SNS-YI-USA



INSTRUCTION BOOKLET

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

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THE STORY



This story happened a long long time ago ... This is a story about a baby and Yoshi ...

A stork hurries across the dusky, pre-dawn sky. In his bill, he supports a pair of twins, who are to be delivered to their parents as soon as possible.



Suddenly, something appears between the clouds and races towards the stork with blinding speed!

" SSCCRREEEEECH!!!" , it screams,
" These babies are mine! "



Snatching only one baby, the creature vanishes into the darkness from whence it came.



Oh no!

The second baby falls undetected towards the open sea ...

The kidnapper is Kamek, an evil Magikoopa from the Koopa Kingdom. Having divined last night that twin babies born this morning will bring disaster to the Koopa family, he arranged for an early morning ambush. Returning to his castle, Kamek realizes that he missed the other baby. He orders his toadies,



"Go forth and find the other baby!! Don't let his parents get him back! Ever!!"



Meanwhile, the second baby does not fall into the sea after all ... it lands safely on Yoshi's back! And right after him drops a map!!

This paradise is Yoshi's Island. And on this island lives lots of different Yoshies. These Yoshies are naturally laid back and relaxed, but this is a calamity and everyone is in a state of panic. As the Yoshies frantically yell over each other, the baby insistently points at something.

Yes! The baby can sense the other baby's location. All the Yoshies quickly agree to help carry the baby to its destination by using a relay system not unlike the old pony express.

The Green Yoshi draws first honors.



CONTROLLER FUNCTIONS



Let's master the "Egg Toss"!



Press ⇦ or ⇨ to move

Press ⇧ to enter doors

Press ⇩ to duck

Pause.

Check the score.

Select a special item.

THROWING EGGS





Pressing the L or R Button will stop the aiming cursor's movement. Press ⇧ to lock the cursor directly above Yoshi.

For egg throwing there are two controller configurations. (Refer to Page 10.) Press ⇩ to cancel the throw.

Number 1: PATIENT

Press the A Button to activate the aiming cursor. Press the A Button again to throw the egg.

Number 2: HASTY

Press and hold the A Button to activate the aiming cursor. The egg will be thrown when the A Button is released.

Jump.



If you continue to press the B Button, Yoshi will float in the air briefly.
Make an extra effort!



Press ⇩ while in the air to pound the ground.
Pound the ground!!



Sticks out Yoshi's tongue in the direction pressed except downward.

Grab enemies.



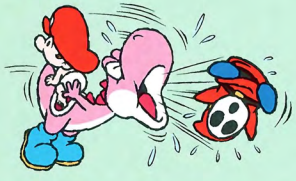
Press ⇩ with an enemy in Yoshi's mouth to create an egg.

Make eggs.



Or press the Y Button again to spit the enemy out.

Spit out.



Or, when a watermelon is in Yoshi's mouth, press the Y Button to spit seeds, flames, etc.

Special Attack.



BEFORE YOU START THE GAME



If you clear a stage, the progress of the game, and score for that stage will be saved automatically.

Insert the Game Pak into the Super Nintendo Entertainment System Control Deck and turn the POWER switch to the ON position.
The story will begin. To by-pass the story, and get to the Title Screen, press the Start Button.
Press the Start Button again to get to the File Menu.

Select the file to which you want your data saved.
There are a total of three.



You may copy files to each other. This allows you to continue a friend's saved game.

You may erase data from any of the files. Erased data is unrecoverable, so be careful when erasing.

THE LEVEL SELECTION SCREEN

There are 6 Worlds in this game, and each World has 8 Stages. Move the hand-shaped cursor to the Stage you wish to play.

The Stages you have cleared will be displayed in color. You may play each Stage as many times as you wish.

If you would like to challenge another World, move the cursor here to make the selection.

Bosses await you in Stage 4 and 8 of each World.



When you have fulfilled certain conditions, icons will appear here. These are special surprises for you!

Score:
This allows you to view the best score of any cleared Stage. (Refer to Page 14.)

Controller Configurations:
There are 2 different ways to throw eggs. Please choose your favorite.

THE BASIC RULE



If you get struck baby Mario will fall off your back. Watch the Timer!

To clear a Stage, jump through the GOAL! Ring, and pass baby Mario on to the next Yoshi.
If baby Mario becomes separated from Yoshi, the Countdown Timer will begin. You only have a short time to reunite Yoshi and baby Mario before baby Mario is swept away by Kamek's toadies.





Do not allow the Timer to reach 0 ...

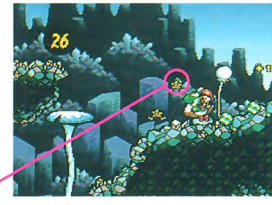


HELPFUL TECHNIQUES

When baby Mario floats way up, you can hit him with an egg to bring him closer. Additionally, Yoshi can hit him with his tongue by shooting his tongue upwards.



Increase the Countdown Timer by gathering Stars. You may collect up to 30.



A Star



The Countdown Timer starts at 10.

If the Countdown Timer drops below 10, it will recover slowly after you grab hold of baby Mario again.



The Timer will only recover up to 10.



The Middle Ring

There are Rings (see the picture on the right) throughout each Stage. These Rings allow you to continue from said point if you fail before completing the Stage.



Jumping through the Middle Ring activates it and gives you an additional 10 Stars.

If your game ends before you complete the Stage, then you have to start from the beginning of the Stage.

Coins:



There are coins everywhere. Collect 100 for a 1up.

Red Coins:



There are 20 red coins hidden among the regular coins per Stage. Grab them all for the high score. These coins also count as regular coins.

Eggs (Yoshi can carry up to 6):

You may swallow enemies to make eggs, and hit certain blocks to create eggs. When any egg (except for the Green ones) is used, items will appear.

Yellow Egg



Coin

Red Egg



2 Stars

Flashing Egg



Red Coin

Flowers:



There are 5 flowers in each Stage. Collect all 5 for a 1up. They are worth big points.

THE GOAL AND THE SCORE



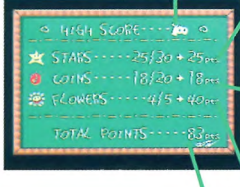
It is difficult to get a perfect score of 100 points in any Stage. At first your objective should be to simply clear the Stages.

When you jump through the GOAL! Ring, baby Mario is passed on to the next Yoshi. This also activates the Goal roulette. (Refer to page 15.)



SCORE BOARD

When you reach the goal, the score board will be displayed. And the score will be calculated. Here is the scoring method used:



The high score for the Stage.

The number of seconds remaining on the Countdown Timer. (Max. of 30)

The number of red coins collected. (Max. of 20).

The number of Flowers collected. (10 points per Flower, Max. of 50 pts.)

Total score.

The score is also displayed on the Pause Screen. The perfect score is 100 pts.

THE BONUS CHALLENGE

The number of Flowers collected are added to the GOAL! Ring. If the roulette spin ends on a flower, then you play in the Bonus Challenge.



Drawing Lots



Choose one card and collect the item. If you draw Kamek's face, then you get nothing.



Scratch And Match



Scratch 3 boxes. Gain extra lives dependent on how many baby Mario's you uncover.

The Slot Machine



Press any button to stop the spinning drums. The correct combination will be rewarded with extra lives.

Flip Cards



Nothing for Kamek's toadies' card.

Flip the cards and collect the items. You may flip cards until you get Kamek, but if you get Kamek, then you lose all the items you have collected. To end, flip the "EXIT" icon in the middle. If you manage to flip all the cards, you will receive a special bonus gift.

Match Cards



Flip the cards in pairs. Memorize their locations and flip over only cards which match. Collect those items and receive a bonus gift by flipping over all the cards.

Roulette



First place your bet, by using ⇧ and ⇩. Then spin the roulette wheel. Try to avoid the combination of X and O. The result of the equation is added to your total lives.

TRY EVERYTHING!



There are many different tricks and puzzles awaiting you throughout the game. Try everything, or you may find yourself stuck and unable to proceed.

Message Block



Strike this from below to get a clue.

Winged Cloud



Hit them with an egg to make Stars, Coins, Flowers, Stairs, Platforms or other special things happen.

Switch



Stomp on it, and for a short time secret entrances will appear and other special things will happen, similar to the Winged Cloud.

Arrow Cloud



Hit it with an egg, and the egg will shoot out in the direction the arrow is pointing.

WATERMELON AND SPECIAL ATTACKS

In some Stages Yoshi will encounter watermelons. They come in 3 glorious colors. If Yoshi uses his tongue to take the watermelon into his mouth, then he will shoot out the special power when you press the Y Button. (Watermelons can not be turned into eggs).



Green Watermelon



Spit Seeds.



Red Watermelon



Spit Fire.



Blue Watermelon



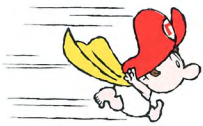
Spit Ice.

SUPER STAR and POWERFUL MARIO



If you grab a Super Star, baby Mario will power up and become invincible for a while and can do a great deal of damage to all enemies. The controller functions change when you control Mario.

DASH



Y Button

CLIMBING WALLS



Hold ⇦ or ⇨ on the ✚ Control Pad.

FLOAT



Keep pressing the B Button

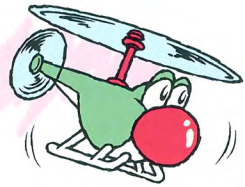
METAMORPHOSES



Touch a metamorphosis bubble and Yoshi will become the pictured item. Move around as this item for a limited amount of time.

Helicopter

Operate with the +Control Pad.



Mole Tank

Operate with the +Control Pad.



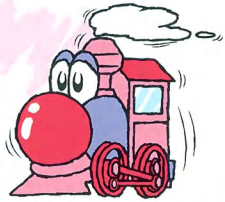
Submarine

Shoot a torpedo with either the Y or B Buttons.



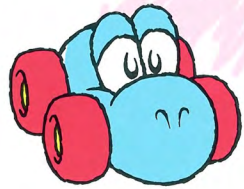
Train

Put on steam with either the Y or B Buttons.



Vehicle

Tip-toe with either the Y or B Buttons.



These are time-limited metamorphoses. To transform back into Yoshi, touch a Yoshi Block. This also warps baby Mario to your current position.



KEYS, DOORS and MINI BATTLES



There are ways to get additional items or 1ups besides the Bonus Challenge.

To open a locked door, you need to find and collect a key. By opening locked doors (press ⇧ on the ✚Control Pad in front of the door), sometimes you will enter a "Mini Battle Game." Win this battle and collect special items or extra lives.





Needs a key.

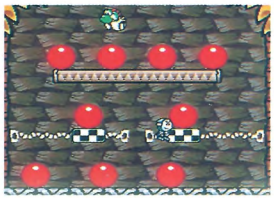
Throwing Balloons (4 or 6 sequences)



You have a limited amount of time to correctly key in the sequence shown on the screen. Doing so will throw the balloon on to your opponent. The balloon will inflate gradually and eventually pop; if it pops on you then you lose.

There is a Long version of the game with a longer sequence to key in.

Popping Balloons



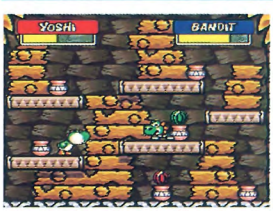
Pop the balloons by pounding the ground (Jump, and then press ⇩). The first to find the "HIT" is the winner.

Gather Coins



Grab more coins than your opponent within a limited amount of time.

Watermelon Seed Spitting Contest



Grab the Watermelon and shoot your opponent. Knock the opponent's damage meter to zero to win.

SPECIAL ITEMS



You may select your special items on the Pause Screen. They can be very useful in completing difficult Stages.

Special items may be used at any time, except when you are fighting a Boss. To use an item, pause the game and select the item with the cursor in the lower right.

The Pause Screen



Press the START Button both to pause and to return to game play. Additionally, if you have previously completed the current Stage, then you may press the SELECT Button when on the Pause Screen to return to the Level Selection Screen.

Number of Yoshies remaining.

Number of coins collected.

Current Countdown Timer setting.

Special items collected.

Only 3 items are shown at a time, but up to 22 may be stored here. Scroll through by pressing ⇦ or ⇨ and choose one by pressing the A Button.

10 Point Star:



Increases the Countdown Timer by 10.

20 Point Star:



Increases the Countdown Timer by 20.

Anytime Egg:



Gives Yoshi a full supply of 6 eggs.

Anywhere POW:



Turns all the enemies on the screen into Stars.

Winged Cloud Maker:



Turns all the enemies on the screen into Winged Clouds.

Magnifying Glass:



Shows you where all the Red Coins are in the Stage.

Super Green Watermelon:



Places a Green Watermelon in Yoshi's mouth. Allows Yoshi to spit seeds.

Super Red Watermelon:



Places a Red Watermelon in Yoshi's mouth. Allows Yoshi to breathe fire.

Super Blue Watermelon:



Places a Blue Watermelon in Yoshi's mouth. Allows Yoshi to freeze enemies.

REV-B

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