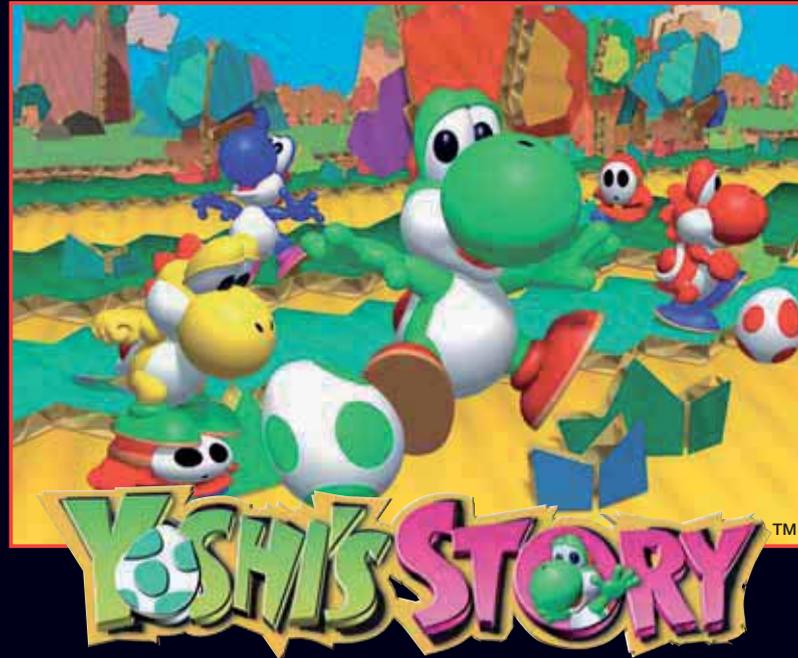


INSTRUCTION BOOKLET
SPIELANLEITUNG
MODE D'EMPLOI
HANDLEIDING
MANUAL DE INSTRUCCIONES
MANUALE DI ISTRUZIONI



Thank you for selecting the YOSHI'S STORY™ Game Pak for the Nintendo®64 System.

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK, OR ACCESSORY.

WAARSCHUWING: LEES ALSTUBLIEFT EERST ZORGVULDIG DE BROCHURE MET CONSUMENTENINFORMATIE EN WAARSCHUWINGEN DOOR, DIE BIJ DIT PRODUCT IS MEEVERPAKT, VOORDAT HET NINTENDO-SYSTEEM OF DE SPELCASSETTE GEBRUIKT WORDT.

OBS: LÄS NOGA IGENOM HÄFTET "KONSUMENTINFORMATION OCH SKÖTSELANVISNINGAR" INNAN DU ANVÄNDER DITT NINTENDO® TV-SPEL.

HINWEIS: BITTE LIES DIE VERSCHIEDENEN BEDIENUNGSANLEITUNGEN, DIE SOWOHL DER NINTENDO HARDWARE, WIE AUCH JEDER SPIELCASSETTE BEIGELEGT SIND, SEHR SORGFÄLTIG DURCH!

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LÆS VENLIGST DEN MEDFØLGENDE FORBRUGERVEJLEDNING OG HÆFTET OM FORHOLDSREGLER, INDEN DU TAGER DIT NINTENDO® SYSTEM, SPILLE-KASSETTE ELLER TILBEHØR I BRUG.

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HUOMIO: LUE MYÖS KULUTTAJILLE TARKOITETTU TIETO-JA HOITO-OHJEVIHKO HUOLELLIESTI, ENNEN KUIN KÄYTÄT NINTENDO®-KESKUSYKSIKÖÄSI TAI PELIKASSETTEJASI.



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.

PLEASE READ THIS INSTRUCTION BOOKLET THOROUGHLY TO ENSURE MAXIMUM ENJOYMENT OF YOUR NEW GAME. THEN SAVE THIS BOOK FOR FUTURE REFERENCE.

WIR SCHLAGEN VOR, DASS DU DIR DIESE SPIELANLEITUNG GRÜNDLICH DURCHLIEST, DAMIT DU AN DEINEM NEUEN SPIEL VIEL FREUDE HAST. HEBE DIR DIESES HEFT FÜR SPÄTERES NACHSCHLAGEN GUT AUF.

NOUS VOUS CONSEILLONS DE LIRE ATTENTIVEMENT LE MODE D'EMPLOI AVANT DE COMMENCER À JOUER AFIN DE PROFITER PLEINEMENT DE VOTRE NOUVEAU JEU! GARDEZ ENSUITE LE MANUEL POUR VOUS Y RÉFÉRER PLUS TARD.

LEES DEZE HANDLEIDING GOED DOOR OM ZOVEEL MOGELIJK PLEZIER VAN DIT SPEL TE HEBBEN EN BEWAAR HEM OOK OM ER LATER IETS IN OP TE ZOEKEN.

POR FAVOR LEE DETENIDAMENTE ESTE MANUAL DE INSTRUCCIONES PARA DISFRUTAR AL MÁXIMO DE TU NUEVO JUEGO. GUARDA ESTE MANUAL PARA FUTURAS CONSULTAS.

LEGGI ATTENTAMENTE QUESTO MANUALE DI ISTRUZIONI PER POTER TRARRE IL MASSIMO DIVERTIMENTO DAL TUO NUOVO GIOCO. SUCCESSIVAMENTE CONSERVALO PER CONSULTAZIONI FUTURE.

LÄS NOGA IGENOM INSTRUKTIONERNA INNAN DU BÖRJAR SPELA OCH SPARA HÄFTET FÖR FRAMTIDA BRUK.

LÆS VENLIGST DEN MEDFØLGENDE FOLDER FOR AT SIKRE DIG, AT DU BEHANDLER DIT NYE SPIL KORREKT. GEM FOLDEREN TIL SENERE BRUG.

LUE NÄMÄ KÄYTTÖOHJEET HUOLELLISESTI, NIIN NAUITT PELISTÄSI VARMASTI. SÄÄSTÄ VIHKONEN VASTAISUUDEN VARALLE.

[0800/EU6/N64]

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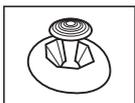
THE NINTENDO⁶⁴ CONTROLLER

The Nintendo⁶⁴ Control Stick uses an analogue system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its centre position (as shown in the picture on the left), then press START while holding the L- and R-Buttons.

The Control Stick is a precision instrument; do not spill liquids or place any foreign objects into it.

While playing this game, we recommend you use the hand positions shown below.



By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A-, B- or C-Buttons.

Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z-Button on the back of the controller.

To play this game, connect a controller to socket one located on the front panel of the Control Deck.

If you change the connection during the game, you may need to either press RESET or turn the power OFF to make the new connection active.

This game is designed for one player, so only one controller is needed.



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Story

One day, it just happened...

Something terrible came to pass at Yoshi's Island. The world became locked in a picture book! The Super Happy Tree was stolen, and this weakened all of the Yoshis. This foul crime could be the wicked deeds of none other than Baby Bowser!

On a remote spot on the island, six Yoshi eggs hatched. Stepping into the sun for the first time, they realised immediately that something was amiss! "Oh my! What are we to do?" said a Baby Yoshi to another.

After much discussion, they hatched a plan. By eating lots of fruit, they would be filled with happiness. With all of the Yoshis happy, it's certain that the world would return to normal.

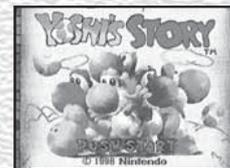
So, off they went, heading for the last page of the picture book, the castle of Baby Bowser. When they get there, they will reclaim the Super Happy Tree!



Getting Started!

Correctly insert the Game Pak into the Nintendo⁶⁴ Control Deck and move the Power switch to the ON position. Do not touch the Control Stick at this time. When the demo begins, press START to display the Title screen. If you press the START Button again, the Mode Select screen will appear. The first time that you play, you cannot access a level in the Trial Mode.

Use the Control Stick to move the cursor on the Mode Select screen, then enter your decision by pressing START or the A Button.



Title Screen



Mode Select Screen

The Options Screen

Audio

Select the type of audio output that you want. Your choices are **Stereo**, **Mono** or **Headphones**. If you use headphones to listen, make sure you select **Headphones** for maximum enjoyment of the sound effects.

Language

Select the language that appears in the game.

Clear Memory

This option will allow you to clear your game data that is stored in the Game Pak memory. After selecting this option, pick which data type you want to clear. Be careful, once the data is erased, there's nothing that you can do to restore it.

Continue Data Erase the Story Mode game that is in progress.

Story Ranking Erase the Story Mode rankings (scores).

Trial Ranking Erase the Trial Mode rankings (scores).

Erase All Erase ALL saved game data.



The Options Screen



Clear Memory Menu



Moving Yoshi

L Button
Toggles Fruit Frame On/Off

START
PAUSE
See Current Score

R Button
Sniff-Sniff
Sniff search for hidden fruit or coins. If Yoshi finds something, pound the ground to reveal it.

C Buttons
Same as Z Button

+ Control Pad
Change the size of the Fruit Frame
▲ Larger/▼ Smaller



A Button
Jump
Press and hold the A Button

Flutter Jump
For a short time, you can float. When you Flutter Jump, you can jump higher with the Control Stick .

Open Bumper 'Chute
Press and hold the A Button to open the little umbrella to glide downwards.

B Button
Swallow
Use this to stick Yoshi's tongue out and gulp down an enemy. Swallowing is the method used to eat Fruit too.

Cancel egg throwing.

Z Button
Throw Eggs
Press and the cursor appears. Aim with the Control Stick, then release to throw the egg.

Control Stick
Walk
The speed will vary depending on how far you push the Control Stick.

Ground Pound
After jumping up   

Quick Exit

While playing the Story Mode, if you want to use a Yoshi of a different colour, press the L, Z, A and B Buttons simultaneously. The Yoshi you are using will be taken to the castle. After deciding whether to continue that course or begin another, select a different colour from the remaining Yoshis.



Yoshi's Actions

Control Stick

● Walk/Run



Tilt the Control Stick in the direction you want to go!

Depending on how far you tilt the Control Stick, the speed will increase. If you want to go slow, tilt the Control Stick slightly.



● Crouch Down



When things get dangerous, you might just want to crouch down and avoid the problem. You can walk while crouched.

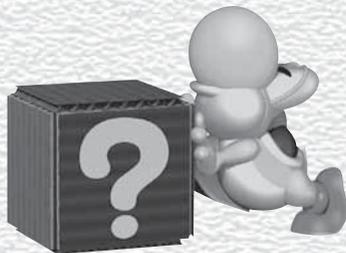
● Swim

When in the water, tilt the Control Stick in the direction you want to go. Yoshi doesn't need air while swimming.



● Push

Just tilt the Control Stick in the direction you want to push. Some things won't move even if you push them.



A Button

● Jump



If you use the Control Stick with the A Button, you can jump farther.



● Stomp'em

Jump on and ride the enemy. You can also step on them and defeat them too.



● Flutter Jump

Important Technique!

Press and hold the A Button. You'll be able to float in the air for a while. This can be very useful.



Hint

- Before you start a Flutter Jump, push the Control Stick ▲ and you can get to higher places.
- When the Flutter Jump is almost over, press the A Button again at the right time and you can continuously Flutter Jump.

● Ground Pound



Yoshi's favourite move. Try this trick in many places just to see what happens.



● Bumber 'Chute

Press and hold the A Button when you have found the little chute to glide downwards. When you release the A Button, the chute will close.





B Button

● Swallow

Fruit

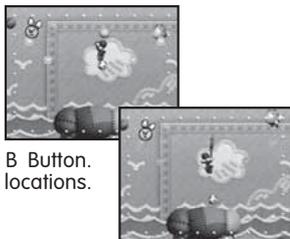
Yoshis love them – just keep eating!
To release fruit from a bubble, break it with an egg, then you can eat it.

Enemy

If you swallow an enemy, it becomes an egg. Be careful! Some enemies cannot be swallowed. You can carry up to six eggs.

Hint

- Control the direction with the Control Stick and press the B Button. You can aim Yoshi's tongue in many directions.
- You can even swallow during a jump too. While jumping, push the Control Stick and press the B Button. Doing this will allow you to swallow fruit in high locations.



R Button

● Sniff-Sniff

Sniff-Sniff suspicious items and the screen will zoom in. If something is discovered, Yoshi will tell you. (The more suspicious and nearer the place, the more excited he will get.) Then, pound the ground to see who or what appears!

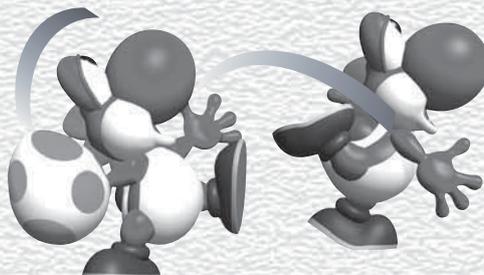


Z Button/C Buttons

● Throw Eggs

Important Technique!

Press once to make the cursor appear. Move the cursor with the Control Stick to aim, then release to fire!



The Mysterious Tulip

If you eat a tulip, Yoshi will transform into a large egg. Aim it with the Control Stick and release it to see where it goes.



Hint

- Besides defeating enemies, you can throw eggs to break bubbles with fruit inside!
- If you don't want to throw an egg, you can cancel by pressing the B Button.
- Sometimes you can throw an egg and hit coins and hearts that are far away.

The egg cracks open with an explosion!

Even when an egg doesn't hit an enemy or fruit, it will explode where the cursor was placed. The location where the egg will crack open and explode is important. You can defeat enemies with the explosion too. With one carefully aimed egg, you can defeat enemies even at a distance. The size of the explosion will change depending on Yoshi's Mood.





Game Modes

Did you learn how to control Yoshi? Well, what are you waiting for? Get going and try to clear all the courses. Good luck!



Story Mode

There are four courses to select from on the first page of the Course Select screen. There are six pages of adventures for you to advance through. Each of the pages has four courses, but those available for selection will depend upon your skill.

On the Course Select screen, move the cursor to the square box with the number on it you wish to play, and press START or the A Button. When you clear the course, the box turns red.

Today's Lucky Fruit?

Before you start, you must reveal the Lucky Fruit of the day. Lucky Fruit tastes better than most other fruit. Press START or the A Button and the rotating fruit will stop to display today's Lucky Fruit. When the Yoshi Select screen appears, choose the Yoshi with which you will play.

Hint

Lucky Fruit are yummy, but the "yummier" of all fruit is melon. Eat one to see what I mean.



Course Select Screen



Lucky Fruit Screen



Yoshi Select Screen

Collect 30 Fruit to Clear the Course

None of the courses have a "goal." Instead, just eat lots of fruit! When you've collected thirty of them, the course will be clear. Fruit can be found all over the courses. Some of them are hidden – make sure to Sniff-Sniff them out! Each course has more than sixty fruit to find. Wow, that's a relief.



Apple



Watermelon



Bananas



Grapes



Melon

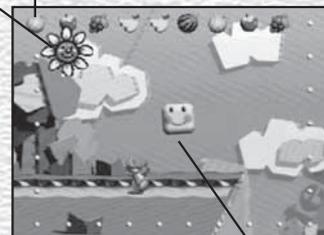
Fruit frame

Fruit will be displayed in the order collected. You can turn off this display by pressing the L Button.

Game-Screen

Smile Meter

This indicator will show you Yoshi's Mood. When he eats yummy food, his Mood gets better. When he eats enemies or food that don't taste good, his Mood gets worse.



Message Block

Hit it from the bottom, and it will teach you things.



Smile

Happy is healthy!



Frown

One more mistake and Yoshi's finished.



If Yoshi is hit once more when the Smile Meter shows a Frown, he will be taken to the castle. You must then start again from the Yoshi Select screen with a new Yoshi.



Egg Block

A maximum of six eggs will come out.



? Block

Some of them are on the ground, and some float in the air.



Switch

If you step on it, something special will happen. Exactly what, is a secret.



How to Play the Game

It's difficult to collect thirty fruits, but with help from useful items and a few strange friends, you can do it. When you clear the course, Yoshi's Mood will be displayed on the Score Screen.

Vase

Jump on it and push the Control Stick ▼. Wow! You will transport to another place.



White Shy Guy

You have not seen too much of him before. He doesn't seem like an enemy though. (He knows some secrets about the Yoshi Select Screen.)



? Bubble

? Bubble is a surprise. Hit it with an egg and just see what happens.



Door

Stand in front of it and push the Control Stick ▲. After Yoshi enters the doorway, he'll appear in a different place.



! Ball

If you touch it with your tongue, it'll pull you up on top. You should find it very useful.



Find the Special Heart!

There are three Special Hearts hidden in each course. Each time you get one, the number of courses that you can select from on the next Course Select screen will increase. If you get three Special Hearts, you will be able to select from any of the four courses. If you want to play in every course, make sure you find all three every time!



Special Heart



Miss Warp

There are four in each course. If you see her, make sure you wake her up. (While sleeping, she cannot help you!) Jump on her to move from one Miss Warp to the next. You'll progress in numerical order (1 to 2, 2 to 3, 3 to 4, 4 to 1.) When a Yoshi is lost, you will restart from the last Miss Warp.



Trial Mode

The courses you clear in the Story Mode will be pasted like a sticker on the Trial Mode Course Select screen. You can then repeat the course any time you like. Place the cursor on the sticker and begin by pressing START or the A Button!

Aim for the Highest Score!

The objective of this mode is to get the highest score. After you clear the course, the result will be displayed on the Score screen. How many ♥'s did you get?

Collect Points for:



Fruit collected



Enemies defeated



Coins collected



Hearts collected



Melons collected



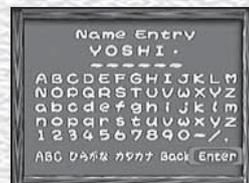
Remaining Yoshis



Course Select Screen



Score Screen



Name Entry Screen

THE PAUSE SCREEN

In both Story and Trial Modes, pressing START will pause the game and allow you to see Yoshi's current Mood (Score).

While paused, in Trial Mode, press the Z Button and START to exit the course at any time.

Hint

Try to eat only the same type of fruit again and again before eating a different type. Just because there is a fruit right in front of you, don't just chow it down, take a look around first. It pays to be a bit picky.



If your score is at least fifth, your rank is posted. Entering your name on the Name Entry Screen places it in the rank chart on the Course Select screen.



Yoshi Colours

Red, blue, green and yellow; Yoshis come in many different colours. Each one has its own favourite fruit, but they all like melons.

Yoshis Like Fruit

Each Yoshi has a favourite fruit, which to them, tastes better than any other. Yet somehow, Lucky Fruit tastes even better. If you want to make Yoshi as happy as can be (and get a high score too), the melon is the best! Each melon that you eat will earn 100 ♥. Luckily, it's the most common of all the fruits.

Every Yoshi likes melons!



If you do your best, all 30 fruit you get can be melons... Oh, joy!

Super Happy and Grinning Ear to Ear

Heart Fruit not only look delicious, they make Yoshi feel great. Eat a Heart Fruit, and Yoshi will become Super Happy! For a time, Yoshi will shine and can do special things. Any colour Yoshi will feel this way after eating a Heart Fruit.



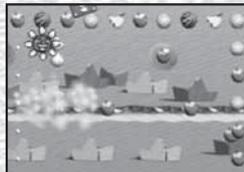
Heart Fruit
Eat six fruit of the same kind to make it appear.



Yoshi is Super Happy!



You can hit enemies and not take damage.



With a ground pound, all Shy Guys on the screen will change to Lucky Fruit and all bubbles on the screen will smash.



All the eggs you can throw!



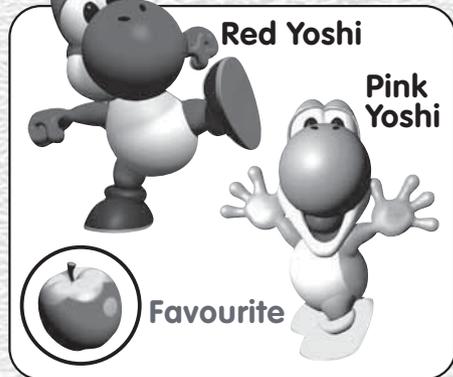
Yoshi tongues are 1 1/2 times as long as their bodies!

See below for each Yoshi's favourites. Have you seen any other colour Yoshis?

Red Yoshi

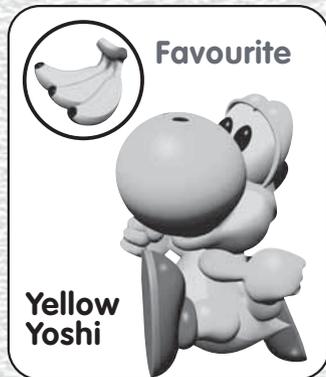
Pink Yoshi

Favourite



Favourite

Yellow Yoshi



Green Yoshi

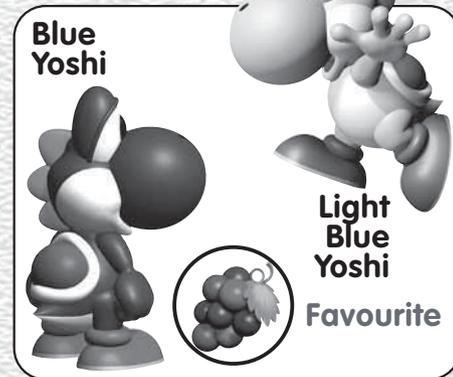
Favourite



Blue Yoshi

Light Blue Yoshi

Favourite





Helpful Information

Shoot for the high score!

To get a high score in Trial Mode, the use of a little bit of strategy is necessary. First, determine what gives the most points!

Quick chart for basic points	Fruit	Regular Fruit	1 ♥	Enemies	Eat Regular Shy Guy	1 ♥
		Favourite Fruit	3 ♥		Defeat Regular Shy Guy	2 ♥
		Lucky Fruit	8 ♥		Eat Favourite Shy Guy	3 ♥
					Defeat Favourite Shy Guy	6 ♥
	● Coin			1 ♥		
	● Heart Fruit	8 ♥	● Special Heart	100 ♥		
	● Collected Melon (each)			100 ♥		
	● Remaining Yoshi (each)			100 ♥		

There are other enemies or items that will give you points as well. Also, some items might not give you points but will replenish the Smile Meter.

Advice

- Eat the same fruit all the time. Try to aim for Yoshi's favourite fruit. The best thing that you can do is to get thirty melons in a row!
- When you defeat an enemy with an egg, you get twice as many points than you would for to eating it!
- When you defeat several enemies with one egg, it increases the value by four, eight and sixteen times.

About Saving

As each Story Mode course is cleared, your progress is automatically saved and can be continued later. Additionally, those courses will then be opened on the Trial Mode ranking screen and you can go back and play them at any time. Yoshi's Mood (score) and name entry are saved when you clear a course in either the Story or Trial Modes.

To start a new Story Mode game, erase "Continue Data" in the Options mode.



How The Smile Meter Works

Tasty



Melon + 3 Flower Petals

Not so Tasty



Hot Pepper - 1 Flower Petal

Lucky Fruit	+ 8 Flower Petals	Hit Enemy	- 3 Flower Petals
Favourite Colour Shy Guy	+ 3 Flower Petals	Eat Yucky Enemy	- 1 Flower Petal
Favourite Fruit	+ 3 Flower Petals	Hit Spikes	- 3 Flower Petals
Other Fruit	+ 1 Flower Petal		

The Secret of the Smile Meter

When you have only one or two flower petals remaining, you can hit an enemy and still survive - just! However, you will be weak. When you are Super Happy, the flower petals are always in full bloom and the face will be smiling from ear to ear.



This game is compatible with the Nintendo⁶⁴ Rumble Pak (sold separately). Insert a Rumble Pak in your Nintendo⁶⁴ Controller, and it will rumble when Yoshi takes damage, Flutter Jumps, ground pounds, etc.

When you use a Rumble Pak, be careful with the following:

- Before use, make sure you carefully read the instruction booklet included with the Rumble Pak.
- Remove and insert the Rumble Pak only when the POWER switch is in the OFF position.
- Use care when handling the batteries.

