Important Information

Please read this manual carefully before using this software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please read the content of the Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.
Supported Controllers

This software can be used with any of the following controllers once they have been paired with the console.

- You can use a Classic Controller™ instead of a Classic Controller Pro™.
- Both players must have controllers to play a two-player game. Controllers sold separately.
- Only one Wii U GamePad controller can be used.
- A Wii Remote™ Plus controller can be used instead of a Wii Remote controller.
- You can use a Classic Controller™ instead of a Classic Controller Pro™.

Pairing Controllers

From the HOME Menu, select Controller Settings to display the screen shown to the right. Select Pair, and then follow the on-screen instructions to pair the controller.
This software supports amiibo™. You can use compatible amiibo™ accessories by touching them to the NFC touchpoint (□) on the Wii U GamePad controller.

Using near-field communication (NFC), amiibo can connect to compatible software to open brand new ways to interact with your favorite Nintendo games. For more information, visit Nintendo’s official amiibo website at www.nintendo.com/amiibo.

◆ Only one software’s game data can be saved on an amiibo at a time. In order to create new game data on an amiibo that has existing data from another game, you must first delete the existing game data. To delete your game data, go to Wii U Menu → System Settings (бросал) and then select amiibo Settings.
◆ An amiibo can be read by multiple compatible software titles.
◆ If you cannot restore corrupted data for the amiibo, go to Wii U Menu → System Settings (бросал) → amiibo Settings and reset the data.
Connecting your system to the Internet lets you enjoy the following feature:

- Miiverse

- To use online features, you must first connect to the Internet and set up Miiverse.

- See the Internet Connection Requirements section of the printed Wii U Operations Manual for more information about the equipment required to connect to the Internet.

- For information about Miiverse, refer to the Miiverse section of the Wii U Electronic Manual. To view the Wii U Electronic Manual, press ⑧ while on the Wii U Menu to open the HOME Menu and then select ？.
You can restrict use of the following features by selecting 🌸 (Parental Controls) from the Wii U Menu.

<table>
<thead>
<tr>
<th>Item</th>
<th>Content</th>
</tr>
</thead>
<tbody>
<tr>
<td>Online Interaction in Games</td>
<td>Restricts Miiverse functionality. When this is restricted, other players' Yarn Mii characters will not appear on Craft Island 🌊11.</td>
</tr>
<tr>
<td>Miiverse</td>
<td>Restricts posting on Miiverse and viewing other players' Miiverse posts. It is possible to only restrict posting or to restrict both posting and viewing.</td>
</tr>
</tbody>
</table>

*Access to this game (as well as other games) can also be restricted through the **Game Rating** item in Parental Controls.*
Yoshi’s Woolly World is set in a lovingly hand-crafted world made of yarn and other soft materials. As you explore this world, you’ll encounter a vibrant array of enemies for Yoshi™ to gobble up as well as a host of fiendish traps to overcome. You can play together with a friend or with two Yoshis using your Yoshi amiibo or Yarn Yoshi amiibo.
Starting the Game

File-Selection Screen

Select the save file you want to play.

Navigating Menus

Select menu item

Confirm

Cancel

Settings

After choosing the controller you’re going to play with, you can adjust the following settings.
<table>
<thead>
<tr>
<th>Controls</th>
<th>This changes which buttons make Yoshi jump, flick out his tongue, and throw yarn balls.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Throw Style</td>
<td>This changes how Yoshi throws yarn balls</td>
</tr>
</tbody>
</table>

◆ If you’ve already paired two controllers, two players can play simultaneously.
Saving the Game

Your progress will be saved automatically whenever you clear a course.

Managing Save Data

This can be done from the file-selection screen.

<table>
<thead>
<tr>
<th>Copy</th>
<th>Press ⊕, select the file you want to copy, and then select the file to which you would like to copy the data.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Erase</td>
<td>Press ⊖, select the file you want to erase, and then press ⊖.</td>
</tr>
</tbody>
</table>

◆ Be careful when erasing save data. Erased data cannot be recovered.
Basic Controls

There are four different controllers you can use to play. The explanations in this manual will focus mainly on the Wii U GamePad and will assume your controls are set to A Style.

<table>
<thead>
<tr>
<th>Basic Control</th>
<th>Button/Action Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>![Controller Icon] / ![Controller Icon] ←→</td>
</tr>
<tr>
<td>Crouch</td>
<td>![Controller Icon] / ![Controller Icon] ↓</td>
</tr>
<tr>
<td>Jump</td>
<td>![GamePad Icon] A</td>
</tr>
<tr>
<td>Flutter Jump</td>
<td>Hold down ![GamePad Icon] A while in midair / Hold down ![GamePad Icon] 2 while in midair</td>
</tr>
<tr>
<td>Ground Pound</td>
<td>![Controller Icon] / ![Controller Icon] ↓ while in midair / ![Controller Icon] while in midair</td>
</tr>
<tr>
<td>Flick out tongue (or spit things out)</td>
<td>![GamePad Icon] B</td>
</tr>
</tbody>
</table>
Throw yarn ball

Enter pipe

Enter door

Open pause menu

Enter winged egg (in co-op)
**Eating Enemies**

Press ① to flick out Yoshi's tongue and gobble up enemies.

**Spitting Out Enemies**

Press ② to spit out an enemy that you've eaten.

**Making Yarn Balls**

After gobbling up an enemy, press + to create a yarn ball. Yarn balls will follow along behind Yoshi wherever he goes.

**Big Yarn Balls**

Yoshi will occasionally acquire these on his adventure. They're more powerful than ordinary yarn balls!

**Unraveling Bows**
Flick Yoshi’s tongue at a to unravel the yarn. Sometimes this can reveal a hidden item or secret area!

Throwing Yarn Balls

Yarn balls can be thrown to attack enemies, collect items, or perform a number of other functions.

◆ Depending on your selected throwing style, the controls will differ.

**Patient**

1. Press ✖️ or ⏯️ to make ✕️ (the aiming cursor) appear and begin moving up and down.

2. Press ✖️ or ⏯️ again when you want to throw.

**Hasty**

Press and hold ✖️ or ⏯️ to start the ✕️ moving. Release to throw.

**While ✕️ Is Displayed**

- Hold ⤲ to aim directly above Yoshi.
- Press ⬇️ or ⏯️ to lock ✕️ in place.
- Press ⬆️ to cancel the throw.
When playing using a Wii Remote (held horizontally), tilt the Wii Remote to aim 

By flicking your tongue at your partner's Yoshi, you can gobble him up! You can then spit him out or make a yarn ball out of him. Some friends, huh!
Craft Island

A peaceful island floating on the Handmade Ocean. Connects to each of the game worlds.

1 World Bobbin

Lets Yoshi travel to the corresponding world.

2 Yoshi Hut

Yoshis hang out here after getting knitted back together. You can get a closer look at each, select a Yoshi to play as, or save your favorite Yoshi to a Yarn Yoshi amiibo.

3 Playable Yoshi

4 Scrapbook Theater

Check out enemies you've hit with yarn balls and bosses you've defeated, and reexperience music tracks you've previously heard.

5 amiibo Hut

Yoshi designs you've loaded from amiibo are saved here.
Yarn Mii Characters (Miiverse™)

If you're connected to the Internet, other players' Yarn Mii™ characters may stop by to say hello. Approach a Yarn Mii and press A to see what he or she has posted!

Entering Courses

Approach a course, and press A to enter.

Map Menu

Bring up this menu by pressing + on Craft Island or on a world map.
<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>World List</td>
<td>This option lets you check your progress, such as which items you've collected on each course.</td>
</tr>
<tr>
<td>Controller Settings</td>
<td>This option lets you change controllers, button settings, or the number of players.</td>
</tr>
<tr>
<td>View Manual</td>
<td>This option lets you look at the electronic manual.</td>
</tr>
<tr>
<td>Miiverse</td>
<td>This option lets you post to Miiverse or check your stamp collection.</td>
</tr>
<tr>
<td>Back to Title</td>
<td>This takes you back to the title screen.</td>
</tr>
</tbody>
</table>
This is displayed every time Yoshi takes damage or if you leave Yoshi standing idle for a little bit.

- When you have only one heart remaining, the health display will switch to until you find more hearts.

If you take any damage when your health is down to , or if you fall down a pit or onto lava or spikes, then you will have to restart--either from the beginning of the course or from the last checkpoint you reached.
Checkpoints

When you pass one of these, you'll regain some hearts and be able to start again from that point with all the collectibles you'd obtained before passing it.

◆ If you exit a course and then reenter it, you'll have to start over from the beginning of the course.

Pause Menu

Press + while in a course to display the pause menu. You can check what items you've collected so far and access the following options:

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Continue Game</td>
<td>Resume your adventure.</td>
</tr>
<tr>
<td>Power Badges</td>
<td>You can use Power Badges in courses.</td>
</tr>
<tr>
<td>Post to Miiverse</td>
<td>Create a Miiverse post.</td>
</tr>
<tr>
<td>Retry</td>
<td>Start the course again from the beginning.</td>
</tr>
<tr>
<td>Exit Course</td>
<td>Return to the world map.</td>
</tr>
</tbody>
</table>
13 Items and Course Objects

- **Hearts**
  - Restore your health.

- **Beads**
  - Collect these to purchase Power Badges. Beads come in different sizes and values: small (1), medium (5), and large (10).

- **Stamp Patches**
  - There are 20 Stamp Patches in each course. Collect a certain number to unlock new stamps that you can use in Miiverse!

- **Wonder Wools**
  - There are five in each course--collect them all to knit a Yoshi back together!

- **Smiley Flowers**
  - There are five in each course--the more you collect, the better your chances are of getting a Bonus Game.

  ◆ If you collect all of them in a world, something good might happen...
Course Objects

Yarn Basket
Bump it from below or shoot it with a yarn ball to make yarn balls come flying out.
- You can hold up to six yarn balls.

Winged Cloud
Hit it with a yarn ball or an enemy to make all sorts of things happen--like revealing a hidden item!

Transformation Door
Passing through one of these doors will temporarily transform Yoshi.

You'll encounter all these and many more surprising elements throughout your adventure!

While Transformed...
Aim to reach the exit within the allotted time! Collect a 🏃 to gain some extra time.
- If time runs out, you will find yourself back at the Transformation Door.
Clearing a Course

The Smiley Flowers you collected throughout a course will appear on the Goal Ring. Pass through the ring to clear the course.

**Bonus Game**

A twinkle moves around the Goal Ring, coming to a halt when you pass through the ring. If it rests on a Smiley Flower, then congratulations--you get to play a Bonus Game!

**Course Results**

This will show you how well you did in the course.
If you press  in the pause menu or on the world map, you can switch the game to Mellow Mode. In this mode, Yoshi grows wings, allowing him to float endlessly, making his adventure a lot easier.

### Mellow Mode Features

<table>
<thead>
<tr>
<th>Feature</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flutter Flying</td>
<td>If you hold down  while Yoshi is in midair, he will keep floating until you release the button.</td>
</tr>
<tr>
<td>Stronger Healing</td>
<td>Double your starting hearts and the number you find while playing, plus you fully heal yourself at checkpoints!</td>
</tr>
<tr>
<td>Boss Checkpoints</td>
<td>If you lose a boss fight, you'll be able to start a rematch instantly.</td>
</tr>
<tr>
<td>Invincibility Egg</td>
<td>This appears if you fail a course five times. While under its effects, you won't take damage from enemies.</td>
</tr>
<tr>
<td>A Special Power Badge</td>
<td>A special Power Badge is available that lets you clear a course instantly. It'll definitely cost you some beads, though.</td>
</tr>
</tbody>
</table>
As you progress through your adventure, you will earn the ability to purchase different Power Badges. Power Badges give Yoshi unique abilities, like increased speed or resistance to fire!

**Using Power Badges**

Power Badges are selected either right before entering a course or from the pause menu while in a course.

**Selecting a Power Badge**

A certain number of beads are required to use each Power Badge. Once you've selected a Power Badge, it will stay active until you either clear the course or exit to the world map.

- You can only use one Power Badge at a time. If you're already using a Power Badge and then select another, your old badge will be replaced by the new one. When playing with a partner, each of you will select a Power Badge individually.
If you play the game with a friend, you can help each other out! Well, unless you're feeling a bit mischievous...

Running Out of Hearts

If one player runs out of hearts, it's still possible for that player to come back, so long as the other player keeps going.

Winged Egg

If the other player is still in the game when you run out of hearts, you'll find yourself trapped in a winged egg when you return to the course. Keep pressing buttons to get close to your friend, and if they can touch you, you'll be free!

Both Players Run Out of Hearts

If either of these happen, you'll both start back at the beginning of the course or from your most recent checkpoint:

- A player runs out of hearts while the other is in a winged egg.
- Both players run out of hearts at the same time.
Use compatible amiibo to access bonus features, such as the ability to play as Double Yoshi!

- Features will vary depending on the type of amiibo used.

**Yarn Yoshi amiibo**

To use a Yarn Yoshi amiibo, touch the symbol on the amiibo (seen left) to the NFC touchpoint (notated) on the Wii U GamePad.

**Double Yoshi**

If your amiibo is read during a single-player game, a second Yarn Yoshi will appear behind you. It will follow your movements exactly, so use this to your advantage!

**Saved Yoshi Designs**

In the Yoshi Hut, you can save your favorite Yoshi to a Yarn Yoshi amiibo. This way, you can use your favorite Yoshi as a Double Yoshi when playing through a course.
Save As Is

Save the design of the selected Yoshi to an amiibo.

Change Color

Choose a different color combination for the selected Yoshi, and then save it to the amiibo.

- In co-op play, each player will need to enter the hut separately, one after the other.
- An amiibo can only hold one Yoshi design at a time.
- You will not be able to save designs from the amiibo Hut to an amiibo.

The design you call in as a Double Yoshi can be saved in the amiibo Hut for future use.

Yoshi amiibo
(Not a Yarn Yoshi)

If the amiibo is read while in a course during a single-player game, a specially designed Yoshi will appear and act as a Double Yoshi.

Other amiibo Figures

Using other amiibo will give your Yoshi special designs not found anywhere else!

- When playing a two-player game, the design will change only for Player 1.
Once an amiibo has been scanned, its design will be saved in the amiibo Hut.
IMPORTANT

This game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying and/or distribution of any Nintendo game is illegal and is strictly prohibited by intellectual property laws.

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