

YOSHI'S NEW ISLAND

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

Before use, please also read the Operations Manual for your Nintendo 3DS system. It contains important information that will help you enjoy this software.

- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual apply to Nintendo 3DS™ and Nintendo 3DS™ XL systems.
- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual also apply to Nintendo 2DS™ systems, excluding references to features which make use of 3D visuals. Features which require closing the Nintendo 3DS system can be simulated by using the sleep switch.


Health and Safety Information



IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu.

To access this application, touch the  icon on the HOME Menu, then

touch OPEN and read the contents of each section carefully. When you have finished, press  HOME to return to the HOME Menu.

You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

For precautions related to wireless communication and online play, please refer to the Operations Manual, "Health and Safety Information".

Language Selection

The in-game language depends on the one that is set on the system. This title supports eight different languages: English, German, French, Spanish, Italian, Dutch, Portuguese and Russian.

You can change the in-game language by changing the language setting of your system. For instructions about how to change the system language, please refer to the System Settings electronic manual.

Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):
www.pegi.info

USK (Germany):

www.usk.de

Classification Operations Branch
(Australia):

www.classification.gov.au

OFLC (New Zealand):

www.censorship.govt.nz

Advisories

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After the Nintendo 3DS system or any software is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 3DS system, or the use of any unauthorised device in connection with your Nintendo 3DS system, may render your Nintendo 3DS system permanently unplayable. Content deriving from the unauthorised technical modification of the hardware or software of your Nintendo 3DS system may be removed.

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CTR-P-ATAP-00

This software supports Nintendo Network™.

You can allow this software to connect to the internet and send information about how you play to Nintendo. See SpotPass™ (p. 16) for more details.

- ◆ For information about connecting your Nintendo 3DS system to the internet, refer to the Operations Manual.

About Nintendo Network



Nintendo Network is an online service which allows you to play with other players all over the world, download new software and add-on content, trade videos, send messages and much more!



Baby Luigi has been kidnapped, and it's up to the Yoshi clan to go through each course and get him back, all while taking care of Baby Mario! Gobble up enemies and toss eggs to save the day (and Baby Luigi)!

If you're launching this game for the first time, you'll be asked whether you want to activate SpotPass (p. 16). Any time after that, you'll start at the file menu.



Menu Controls

Navigate the menu using the following controls:

Select an option	+ / ○
Confirm	(A)
Cancel	(B)

- ◆ You can also select and confirm options by touching the Touch Screen.

File Menu

To start a game from the beginning, select **NEW GAME**. To continue your adventure, select the data file you have been using and you will continue to the mode selection screen.



Mode Selection Screen

Choose which mode you want to play.



Story Mode (p. 8-14)

Get through the courses and save Baby Luigi!



2P Minigame Mode (p. 15)

Play with a friend in fun minigames via Local Play and Download Play.



Options

The following settings can be changed:



Controls

Choose between A Style or B Style controls.



Egg-Toss Style

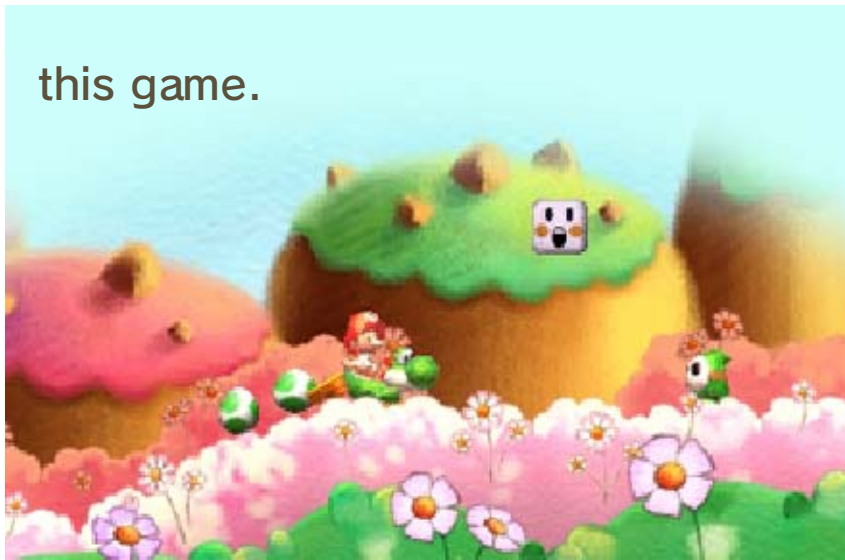
Set your egg-toss style to Hasty, Patient or Gyro (p. 7).



SpotPass

Activate or deactivate SpotPass for

this game.



Your game progress will be automatically saved to your file each time you clear a course.

Copying a File

Select COPY in the file menu to copy data from one file to another.



Erasing a File

Select ERASE in the file menu to clear data from a file.

◆ Erased data cannot be recovered so be sure to double check that you actually want to erase it.

- Do not turn the power off, reset the system or remove Game Cards/SD Cards while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.
- Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

This game has two control styles: A Style and B Style. This manual is written using the controls for A Style.

- ◆ You can view the controls for B Style when selecting it from the options menu.
- ◆  and  perform the same function.



Move

Press .



Crouch

Press .




Jump

Press .



Flutter Jump

Jump and hold down  to float in mid-air for a moment.





Ground Pound

Press \oplus in mid-air to attack enemies or pound posts into the ground.



Flick Out Tongue (Gobble Things)

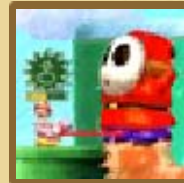
Press \textcircled{B} to flick out Yoshi's tongue and gobble up enemies and other objects. Press \oplus and \textcircled{B} to flick the tongue upwards.



- ◆ After gobbling up something, press \textcircled{B} to spit it back out as an attack.

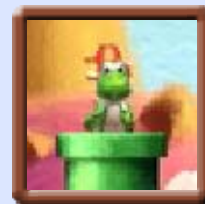


will appear when trying to gobble up certain enemies. When this happens, press any button repeatedly to gobble up the enemy.




Enter a Pipe

Press \oplus in the direction of the pipe to enter it.




Enter Doorways

Stand in front of a doorway and press  to enter.





Making an Egg

After gobbling an enemy, press  to make an egg (p. 13).



- ◆ You can carry up to six eggs.
- ◆ Not all enemies can be turned into eggs.






Tossing an Egg


Toss eggs at enemies and other objects. You can switch your egg-toss style between Hasty, Patient or Gyro.



Hasty






- 1 Press and hold  /  to display the aiming cursor ().



- 2  will move up and down. Line it up with your target, then let go of the button to toss an egg.







While ✖ is displayed...

- Press and hold  to aim ✖ directly upwards.
- Press  /  to stop ✖ from moving.
- Press  /  to cancel an egg toss.







Patient

- 1 Press  /  to make ✖ appear.
- 2 Line up the moving ✖ with your target, then press  /  again to toss an egg.



Gyro

- 1 Press  /  to display the aiming cursor (✖).
- 2 Line up ✖ with your target by tilting the Nintendo 3DS system.
- 3 Press  /  once more to toss an egg.



When using this software, you may have to move the Nintendo 3DS system around. Make sure you have enough room before playing, and hold the system firmly with both hands. Do not move the system with excessive force, as this could lead to injuries, damage to the product or damage to nearby objects.

Here you select which world and course you want to play. Selecting a course will bring you to the course screen (p. 9-10).



1 Current world and course name

2 Remaining lives

3 Collected coins (p. 11)

4 World

Touch these icons to change worlds.

5 Courses

You will encounter bosses in courses four and eight of each world. Beat the boss in course eight to progress to the next world.

6 Course progress

These icons display when you have cleared a course and met any of the following conditions:

- 🌟 : Finished the course with a star power of 30 (p. 9)
- 🔴 : Collected 20 red coins (p. 11)
- 🌻 : Collected five smiley flowers (p. 11)

7 Medal count (p. 9)



The objective is to head through each course, defeating enemies and dodging traps as you go. Once you've cleared a course, you'll then be able to proceed to the next one.



Star Power

When you get hit by an enemy, Baby Mario will fall off Yoshi's back and your star power (5) will start decreasing. Hurry and grab Baby Mario before the counter reaches zero!



Once Baby Mario is on Yoshi's back again, your star power will slowly recover up to ten.



If the counter reaches zero...

Baby Mario will get swept away by Kamek's goons, and you'll lose a life.

Checkpoint Ring

Once you pass through this ring, you'll be able to restart the course from here if you lose a life.



Your star power will also increase by ten.

- ◆ Your progress will be lost if you leave to play another course, or if you get a Game Over.

Clearing Courses

Jump through the Goal Ring to finish a course. You will earn medals if the roulette stops on a smiley flower (🌻).



- ◆ There is one 🌻 on the Goal Ring for every smiley flower you found in that course.
- ◆ You will get a medal for every smiley flower you found.

Medals

Collect 30 of these egg-shaped medals in each world and who knows what will happen...



Losing a Life

The following will make Yoshi lose a life:

- Your star power count reaches zero and Baby Mario is swept away
- You fall into a hole or lava
- You touch spikes or other traps



Game Over

When you lose all your lives, it's Game Over! If that happens, you'll start from the beginning of the course with five lives.

Using the Course Screen



1 Message Block

Hit these from below to get helpful hints and tips.

2 Collected items

Shows how many items you've collected and how many of those items you need to collect.



: Stars



: Red coins







: Smiley flowers

3 Remaining lives

4 Collected coins

Looking Up or Down

In certain areas, you can move the view up with  /  or down with  /  and see places you couldn't see before.

Pause Menu

Touch PAUSE while on the course screen to display the pause menu. Here you can return to the map screen, or configure settings in the options menu.





Coins

Collect 100 of these to gain an extra life.



Red Coins

20 of these are scattered through each course. They are also counted towards your normal coin count.



Stars

These increase your star power by one, to a maximum of 30.



Smiley Flowers

There are five of these hidden in each course.





Watermelons

Eat one of these and press **B** to spit the seeds out as an attack. You can also find special kinds of watermelon - fire watermelons that let Yoshi breathe fire, and ice watermelons that let Yoshi breathe ice!



Yoshi Stars

Grab one of these to transform into the invincible Super Yoshi! Hold down **+** to dash and make Super Yoshi run up walls and across ceilings!



Red Yoshi Stars

Pick up one of these to make you zoom along like a comet! Use **+** to adjust your position.



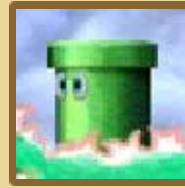
Flutter Wings

If you lose a life several times in the same course, Mr. Pipe will lend you these special wings. Hold down **A** to continuously flutter-jump!



Mr. Pipe

This mysterious character will appear at certain times in the game to help you out with an item or two.





Winged Clouds

If you can hit one of these with eggs or enemies, all kinds of things can happen!



Egg Blocks

Hit one of these from below to make an egg pop out.



Switches

Jump on these to cause a variety of effects.



Keys and Doors

You can open locked doors if you have a key.




Arrow Clouds

Hit one of these with an egg and the egg will fly off in the direction the arrow is pointing.





Binoculars

Pick up these to look around Yoshi's immediate surroundings for a short time. Move the Nintendo 3DS system or slide  to look around the area.



Tossing eggs around can be useful for defeating enemies and affecting objects in the world. There are even two special types of egg: Mega Eggdozers and Metal Eggdozers.

Normal Eggs

As an egg bounces off walls, pipes or other obstacles, it will turn from green to yellow and then to red.



- ◆ Red eggs don't bounce. If one hits a wall, pipe or other obstacle, it will be lost.



Eggs and Items

You can get items by hitting enemies with eggs - different coloured eggs produce different items.



Produces a coin.



Produces three coins.



Produces two stars.



Produces a red coin.

- ◆ These only appear in certain courses.

Mega Eggdozers

One way to get one of these is by gobbling a Mega Guy. Toss it to squash enemies, smash pipes and cause chaos!

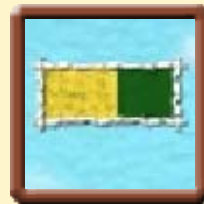


- ◆ A Mega Eggdozer will replace all of your normal eggs.
- ◆ You won't be able to get through narrow areas while you're carrying a Mega Eggdozer.



Mega Eggdozer Gauge

Fill this gauge by smashing pipes and other scenery and you'll get a 1-Up for each bar filled.



Metal Eggdozers

There are different ways to get these, one of which is by gobbling a Metal Guy. Toss one and it'll roll along the ground, smashing rocks, squashing enemies and shaking things up!



When carrying a Metal Eggdozer...

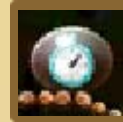
Metal Eggdozers are heavy and will weigh down your jumps. On the other hand, they will let you walk around while underwater. Tossing the egg will let you float to the surface again.

Head through a Whirly Gate and Yoshi will undergo a transformation for a short time. Try to get to the exit before the transformation wears off!



- ◆ Control Yoshi while he's transformed by tilting the Nintendo 3DS system.
- ◆ Touch PAUSE to see the controls for the transformation.

Pick up a Time Booster to stay transformed for longer.



Transformations

Here are just a few of Yoshi's transformations...



Mine Cart Yoshi

Yoshi rides along as a mine cart. Press any button to jump.





Hot-Air Balloon Yoshi

Float higher and higher while dodging obstacles. Press any button to slow down.



Jackhammer Yoshi

Press any button to drill through blocks beneath you.




Play with a friend in fun minigames using Local Play or Download Play.

- ◆ You'll unlock more minigames as you play through Story Mode.



You Will Need:

- One Nintendo 3DS system per player
- At least one copy of the software

Both players own the
software
(Local Play) 



Hosting a Game

- 1 Select HOST.



- 2 Once a player has been found, select the player's name.



- 3 Choose a minigame to play.



Joining a Game

Select JOIN, then select the player's name when it appears.

One player owns the
software
(Download Play) 



Sharing the Software

The player who owns a copy of the software on their system should select SHARE, then select the other player's name when it appears.



Joining a Game

- ① The player without a copy of the software should touch the Download Play icon on the HOME Menu, then touch OPEN.
 - ② Touch the Nintendo 3DS logo, then touch YOSHI'S NEW ISLAND, and finally touch OK.
- ◆ You may need to perform a system update. Follow the on-screen instructions to begin the update.



If you receive a message during the system update that the connection was unsuccessful, carry out the system update from the System Settings application.

For further information about system updates, refer to the Operations Manual.

- ◆ Closing the system during Local Play/Download Play, or a system update, will interrupt the

connection.



Sending play data to Nintendo (SpotPass)

To use SpotPass, you must first:

- Accept the Nintendo 3DS Service User Agreement and Privacy Policy
- Set up an internet connection
- Insert an SD Card into the Nintendo 3DS system

For information on these, refer to the Operations Manual.

If you have activated SpotPass, the system will automatically search for a wireless access point while in Sleep Mode, and send data on how you play this game to Nintendo, without having to launch the game itself. Data sent to Nintendo will be used for the development of future products. You can deactivate SpotPass for this software at any time.



Activating SpotPass

Set the SEND DATA? setting to YES in the options menu.

◆ Set it to NO to deactivate

SpotPass.



For product information, please visit the Nintendo website at:
www.nintendo.com

For technical support and troubleshooting, please refer to the Operations Manual for your Nintendo 3DS system or visit:
support.nintendo.com