

YOSHIS STORY

MOVING YOSHI

How to Operate



For detailed information on game operation, please read the accompanying Yoshi's Story Instruction Booklet.

+ Control Pad

Change the size of the Fruit Frame
▲ Larger / ▼ Smaller

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 **A**

Quick Exit

While playing the Story Mode, if you want to use a Yoshi of a different color, 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 color from the remaining Yoshis.

L Button

Toggles Fruit Frame On / Off

Pause

See Current Score

R Button

Sniff-Sniff

Sniff search for hidden fruit or blocks. If Yoshi finds something, pound the ground to reveal it.

C Buttons

Same as Z Button

A Button

Jump

Press and hold the A Button

Flutter Jump

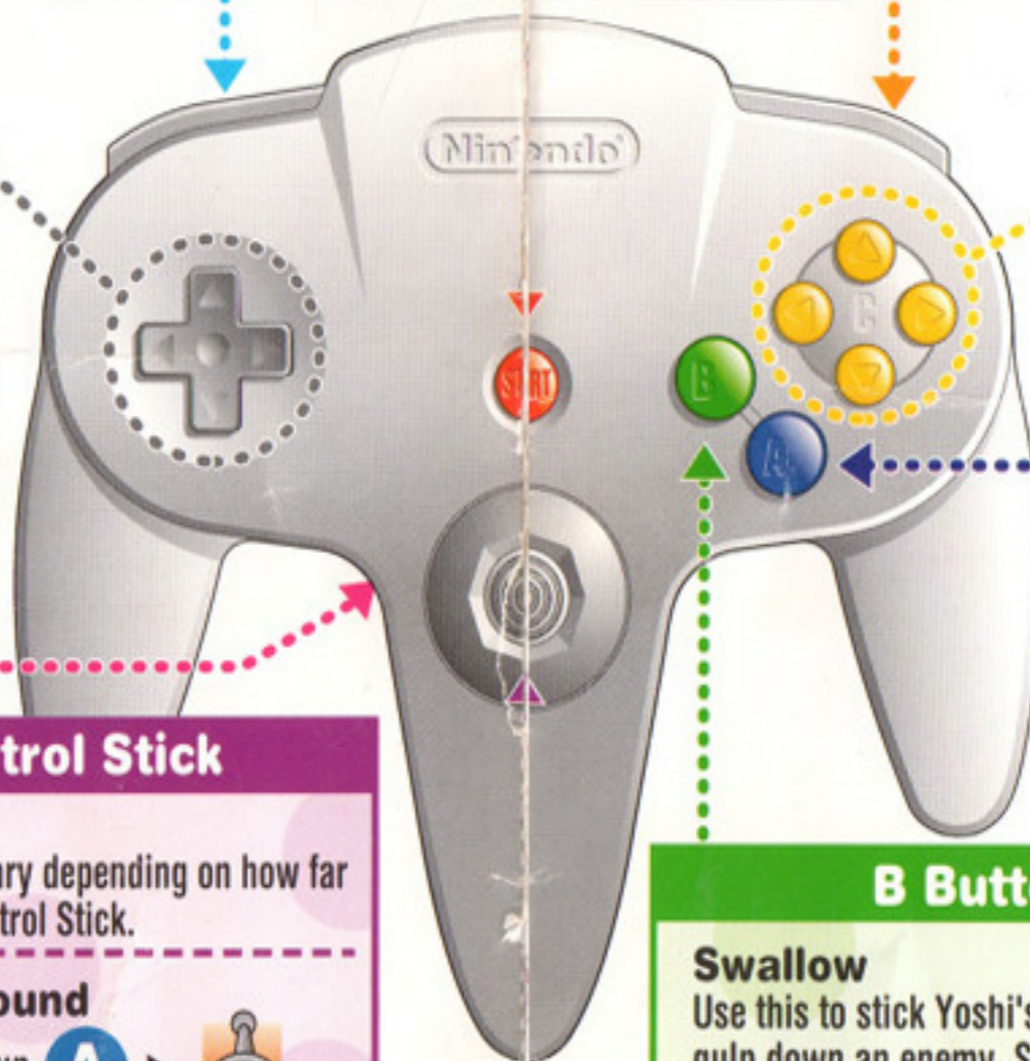
For a short time, you can float. When you Flutter Jump, you can jump higher with the Control Stick

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.



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Helpful Information



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

Quick chart for basic points	Fruit	Regular Fruit	1 ♥	Enemies	Eat Regular Shy Guy	1 ♥
		Favorite Fruit (Everyone likes melons!)	3 ♥		Defeat Regular Shy Guy	2 ♥
		Lucky Fruit	8 ♥		Eat Favorite Shy Guy	3 ♥
			Defeat Favorite Shy Guy		6 ♥	
	Coin		1 ♥			
	Heart Fruit	8 ♥	Special Heart	100 ♥		
	Collected Melon (per each)			100 ♥		
	Remaining Yoshi (per 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. Take preference for Yoshi's favorite 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 compared to eating it!
- When you defeat several enemies with one egg, it increases the value by four, eight and sixteen times.

How The Smile Meter Works

Tasty		Not So Tasty	
	Melon + 3 Flower Petals		Hot Pepper - 1 Flower Petals
Lucky Fruit	+ 8 Flower Petals	Hit Enemy	- 3 Flower Petals
Favorite Color Shy Guy	+ 3 Flower Petals	Eat Yucky Enemy	- 1 Flower Petal
Favorite 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 just barely be okay. However, you will be weak. When you are Super Happy, the flower petals are always full bloom and the face is smiling very happily.



Red Yoshi



Pink Yoshi

Favorite Color Shy Guy: *Red*

Favorite Fruit: *Apple*



By pounding the ground, a Shy Guy's color will change. Change it to the color you like and defeat him for the highest score!



Yellow Yoshi

Favorite Color Shy Guy: *Yellow*

Favorite Fruit: *Bananas*



Green Yoshi

Favorite Color Shy Guy: *Green*

Favorite Fruit: *Watermelon*



Blue Yoshi

Favorite Color Shy Guy: *Blue*

Favorite Fruit: *Grapes*



Light Blue Yoshi

Each Yoshi thinks their Favorite Fruit tastes best and will give you a higher score for eating it.