

NINTENDO DS™

NTR-AYIP-UK4

YOSHI™ Touch & Go™



INSTRUCTION BOOKLET
INSTRUKTIONSBOK
INSTRUKTIONSBOG
KÄYTTÖOHJEET

This 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 Nintendo Product.



Thank you for selecting the YOSHI™ TOUCH&GO Game Card for the Nintendo DS™ system.

IMPORTANT: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo DS, Game Card, Game Pak or accessory. The booklet contains important health and safety information. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this book for future reference.

VIKTIGT! Läs noga igenom det separata hälso- och säkerhetsinformationshäftet som medföljer produkten innan du använder Nintendo DS-systemet, Nintendo DS-kort, spelkassetter eller tillbehör. Häftet innehåller viktig hälso- och säkerhetsinformation. Läs igenom den här instruktionsboken noga, så får du mesta möjliga nöje av ditt nya spel. Instruktionsboken innehåller också viktig information om telefonsupport. Spara alltid instruktionsboken för framtida bruk.

VIGTIGT: Læs grundigt hæftet om helbreds- og sikkerhedsforanstaltninger der er vedlagt produktet separat før du bruger din Nintendo DS, spilkort, spillekassette eller tilbehør. Hæftet indeholder vigtige helbreds- og sikkerhedsoplysninger. Vi beder dig læse denne instruktionsbog grundigt igennem, så du får så meget som muligt ud af dit nye spil. Den indeholder også vigtige oplysninger om hotline. Gem denne instruktionsbog til senere reference.

TÄRKEÄÄ: Lue tuotteen mukana toimitettu terveys- ja turvaopas huolellisesti ennen Nintendo DS:n, pelikortin, pelikasetin tai lisälaitteen käyttöä. Oppaassa on tärkeitä terveys- ja turvaohjeita. Lue tämä käyttöohje huolellisesti, jotta uutta peliä on mahdollisimman mukava pelata. Ohjeessa on myös tärkeää tietoa käyttötuesta. Säilytä tämä ohje myöhempää käyttöä varten.

This Game Card will work only with the Nintendo DS system.

Det här DS-kortet fungerar endast med Nintendo DS-systemet.

Dette spilkort vil kun fungere sammen med Nintendo DS systemet.

Tämä pelikortti toimii vain Nintendo DS -järjestelmässä.



WIRELESS DS SINGLE-CARD DOWNLOAD PLAY

THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES DOWNLOADED FROM ONE GAME CARD.

TRÄDLÖST SPEL MED ETT DS-KORT

DET HÄR SPELET GÅR ATT SPELA I TRÄDLÖST LÄGE FÖR FLERA SPELARE MED ETT DS-KORT.

TRÄDLÖST DS-DOWNLOADSPIL MED ET KORT

DETTE SPIL TILLADER TRÄDLØSE FLERPERSONSSPIL DOWNLOADET FRA ET SPILKORT.

LANGATON YHDEN KORTIN DS-LATAUSPELI

TÄTÄ PELIÄ VOI PELATA YHDESTÄ PELIKORTISTA LADATTAVANA LANGATTOMANA MONINPELINÄ.

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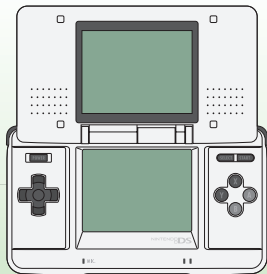
Story



A lone stork flies hastily through the darkened pre-dawn skies. Held firmly in its beak is a very special package: a pair of newborn twins, which the stork is hurrying to deliver to their parents!

Just as the stork races through the skies over Yoshi's Island, something terrible happens! A dark shadow rushes toward the stork with tremendous speed and crashes into it! The startled stork drops the twin babies...

Top Screen



In this Instruction Booklet, the Nintendo DS™ Top Screen is framed in **blue**, and the Touch Screen is framed in **red**.

Touch Screen



Help the falling Baby Mario land on Yoshi's back, then help Yoshi return the babies to the stork. Try to earn as many points as you can as quickly as possible. Master the touch-action in this game and try to set new records!



Getting Started

How to Start

Make sure that the Nintendo DS system is turned off. Insert the YOSHI™ TOUCH & GO Game Card into the Game Card slot on the back of the system and push until it clicks into place. Turn the POWER on. After you touch the **Health and Safety Screen** (shown to the right), the **Nintendo DS Menu Screen** will appear.



Touch the YOSHI TOUCH & GO NINTENDO Panel to start the game.

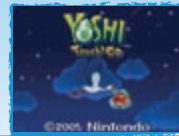
If you set the DS system to A AUTO MODE, you can skip the previous setting process. For more information, please check your Nintendo DS Instruction Booklet.



The in-game language depends on the one that is set on the console. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your Nintendo DS system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS system is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your console. For further instructions about how to change language settings please refer to the Nintendo DS Instruction Booklet.

Main Menu

When the game begins, the **Title Screen** will appear on the Top Screen. The **Main Menu** will appear on the Touch Screen. Touch any icon on the **Main Menu** to choose that mode. Touch the DEMO-icon to watch a brief game-play demonstration.



SCORE ATTACK

See page 15.

TIME ATTACK

See page 17.

DEMO

See page 8.

MARATHON

See page 16.

VS. BATTLE

See page 19.

RANKINGS

See page 21.

OPTIONS

See page 22.

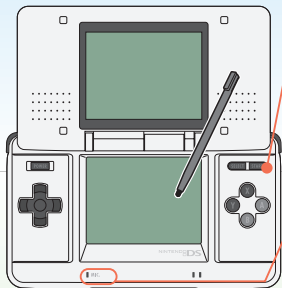


CHALLENGE

See page 18.

Controls

All in-game action in YOSHI TOUCH & GO is performed using the Nintendo DS Stylus and the Touch Screen. See pages 9 and 10 for information on touch control with the stylus. Also, check the in-game DEMO which is accessible from the **Main Menu**.



START

Press START to pause the game and access the **Pause Menu** (see page 13).

MIC.

Blow away all the clouds you've drawn by blowing into the microphone.

You can adjust MIC SENSITIVITY or turn the mic OFF from the **Options Menu** (see page 22).



You can reset the game by pressing START, SELECT and the L and R Buttons simultaneously.

If you close your Nintendo DS during game-play, the system will automatically enter **Sleep Mode**. (In **Sleep Mode**, the LCD Screens are turned off to conserve battery life.) To resume your game, simply open your Nintendo DS again to wake it up from **Sleep Mode**.

Stylus Touch Action

Use the stylus for all basic controls!

Drawing

Draw Clouds

Draw clouds to create paths. Baby Mario and Yoshi will follow the cloudy paths you create. You can also draw walls of clouds to keep enemies away.

There is a limit to the number of clouds you can draw. As you draw new clouds, the old clouds disappear.



Create Bubbles

Draw cloud circles to create bubbles. Enclose enemies in bubbles to turn them into coins.

To throw bubbles, touch them with the stylus, slide the stylus in the direction you want to throw the bubble, then lift your stylus from the screen.



About Yoshi

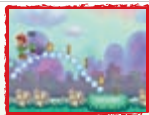


Jump

When you touch Yoshi, he jumps. Each time you touch Yoshi while he is jumping, he will do a flutter-kick jump.

Throw Eggs

Touch the screen to throw an egg at the spot you touched.



Eat Fruit

Whenever a piece of fruit is in front of Yoshi, he will automatically eat it. If you can get a piece of fruit into a bubble, you can slide the bubble to Yoshi to get him to eat it.

The Different-Coloured Yoshis

The number of points you earn while Baby Mario falls will determine which Yoshi picks up Baby Mario. The Yoshis travel at different speeds and can carry different numbers of eggs.



Game Basics

Each Game Mode features two areas: a **Sky Area** and a **Ground Area**. You'll start by playing through the Sky Area and then continue on to the Ground Area. Below you'll find game-play basics that apply to all modes.

Sky Areas (Vertically Scrolling)

In the Sky Areas, your objective is to guide Baby Mario as he falls and safely land him on the ground. Draw clouds around enemies to turn them into coins and prevent them from popping Baby Mario's balloons.



Yoshi's Colour

This shows the number of points you've earned in the Sky Area. The colour of the Yoshi that catches Baby Mario varies based on how many points you've scored.



Score

This is where your current score will appear such as points, distance or time.

Baby Mario's Balloons



Three balloons keep Baby Mario from crashing to the ground. Each time Baby Mario gets hit by an enemy, one balloon will pop. If all three pop, your game ends. Pay close attention to how many balloons you have left.

Ground Areas (Side-Scrolling)

In the Ground Areas, Yoshi is always moving toward his goal. Just like in the Sky Areas, you can slide the stylus across the screen to draw clouds and create paths for Yoshi. In the Ground Areas, though, if an enemy hits Yoshi even once, your game is over.

You can change the direction Yoshi walks on the **Options Screen** (see page 22).

Remaining Eggs / Max Eggs

Yoshi can't throw eggs once he runs out. Yoshi can increase the number of eggs in his arsenal by eating fruit.

The information displayed here changes in each mode.
See pages 15–18 for details.



The Pause Menu

Press **START** during a game to pause the game and view the **Pause Menu**. Touch the screen to choose menu options.

CONTINUE

Continue playing the game.

RESTART

Start playing from the beginning of the Sky Area.

QUIT

Quit playing and return to the **Title Screen**.



MIDPOINT

Start playing from the start of the Ground Area.

OPTIONS

View the **Options Menu**.

You cannot change Yoshi's direction from the **Options Menu** during the game (see page 22).

Results Screen

Each mode has its own **Results Screen** that appears after you finish playing a game. If your score is high enough to be recorded in the RANKINGS, you can choose an icon to represent you in the rankings. Just touch the icon you like to choose it. Afterwards, you can **RESTART** from the beginning, continue from the **MIDPOINT**, or **QUIT** and choose another mode.



Touch the arrows to choose a different set of icons.



Mode Explanations

SCORE ATTACK

The objective in this mode is to score as many points as you can. If you've earned enough points between the start of the game and the end of the Ground Area, your score will be saved in the RANKINGS.

Remaining Eggs



Score
Your current points.

Distance
The distance to the end.



How to Earn Points



Collect the coins in the level to earn points. The point values of coins vary depending on their colours. You can also increase your score by hitting enemies with eggs.

Here's the Goal!



The flower field where the stork waits marks the end of **Score Attack Mode**.

MARATHON

The objective of **Marathon Mode** is to try to get as far through the Ground Area as you can.

Your score will be the distance you've travelled since the start of the game. Unlike **Score Attack Mode**, **Marathon Mode** never ends.

Score

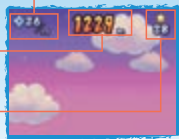
The distance you've travelled.

Points

Your current points.

NOTE: For each 100 points you earn, a Super Star will appear (see page 25). Your points then return to zero.

Remaining Eggs



TIME ATTACK

In **Time Attack Mode**, your objective is to rescue Baby Luigi from the Toadies as quickly as possible. Your score is based on the time it takes you to do so. Save Baby Luigi before the Toadies reach the end of the Ground Area.

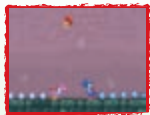
Score

Your current time.

Distance

Distance remaining until the end.

Remaining Eggs



The 1,000-Meters Relay

Every 1,000 meters a new Yoshi will be waiting to carry Baby Mario through the next level. Yoshi's abilities change depending on his colour.



Best Score Marking

Flags will appear in the level marking both the highest scores and the last point you made it to. Your objective should be to get past these flags.

Rescuing Baby Luigi

You must hit each of the Toadies with eggs several times in order to knock them away from Baby Luigi. Once you've knocked a Toady away, you must hit it once more with an egg to defeat it. Keep repeating this process until you've freed Baby Luigi.

You can access the **Time Attack Mode** once you've earned the highest score in **Score Attack Mode**.



CHALLENGE

Challenge Mode challenges you to get as far through the Ground Area as you can within a set time limit. When time runs out, Kamek attacks. Like **Marathon Mode**, there is no end to the level, and flags appear marking the highest score and your last score. Your objective is to make it farther than these flags. Your score is based on the distance you've travelled.

Score

The distance you've travelled.

Timer

Remaining time.

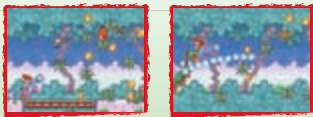
Remaining Eggs



Getting a High Score

The points you earn for collecting coins and defeating enemies are added to your timer. Rather than simply trying to go as far as you can, you'll need to earn as many points as you can to give yourself more time.

Challenge Mode can be accessed after you've earned the highest score in **Marathon Mode**.



VS. BATTLE

Two players can play against each other via DS DOWNLOAD PLAY with just two Nintendo DS systems and a single YOSHI TOUCH & GO Game Card.

Before playing VS. BATTLE, be sure to follow the steps for DS DOWNLOAD PLAY explained in the Nintendo DS Instruction Booklet.

- The player with the YOSHI TOUCH & GO Game Card inserted (Host) selects VS. BATTLE from the **Main Menu**.
- Player without a YOSHI TOUCH & GO Game Card (Client) selects DS DOWNLOAD PLAY from the **Nintendo DS Menu Screen** displayed when turning the Nintendo DS power on.
- Once Client player has joined, the Host player touches YES on his touch screen to complete player entry and begin transferring data.

The Host System will send game data to the Client System. It may take up to 60 seconds to transfer data. Depending on linking conditions it may take longer. If a communication error occurs while playing, follow any instructions that appear on-screen.

Once the data transfer is complete, both players touch BEGIN to start the game. See page 28 for information on how to play using Single-Card Play.

Viewing the Vs. Screen

Remaining Eggs



Distance to the Goal

Your opponent and his or her information are displayed on the Top Screen.

Remaining Eggs



Distance to the Goal

The host player plays as Baby Mario. The client player plays as Baby Luigi.

Your own character is displayed on the Touch Screen. As with all Ground Areas, you control your character using touch action on the Touch Screen.

Vs. Rules

The first player to reach the goal wins. If you get hit by an enemy or fall into a hole, you lose. Hit enemies with eggs to defeat them. If you defeat three or more enemies with a single egg, enemies will appear in your opponent's path.

The Results Screen

Once the victor has been determined, YOU WIN!
Choose CONTINUE to play against your opponent again.



You cannot save your win/loss record.

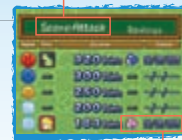
Rankings and Saving

RANKINGS

If after playing any mode your score ranks among the highest scored in that mode, your score will be saved in the rankings list. You can also check the rankings for all modes at any time from the **Main Menu**.

Date the score was earned and the colour of the Yoshi the score was earned with.

Currently Selected Mode



Touch any mode name to check the highest scores for that mode.



Touch ERASE DATA to erase all scores for the selected mode. Once scores have been erased, they can never be recovered.

Return to the **Main Menu**.



OPTIONS

The **Options Screen** is where you go to change game settings. Touch ◀ and ▶ to adjust settings for any option.

SOUND

Set audio output to SURROUND, STEREO, or HEADPHONES.

YOSHI'S DIRECTION

Change the direction Yoshi runs in. Left-handed players may want to try playing with Yoshi running from right to left.

Return to the **Main Menu**.



BACKLIGHT

Turn the backlight ON or OFF.

MIC SENSITIVITY

Set microphone sensitivity HIGH, NORMAL, LOW or turn the microphone OFF.

PICTOCHAT SEARCH

Turn this function on to receive an audio or visual cue indicating when other Nintendo DS players are PictoChatting nearby. See pages 23 and 24 for details.



Saving

YOSHI TOUCH & GO features an auto-save feature. Your high scores, the dates you earned them on, and the icons you've chosen for them will be saved automatically, as will option settings. NOTE: BACKLIGHT and PICTOCHAT SEARCH option settings will not be saved.

When the screens on the right are displayed, press and hold the A, B, X, Y, L, R Buttons to erase all saved data. NOTE: Once data is erased, it cannot be recovered.




PictoChat™ Search

Your YOSHI TOUCH & GO game can search for nearby occupied PictoChat chat rooms and notify you if there is one – even while you're playing the game! This feature functions in all modes except **Vs. Battle Mode**.

To use this function, you must go to the **Options Screen** and turn the PICTOCHAT SEARCH option on. PICTOCHAT SEARCH still functions when you close your Nintendo DS and activate **Sleep Mode**, resulting in more battery consumption than standard **Sleep Mode**.

Touch the Chat Icon

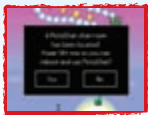
If you're playing YOSHI TOUCH & Go when PictoChatters are nearby...

...the chat icon  will appear in the upper-left corner of the Touch Screen. Touch the icon to join PictoChat.



Joining PictoChat

After touching the chat icon, tap the word YES if you'd like to join the PictoChat session. Choosing YES will power-off your Nintendo DS, and you will not be able to resume the game of YOSHI TOUCH & Go that you were playing. Tap the word NO to continue playing your game.








After your Nintendo DS has powered-off, you will need to turn the POWER on again and choose PICTOCHAT from the **Nintendo DS Menu Screen**. Note that in some cases a PictoChat session may end in the time it takes to power-off your Nintendo DS and turn it back on to start PictoChat.

Items

Get items by guiding Baby Mario into them or hitting them with one of Yoshi's eggs. The only way to get fruit, though, is to get it in front of Yoshi so he can eat it.



Fruit

-  Apple (1 egg)
-  Banana (3 eggs)
-  Watermelon (5 eggs)
-  Grapes (10 eggs)
-  Melon (20 eggs)

Coins

-  Yellow Coin (1 point)
-  Blue Coin (2 points)
-  Red Coin (4 points)

Others

-  POW Block
(Destroys all on-screen enemies.)
-  Super Star
(Become Super Baby for a while.)



Super Baby

Whenever you get a Super Star, Baby Mario becomes Super Baby and is invincible for a while. Super Baby moves very quickly, and in the Ground Area he can shoot an unlimited number of stars.



Enemies

You can defeat enemies by drawing clouds around them to trap them in bubbles or by hitting them with one of Yoshi's eggs. Look for other enemies beside the following ones.



Gusty

These creatures fly across the screen at varying speeds.



Shy Guy

Shy Guys walk along the ground until they encounter a hole blocking their path – then they turn around.



Brier

These critters don't move, but because they are covered in spikes, they can't be trapped in bubbles. Hitting them with eggs is the only way to defeat them.



Blusty

These creatures mull about in one place. Watch their movements carefully before trying to defeat them.



Toady

These little pests always home in on Yoshi and Baby Mario. Keep an eye out for them, because they're pesky and persistent.



Fly Guy

These propeller-enhanced Shy Guys patrol the skies. They come in different colours, with different movements to match.

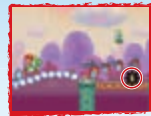


Spiked Fun Guy

Hit this little guy with an egg to send him rolling backward along the ground. Knock him into other enemies to defeat him.

Questions and Answers

- Q:** Sometimes when I hit fruit or enemies with eggs a starburst with a number appears. What is this?
- A:** This shows how many enemies or objects you hit with a single egg. When one of these appears, you earn bonus points.



- Q:** How do I defeat Kamek when he appears in Challenge Mode?
- A:** Kamek appears when time runs out, and there is no way to defeat him. Pay attention to the timer and try to make sure he doesn't appear.
- Q:** In some modes I can draw clouds of a different colour. What do these clouds do?
- A:** The different coloured clouds in Vs. Battle Mode and Challenge Mode allow Yoshi to walk faster when he walks on them.



DS Wireless Communications (Single-Card Play)

Here is an explanation of how to play using Single-Card Play.

The Things You'll Need

Nintendo DS system	One for each player
YOSHI TOUCH & GO Game Card	One

Connection Procedures

Host System:


1. Make sure that the power is turned off on all systems, and insert the Game Card into the system.
2. Turn the power on. The **Nintendo DS Menu Screen** will be displayed.
3. Touch the YOSHI TOUCH & GO NINTENDO Panel.
4. Now, follow the instructions on page 19.

Client System:

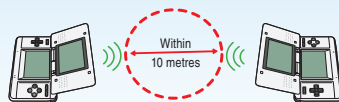
1. Turn the power on. The **Nintendo DS Menu Screen** will be displayed.
- NOTE: Make sure the **Start-up Mode** of your system is set to MANUAL MODE.
For further details on how to set up the **Start-up Mode**, please refer to the Nintendo DS Instruction Booklet.
2. Touch DS DOWNLOAD PLAY. The **Game List Screen** will appear.
 3. Touch the YOSHI TOUCH & GO NINTENDO Panel.
 4. You will be asked to confirm your choice. Touch YES to download game information from the Host System.
 5. Now, follow the instructions on page 19.


Guidelines for Communications

For best results when using the wireless communications feature, follow these guidelines.

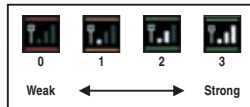
The  icon is an indicator of wireless communications. It appears on the **Nintendo DS Menu Screen** or **Game Screen**.

The DS wireless icon indicates that the associated choice will activate the wireless communications function. DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.). For further information regarding the usage of the wireless communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.



The  icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communications play.

When wireless communications are in progress, the Power Indicator LED will blink rapidly.



For best results, follow these guidelines:

- Begin with the distance between systems at about 10 metres (30 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 20 metres (65 feet) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the Nintendo DS systems.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

Credits

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Hiroyuki Kimura

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Keizo Ohta

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Kazumi Totaka

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Taiju Suzuki

Music

Asuka Ohta

Toru Minegishi

Voice

Charles Martinet

Kazumi Totaka

Progress Management

Keizo Kato

Technical Support

Hironobu Kakui

Yoshito Yasuda

Toru Inage

Programming Support

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Taro Bando

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Tetsuya Nakata

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Masanori Sato

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Yoshinobu Mantani

Kyle Hudson

Eric Bush

Sean Egan

Robert Johnson

Mike Kurosawa

Patrick Taylor

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Jeff Miller

Special Thanks

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Tomoaki Kuroume

Hisashi Nogami

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Zoran Tasevski

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