the TIME SPEED and HANDICAP displays the number of the player in control of the GAME BOY.

TIME SPEED: LOW(slow), MED(medium), HI(fast)

In the VS. game, each player can adjust the speed of their individual time gauges. Use this function to handicap more experienced players.

HANDICAP: 0 to 20

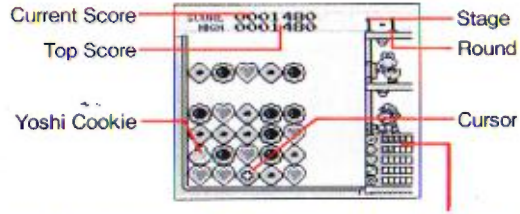
Use this to give a player with less experience a head start.

To select the items to be set, press up and down on the ✣Control Pad. To set each of the levels, press left and right on the ✣Control Pad. Once you've finished using the menu screen, press the START Button to begin the game.

HOW TO PLAY A 1-PLAYER GAME

To play the 1-player game, line up similar cookies in vertical columns or horizontal rows to make the completed columns and rows disappear. From time to time, the very special Yoshi Cookie will appear. Since it's a wild card, you can match the Yoshi Cookie with any of the other cookies! Get rid of all the cookies on the screen to clear the stage. If you clear 10 stages, you will advance to the next round. However, the game ends if your pile of cookies expands to the edges of the screen.

GAME SCREEN



SCORING

Eliminate rows and columns of cookies to score. If you can get rid of a long row, or simultaneously remove several rows, you'll be rewarded with a better score. You'll also get bonus points if a Yoshi Cookie is in the row or column that you are discarding.

2-cookie row	10 points
3-cookie row	20 points
4-cookie row	40 points
5-cookie row	80 points
6-cookie row	160 points
7-cookie row	320 points

Simultaneously deleting 2 Rows	The score of the 1st deleted row + the score of the 2nd deleted row × 2
Simultaneously deleting 3 Rows	The score of 2 deleted rows + the score of the 3rd deleted row × 4
Simultaneously deleting 4 Rows	The score of the 3 deleted rows + the score of the 4th deleted row × 8

* When deleting two rows or columns simultaneously, the rows below and the columns to the right will disappear first.

HINT FROM YOSHI

You'll receive 1 Yoshi Cookie each time you eliminate 15 similar cookies. Use the graph in the lower right corner of the screen as a guideline. If you complete ROUND 10, you'll get a special message from Mario.

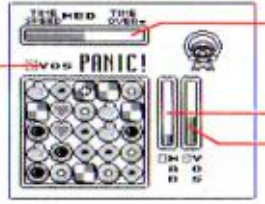


HOW TO PLAY THE VS. GAME

Arrange the similar cookies in a vertical column or horizontal row on the 5 × 5 grid. Your point meter will increase each time you remove a row or column. The player who fills his or her point meter first wins the game. Also, your game will end if you fail to delete a row or column of cookies before the time gauge expires. If you win a game, you will receive a Crown. The first player to collect 3 Crowns wins the match.

GAME SCREEN

This displays the action that will occur when a row of Yoshi cookies are removed.



Time Gauge

Point Meter

Opponent's score

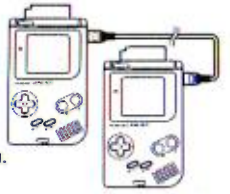
MULTIPLE PLAYER ACTION

With Yoshi's Cookie, you and up to three friends can have fun playing the VS. game. As mentioned earlier, 1-player can play the VS. game against a computer opponent.

	Connection Product	Game
1 players	———	CP
2 players	GAME LINK Cable (1 cable)	2-PLAYER
3 players	Four player adaptor (1 unit) GAME LINK Cable (2 cables)	3-PLAYER
4 players	Four player adaptor (1 unit) GAME LINK Cable (3 cables)	4-PLAYER

HOW TO USE THE GAME LINK™ Cable (DMG-04)

Using the Game Link cable, two players can compete head-to-head.



To play with two players, you will need the following items:

- 2 GAME BOY systems
- 2 Yoshi's Cookie game paks
- 1 Game Link cable

(1) Connect the Game Link cable as shown in the diagram. Insert both Game Paks and simultaneously move both units' POWER switches to the ON position.

(2) Once the demonstration begins on both GAME BOY systems, one player can press START. The Name Entry screen should then appear on both units.

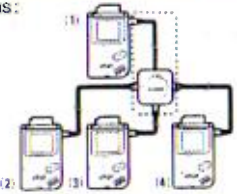
Note: If the cable is not connected properly, it might become disconnected during the game. If this happens, you must start the game again, as it will malfunction when the cable is reconnected to the GAME BOY system. If this situation occurs, turn the power on both units OFF, and reconnect the units starting from step 1.

The GAME BOY used to start the game is the unit used to make selection changes such as the music type on the menu screen.

HOW TO CONNECT THE FOUR PLAYER ADAPTER(DMG-07)

To play with three or four players, you'll need the following items:

3 or 4 GAME BOY systems
3 or 4 Yoshi's Cookie game paks
2 or 3 Game Link cables
1 Four Player Adapter



* Player 1 uses the Game Link Cable attached to the Four Player Adapter while players 2, 3, and 4 use standard Game Link Cables plugged into the slots on the Four Player Adapter.

(1) Connect the first GAME BOY unit to the Four Player Adapter using the cable attached to the Four Player Adapter. Next, use three Game Link Cables to connect the remaining GAME BOY units to the Four Player Adapter.

(2) Correctly insert the Game Paks into the GAME BOY units. Starting with the first GAME BOY unit, simultaneously turn the POWER switches on the GAME BOY units to the ON position.

(3) Once the title screen appears on all 4 GAME BOY units, select VS. and press the START Button on the first GAME BOY. The Name Entry screen should then appear on all 4 units.

Note: If a cable is not connected properly, it might become disconnected during the game. If this happens, you must start the game again, as it will malfunction when the cable is reconnected to the GAME BOY. If this situation occurs, turn the power on both units OFF, and reconnect the units starting from step 1.

The player using the GAME BOY connected to the cable attached to the Four Player Adapter has control of the some of the functions on the menu screen, like music type.

HOW TO ENTER NAMES

When you select the opponent game, the Name Entry screen will appear before the menu screen. You can record player names here using up to three characters.
Select the desired characters using the ✣Control pad. The A Button lets you record the selected character while the B Button allows you to back up and change your last entry.



If you press the START Button without a name, your name will automatically be "MAR", "YOS", "PRI", or "BOW" (depending on which GAME BOY unit you're using).

* MAR is for Mario, YOS is for Yoshi, PRI is for The Princess, and BOW is for Bowser.

● CPU (computer) Opponent

When playing against a CPU opponent game, select either YOS, PRI or BOW as your opponent. After entering your name, press the START Button, then use either the ✣Control Pad or SELECT Button to select your opponent.

● 2, 3, or 4-Player Games

After you enter your name, press the START Button on your GAME BOY unit. Once all players have finished entering their names, a "PUSH START" message will flash on the GAME BOY unit controlled by player one. Player one must then press start for the game to begin.

HOW TO SUCCESSFULLY ATTACK YOUR OPPONENT

When playing against an opponent, the Yoshi Cookie is not a "wild card" cookie. A Yoshi Cookie will appear each time you eliminate a row or column of similar cookies. Once you create a row of 5 Yoshi Cookies the action in the box above the playing board will occur.

DISPLAYS

−7	Removes 7 points from point meter
−3	Removes 3 points from point meter
+3	Adds 3 points to point meter
PANIC!	Scrambles cookies on specified player's screen
BLIND	Places a shield over the center of the specified player's screen
SLAVE	Allows attacking player to assume control of opponent's cursor

The displays above the playing field change randomly, so it's not just your opponent who will suffer! Keep an eye on the display as you use the Yoshi cookies.

* The name of the player receiving your attack will appear in display box above the playing grid.



HINT FROM YOSHI

The Mario characters in the upper right corner of the screen will use "O" and "X" signs to tell you when it's safe to attack.



O a successful attack

MAR screen



If Mario aligns a row of Yoshi cookies when "YOS BLIND" is displayed...

YOS screen



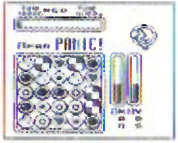
...Yoshi's screen will be temporarily obstructed.

MAR screen



If Mario aligns a row of Yoshi cookies when "YOS +3" is displayed...

YOS screen



...Yoshi's point meter will be increased by 3.

an unsuccessful attack X

MEMO



WARRANTY AND SERVICE INFORMATION

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To receive this warranty service or to receive service after warranty expiration:

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2. Please call the **NINTENDO WORLD CLASS SERVICE®** Center Consumer Assistance Hotline at **1-800-255-3700**. Our hours of operation are from 4:00 am to Midnight, Pacific Time, Monday through Saturday, and from 6:00 am to 7:00 pm, Pacific Time on Sundays (times subject to change). If the Nintendo Service Representative is unable to solve the problem over the telephone, you will be referred to the nearest **AUTHORIZED NINTENDO WORLD CLASS SERVICE®** Center for prompt, professional warranty service or repair and replacement components. You may also refer to your yellow pages directory under the heading of *Video Games - Service & Repair*, for the nearest location.

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