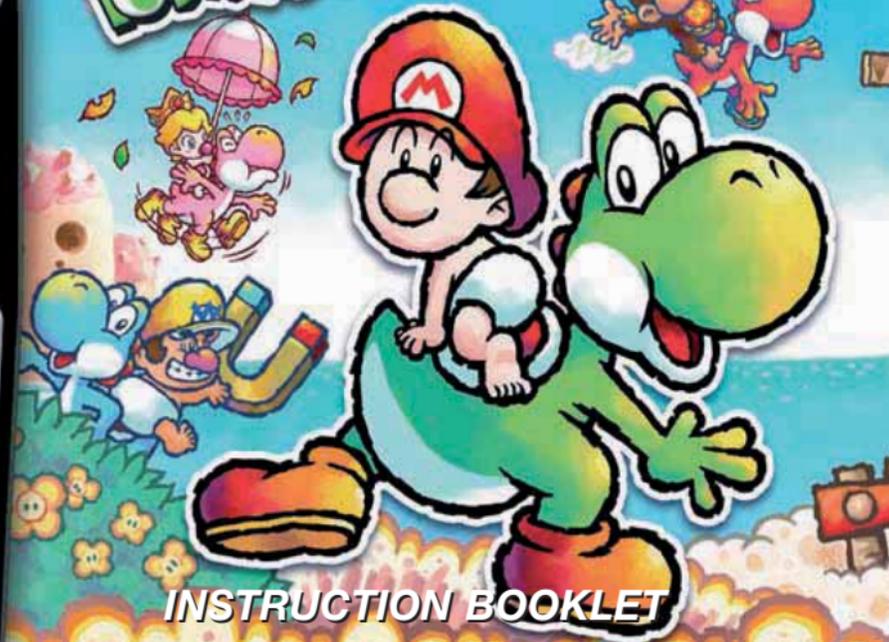


NINTENDO DS™

NTR-AYWP-UKV

YOSHI'S ISLAND DS™



INSTRUCTION BOOKLET

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'S ISLAND DS™ 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.

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



★ ★ ★ ★ ★ Contents ★ ★ ★ ★ ★

★ Story	5
★ Getting Started	6
★ Controls	10
★ Stage Selection	12
★ Playing the Game	14
★ Baby Abilities	18
★ Yoshi's Abilities	20
★ The Goal and Your Score	22
★ Tips	24



In this instruction booklet, the top screen is framed in **orange**, and the Touch Screen is framed in **green**.

★ ★ ★ ★ ★ Story ★ ★ ★ ★ ★

Baby Luigi has been kidnapped! Our adventure begins one sunny day on Yoshi's Island. Yoshi is out enjoying the day with a leisurely stroll when, all of a sudden, two babies drop out of the sky. One of them looks very familiar to Yoshi. With a forlorn look on his face, the baby just gazes longingly at a mysterious castle that has appeared in the sky. Yoshi wonders if the castle holds other babies. Once again, it's up to the Yoshi clan to save the day. This time, the stork is coming with them too. A new journey begins. Can the Yoshis and babies triumph over Kamek and save Baby Luigi?

★ ★ ★ ★ Getting Started ★ ★ ★ ★

Make sure that your Nintendo DS™ system is off. Insert the YOSHI'S ISLAND DS™ Game Card into the DS Game Card slot until it clicks into place and then turn the power on.

Read the information on the **Health and Safety Screen** and then tap the Touch Screen to move to the **Nintendo DS Menu Screen**.

On the **Nintendo DS Menu Screen**, tap the YOSHI'S ISLAND DS Panel to start the game.

If you have set your Nintendo DS system to **Auto Mode**, you can skip this step. See the instruction booklet of your Nintendo DS system for more information.

The introductory cinema will start to play. To cancel out of it, press START or the A Button, which will bring you to the **Title Screen**. Press START or the A Button to move to the **File Menu**.

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.



Choose a File

To start a new game, use the + Control Pad to select a file marked  and press the A Button to confirm. To continue a previous game, select a file containing saved data. The **Main Menu** will appear next (see page 8). Go back to the previous screen by pressing the B Button.



Copy

Select  to copy a saved game to an empty save file. Select  to return to the previous screen.



Erase

Select  to erase saved data. Choose the file you want to erase, and then select YES when the game asks you to confirm. **Be careful, because once saved data is erased, it's gone forever and can't be restored.**



Main Menu

Once the **Main Menu** appears on the Touch Screen, make your selection with the **+** Control Pad and then confirm it by pressing the A Button. You can also make your selection by tapping it.



ADVENTURE

Play as Yoshi and save the babies from the mysterious castle in the sky.

OPTIONS

Set the game controls and sounds.



Saving

Your game saves automatically after clearing a stage and changing game settings. You can erase all saved files by holding down the A, B, X, Y, L and R Buttons at the same time when starting the game, but please remember that once saved files are erased, they can't be recovered.



OPTIONS

In the **Options Menu**, you can change the controls and sound. Move the cursor over your selection and then press the A Button to confirm. Press the B Button or  to return to the **Main Menu**.

CONTROLS

Use the **+** Control Pad to choose from the following control schemes:  -Patient,  -Hasty,  -Patient, or  -Hasty. Press the A Button to confirm your selection.



 Use the A, B, X and Y Buttons to control.

 Use the A, B, L and R Buttons to control.

PATIENT Press the A or R Button to aim an egg, and press it again to throw.

HASTY Hold the A or R Button to aim an egg, and release to throw it.

SOUND

Choose from SURROUND, STEREO and HEADPHONES.

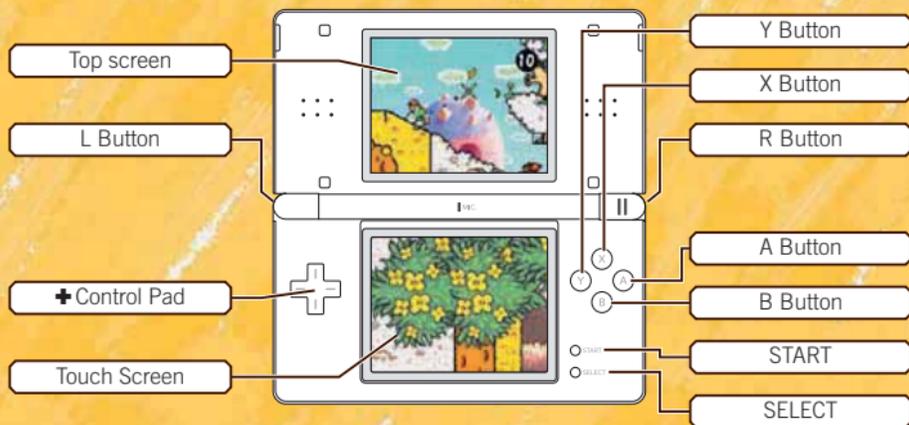


★ ★ ★ ★ ★ Controls ★ ★ ★ ★ ★

You play this game by controlling Yoshi. Various babies ride on Yoshi's back, each giving him a special ability.

In the following section, black text indicates menu controls, while red text indicates Yoshi's controls. The explanations pertain to the  control scheme. Check your control scheme in the Controls tab of the **Options Menu**.

Press the L and R Buttons, START, and SELECT at the same time to reset the game and start anew. Close the Nintendo DS system to activate **Sleep Mode**, which will reduce battery consumption. **Sleep Mode** turns off when you open the Nintendo DS system.



L Button

- Lock and release egg cursor
- Move screens up and down by holding down the L Button and pressing Up and Down on the + Control Pad

+ Control Pad

- Select menu items
- Up: Enter doors
- Hold Up: Look up
- Up + B Button: Enter overhead pipes
- Down: Crouch
- Down: Enter underfoot pipes
- Left and Right: Move and enter sideways pipes

Y Button

- Stick out tongue (Swallow)
- Spit enemy when mouth is full
- Press Up on the + Control Pad and the Y Button to stick tongue up
- Make an egg (Press Down on the + Control Pad after swallowing an enemy)
- Press Up on the + Control Pad and the Y Button to throw an enemy upwards

X Button

- Same functions as for the L Button

R Button

- Display egg cursor -> Throw an egg (Press Down on the + Control Pad to cancel)

A Button

- Confirm
- Display egg cursor -> Throw an egg (Press Down on the + Control Pad to cancel)

B Button

- Cancel
- Jump
- Flutter Jump (Hold)
- Ground Pound (Press Down on the + Control Pad while jumping)

START

- Open the **Pause Menu** (see page 14)

★ ★ ★ ★ Stage Selection ★ ★ ★ ★

When you begin a new game, you play through a practice stage. After you clear the practice stage, the **Map Screen** will appear.

Map Screen

YOSHI'S ISLAND DS has five worlds, and each world features eight stages. Choose a stage with the **+** Control Pad and press the A Button to enter it.

Remaining Lives

If you fail a course, you lose one life (see page 14). If Yoshi loses all his lives, your game ends.

Worlds

Choose a world to play.

Stages

Choose a specific stage to play. In Stages 4 and 8, you will encounter a boss.



Coin Count

(see page 16)

SCORE

MUSEUM

?

You will unlock this section when you meet certain conditions.

Options

(see page 9)

SCORE

Select SCORE on the **Map Screen** to check each stage's score and character coins collected (see page 16). The score appears on the scoreboard (see page 22) after completing a stage.

This shows that you got the stage's character coin.



Score



Total Score

Marks appear when you earn a certain number of points.

MUSEUM

Select MUSEUM on the **Map Screen** to view the enemies that you've hit with eggs. Enemies are separated based on type, and many exhibits are housed behind doors and through pipes. To return to the **Map Screen**, press START and select QUIT.

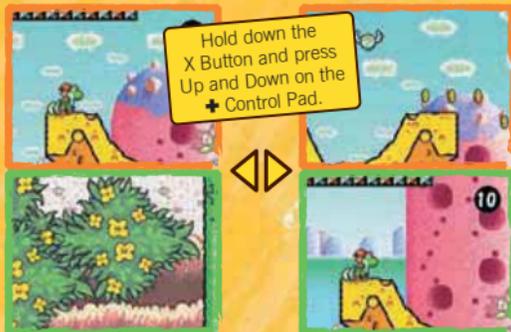


★★★★ Playing the Game ★★★★★

Swallow, stomp, and throw eggs at enemies to defeat them. You lose a life if you get crushed, if you touch spikes or lava, or if your star power reaches zero and the baby is taken away by Toadies.

Action Screen

Use a variety of actions as you make your way through the stages. Press Up or Down on the **+** Control Pad while holding down the X Button to scroll up and down the screens.

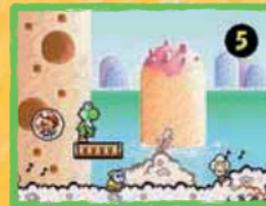


Pause Menu

Press **START** on the **Action Screen** to open the **Pause Menu**. From here, you can choose to continue or return to the **Map Screen** by pressing the **+** Control Pad and then pressing the **A** Button to confirm. The **Pause Menu** will also display your remaining lives and the items you've collected.

Star Power

When an enemy hits you and you take damage, the baby falls off of Yoshi's back. When this happens, the power of the stars will protect the baby for a short while. A timer appears to show just how long this protection lasts. Try to get the baby back on Yoshi's back before time runs out! You can do this by making contact with the baby. Once you retrieve the baby, the Star Power slowly increases back up to ten. You can get more time by getting more stars (see page 16).



Star Power

Stork Stop

You can switch the baby Yoshi is carrying by going to a Stork Stop. When the stork comes by, jump up and grab the baby. Each time you grab a baby, a different one will appear overhead.



Middle Ring

Partway through each stage is a ring of light called the Middle Ring. Once you go through a Middle Ring, you can restart the stage from nearby if you fail before completing the stage. What's more, as you pass through it, your star power will increase by ten.



Items



Coins

They are scattered throughout the stages. Collect 100 coins to get a 1-Up.



Red Coins

Each stage has 20 of them. They also get added to your coin count. Red Coins also affect your chance of unlocking a Bonus Challenge (see page 23).



Green Eggs

Throw them to defeat enemies, move objects, and grab items.



Yellow Eggs

Throw them at enemies. You receive two coins if you make contact.



Red Eggs

Throw them at enemies. You receive two stars if you make contact. You can also get coins with it.



Flowers

Collect five in each stage to receive a 1-Up. Flowers also affect your score and your chance of unlocking a Bonus Challenge.



Stars

Each star increases your Star Power by one, with a maximum of 30. Stars also affect your chance of unlocking a Bonus Challenge.



Character Coins

You can collect these when the baby Yoshi is carrying matches the baby on the coin. A nice surprise awaits you when you collect them all!

Switches and Things



Message Blocks

Hit them from below to get helpful hints.



Switches

Step on these to reveal hidden objects and cause other special things to happen.



Winged Clouds

When you hit these with eggs, stars or coins will pop out. Or something else might happen...



Keys and Doors

You can open locked doors if you have a key.



Minigames

When you find a key and enter a locked door, a minigame will begin. There are several types of minigames. Depending on how well you play, you can win extra lives.



★★★★ Baby Abilities ★★★★★

Yoshi's abilities change depending on the baby on his back. Switch babies at Stork Stops (see page 15).

Baby Mario

Press the Y Button while walking to dash, which lets Yoshi move faster than he normally does. Jump while dashing to jump farther.

Special Ability Dashing



Baby Peach

Baby Peach lets Yoshi Flutter-Jump longer than any other baby, and also lets him fly farther. Catch the wind while Flutter-Jumping to fly across large distances.

Special Ability Floating



Baby DK

Grab and swing on vines and ropes. Jump to let go. Press the Y Button while pressing Down on the + Control Pad to charge at enemies and smash walls.

Special Abilities Climbing, Swinging, Baby DK Dash Attack

Baby Wario

With his magnet, Baby Wario automatically attracts metal (including coins) around Yoshi. Press Up on the + Control Pad or jump to attract things above Yoshi.

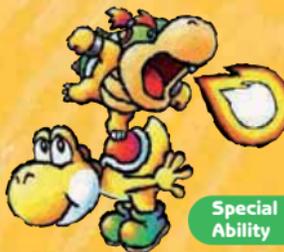
Special Ability Attracting Metal



Baby Bowser

With his fiery breath, Baby Bowser can defeat enemies and melt ice. Breathe fire by pressing the Y Button. Keep in mind that Yoshi can't make eggs with Baby Bowser on his back, but he can still pick them up and throw them.

Special Ability Breathing Fire



★★★★ Yoshi's Abilities ★★★★★

In addition to the abilities already mentioned, Yoshi can morph into different items and hop on different vehicles.

Super Stars and Superstar Mario

If Yoshi finds a Super Star when Baby Mario is on his back, Baby Mario will power up and become invincible for a while. The controls change when you control Baby Mario.



Super Star



Dash

Press the Y Button while walking to run really fast.



Climb Walls

Press Left or Right on the + Control Pad to climb walls.



Float

Hold down the B Button after jumping for a gentle landing.

Morph Yoshi

Touch a morph bubble to cause Yoshi to transform briefly into the item in the bubble. Control him with the + Control Pad. Morphed Yoshi goes back to his normal state after a while or when you touch the Yoshi Block.

Morph Bubble



Yoshi Block



Helicopter



Mole Tank



Submarine

Vehicles

Control both the kangaroo and stilts by hopping on them and then using the + Control Pad. Hop off the kangaroo when it reaches a certain point, and jump off the stilts at any time. The cart moves on its own, so just jump on and off it.



Kangaroo



Stilts



Cart

★ ★ The Goal and your Score ★ ★

You clear the stage when you pass through the goal roulette. Once you clear a stage, you can play it again as many times as you like.

Goal Roulette

When you reach the goal, the goal roulette appears. You clear the stage when Yoshi passes through it, and then the scoreboard will appear.



Scoreboard

The scoreboard appears when you clear a stage. Press the A Button to return to the Map Screen.

HIGH SCORE

Star Power At Goal,
Red Coins, Flowers



Current Score

Each Stage's Score



Total World Score



Bonus Challenges

On the goal roulette, there is one flower space for every flower you found in this stage. If the roulette stops on a flower space, you get to play a Bonus Challenge where you could win 1-Ups.



Scratch and Match

Rub off any three spots. You receive 1-Ups based on how many Baby Mario faces you reveal.



Match Cards

Flip over cards one at a time and match them in pairs. Each matching pair wins you a 1-Up. You can play until you miss twice or until all the cards are revealed.



Slot Machine

Press the A Button to stop the drum. If the pictures match in the middle row, you receive one or more 1-Ups.



★ ★ ★ ★ ★ **Tips** ★ ★ ★ ★ ★

To clear the entire game, you'll need to master all of Yoshi's and the babies' skills.

Pick the Right Baby!

Yoshi's abilities change depending on which baby he's carrying. If you're stuck in a stage, look for a Stork Stop to switch the babies, and then give it another try.



Eggs Are Your Friends!

If you drop a baby after bumping into an enemy or taking damage, throw an egg at the baby to move him closer to the ground. Get the baby before he wanders away! You can carry up to six eggs at once.



Look Around!

When you want to know what's in the area above or below you, press Up or Down on the + Control Pad while holding down the X Button.

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