

SUPER MARIO WORLD 2[®] YOSHI'S ISLAND

Nintendo
PLAYER'S GUIDE

TM



The complete Player's Guide to Yoshi's Island—straight from the pros at

NINTENDO
POWER

MORE MIYAMOTO MAGIC

Video game players are cheering the arrival of the latest masterpiece from the world-famous design team of Shigeru Miyamoto and Takashi Tezuka. The terrific twosome, who brought you all the Super Mario Bros. and Zelda games, began by assembling a dream team of more than thirty ace artists, musicians and programmers at Nintendo Company Ltd. in Japan. After four years of intense effort, they've delivered Super Mario World 2: Yoshi's Island. After playing it once, you'll never look at video games in quite the same way again!

The numbers alone are mind-boggling. More than 130 enemies patrol the game's 60-plus stages. There are dozens of secret areas and bonus challenges. Miyamoto and Tezuka have pushed the Super FX2 graphics chip to the limit, developing a new programming technique called morphation. They've used it to produce enemies that grow, shrink, rotate and change shape. Some are even bigger than an entire screen! Yoshi's Island also features ultra-realistic control. You can actually feel Yoshi slogging down muddy slopes and skidding over ice-covered ponds. Still, all these technical innovations never overwhelm the pure joy of playing the game. A rich palette and subtle shading give the backgrounds a magical effect. Whether flying over icy mountains or submarining through tropical lakes, you've never seen anyplace like Yoshi's Island. The music always strikes just the right note, bright and bouncy in the above ground scenes and moody when Yoshi plunges into caverns.

Thanks to the intuitive interface and message blocks, starting is easy. But even long-time players are likely to be stumped by the task of finishing this complex and challenging game. Throw in the Super Mario Bros. tradition of secret areas and bonus challenges, and you're going to want help, big time. Here it is straight from the pros at Nintendo!

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WORLD 1

PAGES 22-37

It looks like a perfect spring day as Yoshi and Baby Mario begin their journey. The sun shines brightly down on butterflies floating through a meadow. Things are not what they seem, though. sinister forces want to grab Mariko in World 1, you'll learn all the basics of babysitting on Yoshi's Island, including flying, egg throwing and ground pounding. You'll glimpse the dark depths of Cheroo Cavern and climb mountains on the fast and furious Donut Lifts.

WORLD 2

PAGES 38-53

It rains in the cool pine woods of World 2 would love to throw Yoshi in a loop. The Baseball Boys have a horsehide high and hard, while lurking Lakitus toss bombs on his head. A chill wind blows no good, so blow down on the wind-riding Koopas and hop down the nearest ledge. When the going gets tough, though, the baby gets going. An opportunistic moment, Mario will jump into Super Mario and perform a series of derring-do with Yoshi on his

WORLD 3

PAGES 54-69

It's a jungle, jungle, jungle! The real jungle explorer is here! Join Yoshi and Mario for a trek through tropical treescapes and lagoons. Watch out, though. Some thwomp sheeps would love to throw a monkey wrench in the proceedings! Meanwhile, the natives are restless, especially when Yoshi and Mario invade the ruins of a lost civilization. Some seriously scary water life be in wait, too. When things get too damp, Yoshi morphs into a submarine.

WORLD 4

PAGES 86-101

It's a mighty cold in the frosty peaks of Yoshi's Island. A smart dove knows there's only one thing to do: hop in the closest chalet and strap on a pair of sleds. Keep climbing, and when you run out of solid ground, hop on a winged pal to take you even higher. Uh-oh! Not all birds are of a friendly feather, though. Before exiting World 5, Yoshi will go star-to-buck in a ground-pounding battle with Raphael the Raven, who would

SUPER MARIO WORLD 2 YOSHI'S ISLAND

WORLD 5

PAGES 70-85

Red sky at morning, 'totes like tomorrow! Things get a lot hotter in the sticky babydome as he explores the land landscape of World 4. When Yoshi meets a friendly face, it belongs to Marching Midge, who would love to stomp him into the ground! Koopas and Para-Koopas patrol the terrain, but they're just a warmup for the final showstopper. To get out of this world, Yoshi will have to defeat HookyB, the biggest and baddest Koopa of them all!

WORLD 6

PAGES 102-119

The bones of foolishly souls litter the final approach to King Bowser's Castle, but Yoshi and Mario aren't about to give up the ghost. Bowser and that mean Magikoopa, Kamek, beguile all devotes in an effort to stop our heroes. If the Skeleton Goonies don't put a chill down your spine, the lava lakes will make things frightfully hot for you. Do you have the spine to scare off these fiend fends and rescue Mario with his twin brother!

Snowy mountains tower over sweltering jungles. Dark caves plunge deep beneath lush forests. Primitive natives stand guard over the ruins of ancient civilizations. Hence the Yoshies decide to use a relay system, figuring that the baby would be best protected by a Yoshi most familiar with the area he or she was crossing. Like Pony Express riders, each will carry Mario for a while before handing him off to another Yoshi.

Easier said than done! Little do the Yoshies suspect that trouble is brewing. For the baby's twin was kidnapped by Kamek, an evil Mogikoope with the gift of seeing the future. The previous night, he divined that the twins would bring ruin to the Koopa family. Returning to his castle in the Koopa Kingdom, he is horrified to discover that he only grabbed one baby. He orders his toadies to bring back the other one. Meanwhile, the hills smile down as Green Yoshi begins his trek across the blooming meadows of World 1. Puffy clouds float in the distance and butterflies drift lazily in the sunlight. All is not bliss, though. The arrival of the baby has roused the many strange life-forms that populate Yoshi's island into action. They too want to stop Yoshi and get that baby!



MOVES

"I think I can" should be Yoshi's motto. The little dino doesn't have the stunning skills or amazing arsenals of some superheroes, but he more than makes up for his shortcomings with plenty of courage and cleverness. Yoshi's abilities may overwhelm you at first, but you'll discover as you play the game what a resourceful little guy he is. To make it through Yoshi's Island and defeat Bowser, you'll have to stay sharp and know just what to do in every situation you'll encounter.

PA-TOOEY

One of the simplest ways for Yoshi to clear a path is to stomp up an enemy by pressing the Y button, then immediately spit it out by pressing Y again. The enemy will roll over nearby foes. Special watermelons give Yoshi the ability to blow seeds, fire and ice. Bubble Diapers and Berney Bubbles blow bubbles, which Yoshi can then exhale. They're not terribly effective, but are rather pricey. Lava Bubbles and other hot-blooded enemies give Yoshi the temporary ability to breathe fire.



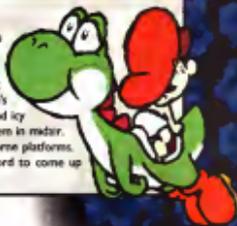
TONGUE-TIDE

The Y Button has more uses than aluminum foil on a camping trip. Use it to activate Yoshi's amazing appendage, which goes much farther than you'd imagine. You can use it to take a long-range bite out of enemies. Indigestible adversaries such as Tap-Taps give ground when Yoshi sticks his tongue out at them. Press Up and Y simultaneously and Yoshi will stick his tongue straight up. This trick is especially helpful when Baby Mario has been knocked off Yoshi's back and is floating overhead.



JUMP...

Like many a young bird, Yoshi would like to try out his wings. Unfortunately, he doesn't have any. Press the B Button and you'll find that he's a fairly good leaper, though. Practice the many subtleties of Yoshi's jumps. Short, fast steps can carry him over the treacherous terrain of Yoshi's island, including mud flats, palm trees, sector-cutter logs and icy bluffs. He can even take off from enemies if he catches them in midair. Careful timing is needed when Yoshi gets on and off airborne platforms. Longer leaps help Yoshi cross wide chasms. He can't afford to come up short, because it's almost always a long ways down!



... AND HOVER

A rudimentary hovering ability serves Yoshi well. Simply press and hold B when Yoshi's aloft. Staying aloft for a few extra seconds can spell survival, especially if enemies are raising a ruckus below. Hovering also helps Yoshi slow his descent and lengthen his glides. By combining jumping and hovering, Yoshi can travel much farther than when he's only jumping. Hovering also gives Yoshi precious seconds for surveying what's below. This is an especially important ability when he's high in the air above Yoshi's island.



THE FALL GUY

Press Down while Yoshi is in the air and he'll slam the ground like a ten-ton dino. Pounding the ground pulverizes rock pots, frequently revealing power-ups hidden within. Careful, though. Pounding a rock platform where there's no solid ground below is a one-way ticket to nowhere. You can often pound an enemy into oblivion, while merely jumping them often has little effect. Pounding also shakes the nearby landscape like a 6.0 earthquake. Among other things, it will knock the dangerous peak off an Eggo-Dil.



MORPH MANIA

Thanks to the cutting-edge technique of morphismation, Mr. Miyamoto's design team has endowed Yoshi with some eye-popping transformations. Throughout every world, Yoshi will encounter Morph Bubbles. Touch these, then watch out. The more things morph, though, the more they stay the same. Just as regular Yoshi isn't the island's fastest runner or highest jumper, so his morphed skills leave something to be desired. As a mole tank, he can only dig through soft rock, and as a helicopter, he's not quite sure how to go up and down. Yoshi the vehicle can sprout stubs like wheels for getting over obstacles. Fortunately, subversive Yoshi has an endless supply of torpedoes for vanquishing underwater worms. Perhaps his most astonishing transformation, though, is into a crayon-drawn train, dash up a wall with Train Bandits in hot pursuit! Controlling morphed Yoshi is very different from controlling regular Yoshi. It will take practice to master his unusual skills.



Morphing only lasts for a brief period, so be on the lookout for new morph buddies to replenish your power. In some cases, unmorphed Yoshi will warp back to its starting point, where he can begin again. As other events, though, morphed Yoshi gets only one chance. Touching a Yoshi Mook morphs Yoshi back to his ordinary shape and retrieves Mario. Mario can morph, too. By touching a bouncing Super Star, he'll morph into Super Mario. Super Stars don't give you points or boost your countdown timer, but they sure do rock out! Super Mario can run like the wind and parachute with his diaper, all the while hauling Yoshi behind in a giant egg. Super Mario is virtually indestructible. He can plow through deadly enemies and run across razor-sharp spikes. Just like Yoshi, though, his indomitable powers last only a short while until he touches another super star. Watch out. He can warp back into Baby Mario at the most inopportune time!



THE EAGER EGGER

SPRING TRAINING

For the play-by-play description of Yoshi's egg toss technique, let's turn to Spike du Moutville, retired coach of the Yoshi's Island Olympic Egg-Tossing Team.

"Yoshi is the best, a real pro. He always stays centered, focused, in the zone. Other young stars pass the off-season down at the Koopa-Cabana, slurping up the cream sodas, but not Yoshi. He knows a good training regimen begins with a good diet. He wants to carry the maximum load of six eggs as much as possible. That's why he's always making new eggs by marching on enemies like Sky-Guys and Crazyes Doyages. You've heard of Popeye and his spinach! Well, Yoshi gets his leafy greens by nibbling on Egg-Plants. And he never misses a chance to rub up against an Egg Block and get more goodies, including special yellow and red eggs."

THE WIND-UP . . .

"Like a carry big-league pitcher with a fastball and change, Yoshi has two ways of throwing a dino egg. He always carefully chooses which mode he'll use, because he can't change once he's begun a charge. In Palmet mode, press and release the A Button. The moving crosshair will appear in the direction in which Yoshi is facing. Lock on target by pressing the Right or Left Button, then press the A Button again to fire."

. . . AND THE PITCH!

"As you move farther into Yoshi's Island, you'll find enemies clogging your path. Power-ups will appear only briefly before vanishing. When the going gets tough, though, the tough switch to the Hasty controller mode! It's just like the Palmet mode, except instead of pressing A twice to fire, you only press once. Release the button and Yoshi will throw. You can still use your Left or Right Button to lock on target. No matter which mode you choose, aim correctly on the fire try in order to conserve your eggs. And remember, practice makes perfect!"



BABY GOT BACK

RUBBER BABY BUBBLE BUMPERS

The prime directive of Yoshi's Island: Don't lose that baby! In each stage, Yoshi needs to jump through the Goal Ring and hand Mario over to the next Yoshi. Easier said than done! Yoshi's Island is filled with deadly enemies and sordid traps. What's more, Kamek's Toadies are always hovering just above. If Baby Mario gets knocked off Yoshi's back, he'll float up in a bubble and start bawling. The timer in the upper corner of the screen will begin counting down. If it reaches zero, Kamek's Toadies will swoop down and whisk Baby Mario away!

Sometimes single Toadies will fly down and try to grab Mario, even if the timer is still ticking. Bandits are even more aggressive. They'll grab Mario off Yoshi's back and head for the life!

Whenever Mario goes adrift, Yoshi should drop everything he's doing and get that baby! If Mario's too high to reach by jumping, try sticking Yoshi's tongue out. Hearing Mario with an egg will also bring him closer. Watch out for enemies, though. If Yoshi touches one while pursuing Mario, he'll be immobilized for a few precious seconds.



ITEMS AND POWER-UPS

Power-ups and special items will help Yoshi overcome the many obstacles in his path. Try everything, especially if you want to get a perfect score. (And you do!) If you're in a jam, pause, use your directional controller to scroll through the list of special items, and then press the A Button to select one.

POINTS & POWER

COINS

Pocket 100 coins to earn a 1-up. Hidden among the coins in each stage are 20 red coins. You'll have to grab all 20 if you want to earn a perfect score. Each also counts as a regular coin.

STARS

Increase the countdown timer by collecting as many as 30 of these scintillating beauties. You'll have to finish a stage with all 30 if you want a perfect score. Fortunately, you'll come across lots of chances for star grazing.

FLOWERS

Each flower is worth ten points. You'll have to collect all five in a stage to get a perfect score. Collecting all five also gives you a 1-up. Flowers are some of the toughest power-ups to get in Yoshi's Island.

GRADE A EGGS

Look for these special missiles in special egg blocks. Toss a yellow egg and, besides bopping an enemy, you'll get a coin. You'll have to scurry to pick up the two stars the red egg gives up on impact. A fishing egg creates a red coin.

MELON PATCH

Swallow a green watermelon and spit the seeds at enemies. You can't always get rid of an enemy this way, but you can certainly slow it down. Blue watermelons allow you to instantly freeze enemies, while red watermelons give Yoshi flame-breath.

GET THE GOODS



MESSAGE BLOCK

Hit these sentinels from below and pay attention, OK! Some give you info on basic moves, while others advise you how to get through especially tricky areas. You can also jump atop message blocks and then jump to higher areas.

WINGED CLOUD

Throw an egg to make these reveal their treasures, which include coins, stars, flowers, 1-ups, stars, switches, platforms and secret passageways.



EGG BLOCK

Jump up and hit these from beneath until you have a full load of six eggs. You can always return to green blocks to reload, but yellow and red egg blocks give up only one egg before disappearing.



ANYWHERE POW

These instantly convert every on-screen enemy into a star.

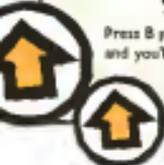
EXPANSION BLOCK

Strike one of these from below and it will instantly expand into a giant block. Climb atop the block to get to high areas.



SPRING BALLS

Press B just as you're about to land on one of these and you'll rocket into the air. Spring balls come in two sizes, with the bigger propelling you higher.



1-UP

Yoshi's Island offers lots of opportunities to grab extra lives. Some 1-ups are concealed in winged clouds. In many stages, Fly Guys and balloons bearing 1-ups appear briefly.

1-UP

KEY

Find these to open locked doors. Keys are often hidden in out-of-the-way places, but are always in the same stage as the locked door.



SWITCH

Jump on a switch and a secret entrance to a hidden area will appear, but only briefly! Switches can also make stars, platforms and coins materialize. Whenever you hear the distinctive tick-tock of the switch crier, move fast.



MAGNIFYING GLASS

Pick up x-ray specs to see all the red coins in a stage. These are particularly helpful when you want a perfect score in a stage but don't want to trouble yourself with getting all the regular coins.



CRATE

Pound these to uncrate stars and other power-ups. Because you can only open a crate by pounding the ground, make sure that it is sitting on a sturdy surface.



KOOPA SHELL

Hit a Koopa or Para-Koopa, then push Y again to spit out its shell and eradicate most enemies in your path.



BONUS GAMES

MINI-BATTLES

Some locked doors admit you to mini-battles against a Bandit. Defeat them to win special items or a 1-up. While there is no timer on most of Yoshi's Island, there is in the Throwing Balloons and Gather Coins mini-battles. You'll have to compete aggressively if you want to win these contests! Note that the fleet-footed Bandits are easily damaged. Don't hesitate to shove your runty rival aside when pursuing your goal.



THROWING BALLOONS



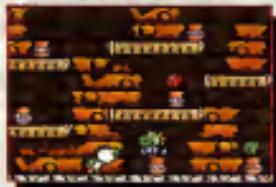
Key the four- or six-key sequence shown on your screen to toss the balloon onto the Bandit. The balloon slowly inflates throughout this mini-battle. You will lose if you are holding the balloon when it bursts.

POP BALLOONS



Burst the balloons by pounding the ground. Don't waste too much time trying to burst the balloons on the moving platforms. The competitor who finds the special items hidden behind one of the balloons wins.

SEED-SPITTING CONTEST



Eat a watermelon and shoot the Bandit while avoiding his attacks. Win by reducing his damage meter to zero. You'll have to move fast. The Bandit will try to stay out of the line of fire by ducking behind walls and pots.

GATHER COINS



The moving mortar randomly fires coins into the air. Run and jump to grab as many as possible before time runs out. Increase your chances by knocking the Bandit off his feet.

BONUS CHALLENGES

Each flower you've collected in a stage is added to the Goal Ring, which begins to spin when Yoshi and Mario leap through it. If the spin ends on a flower, you enter a bonus challenge. Get a perfect score in every stage of a world and you'll enter an additional bonus level. Except for Match Cards, in which good memory can help you out, all bonus challenges rely on chance.

FLIP CARDS



Throw an egg at a card to collect the item underneath. The card with Kamek's Toady is worth nothing. If you get Kamek himself, though, you'll lose everything you've already won. You can stop at any time by hitting Exit.

DRAWING LOTS



Choose one card and collect the item underneath. Yoshi will jump up and down to celebrate winning a special item. If he draws Kamek's card, which is worth nothing, he'll grimace in frustration.

ROULETTE



Press Up or Down to select the number of Yoshi lives you want to bet, then spin the wheels. The first wheel will stop on a plus or a times sign, which is then applied to the number on the second wheel.

SCRATCH AND MATCH



Gain extra lives according to how many Baby Maros you uncover in three chances. Kamek's Toades are worth nothing. You'll get the bonus challenge if you get perfect scores throughout World Exit.

MATCH CARDS



Quickly memorize the cards' locations before they are covered up, then flip the cards in pairs. A matched pair gives you that item. Make two straight mismatches, though, and the game is over.

SLOT MACHINE



Baby Mario and Yoshi wait with bated breath until you stop the spinning drums by tapping the buttons at the bottom. A winning combination gives you extra lives.

BOSSSES

Having failed to grab both babies on his first try, Kamek resorts to evil magic to finish the job. Throughout Yoshi's Island, he turns average-sized enemies into big, bad bosses, often giving them aggressive new attacks at the same time. Beating them isn't easy, but remember that each boss has unique weaknesses, too.

BURT THE BASHFUL

The first boss Yoshi encounters is more concerned about his modesty than beating the dinosaur who's entered his fort. Belt bouncing Burt with enough eggs and he'll drop his belt, then turn beet-red with embarrassment before dashing off. Kamek will have to find some tougher opponents if he wants to beat Yoshi.



SALVO THE SLIME

Yoshi's last stop in World 1 is a castle, but the greening he gets there isn't exactly cheerful! Before checking out, Yoshi will have to cope with this enormously icky enemy. The slow-moving Salvo slides faster and faster the more he's hit with dino eggs, but he also throws off lots of Lannon Drops. Besides tasting great, these make excellent eggs!



PRINCE FROGGY

His Royal Highness doesn't like to work up a sweat in the purple heat, so Kamek will have to shrek Yoshi and Mario down to a bit-sized morsel! Once inside Froggy's stomach, Yoshi will have to fight his out way by using the primary food in Froggy's diet: *Shy-Guys!*



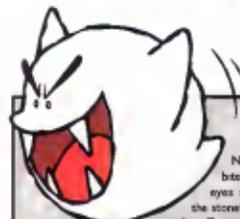
NAVAL PIRANHA

That's not an alligator living in the sewers of the castle at the end of World 3, but a devouring plant. Judging by how slow he moves, though, Naval Piranha hasn't encountered many snacks as shrewd as Yoshi. Have you heard of the Achilles heel? Well, Yoshi knows that this ferocious foliage has an Achilles Adam's apple!



ROGER THE POTTED GHOST

Spikes like Bigger Boo and Roger haunt the forts and castles, clinging to rugged mountainsides in World 2. Roger looks mean and has frightfully bad breath, but isn't exactly fast on his feet. In fact, he has no feet. He has to rely on two Shy-Guys to push him around. Since he didn't let them go out for Trick-or-Treat last year, their team spirit is low.



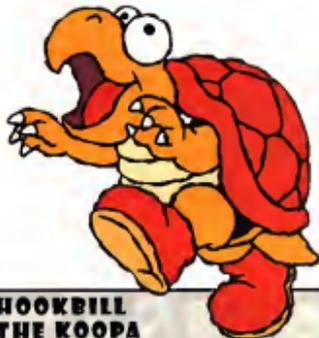
BIGGER BOO

Now here's a real back-biter. Bigger Boo closes his eyes and aims: fades into the stonework when Yoshi looks at him. Turn around though, and he'll swoop down for a dino dinner! Say "Boo!" to Bigger Boo by making the finest collection of bank shots this side of the world billiards championship.



MARCHING MILDE

With her mile-wide smile and cooing gas, Milde is one of the milkiest adversaries Yoshi will encounter on his journey. Hit her with an egg and she'll barely sting. You'll have to split her personality by pounding her head. She has good reason to be laid back, for few enemies ever make it to the ever sacrum of her castle.



HOOKBILL THE KOOPA

Miss swirl around the castle high up in the mountains at the end of World 4. Yoshi finally makes it to the parapet, the mists clear, and Eeek! It's a giant Koopa Troopa! Fortunately, Yoshi keeps his wits about him and remembers that Koopa Troopas are most vulnerable when on their backs. Watch out, though: Hookbill has the unique ability to pull in his head and shell the opposition.

TAP-TAP THE RED NOSE

Miffed that someone else with a red nose got to be a hero on that foggy Christmas Eve, Tap-Tap retrieved to a fort carpeted with wall-to-wall furs. Don't be deceived by his grin. This prickly predator would love to give Yoshi a hot bath!



KING BOWSER

Yoshi bursts in on rapping Baby Bowser and boy, does a major caveman ensue! Kamek has a bit more potion up his sleeve, though, and uses it to change the whiny little baby into huge, horrifying Bowser. Instead of expressing himself by scribbling on the walls, Bowser now blows huge fireballs. As if that's not enough, Bowser's earth-shaking footsteps threaten to send the castle crashing down around Yoshi and Mano!



SLUGGY THE UNSHAVEN

Halfway through the snowbound landscape of World 5, Yoshi encounters the first boss in video-game history whose heart has a 5-o'clock shadow. Sluggy oozes with the desire to leave Yoshi out in the cold, but the dynamic dino can stay warm if he keeps his cool. Slag Sluggy by pecking eggs at the bewhiskered one's heart, but be warned: Kamek's magic potion quickly fixes dents in Sluggy's thin skin!



RAPHAEL THE RAVEN

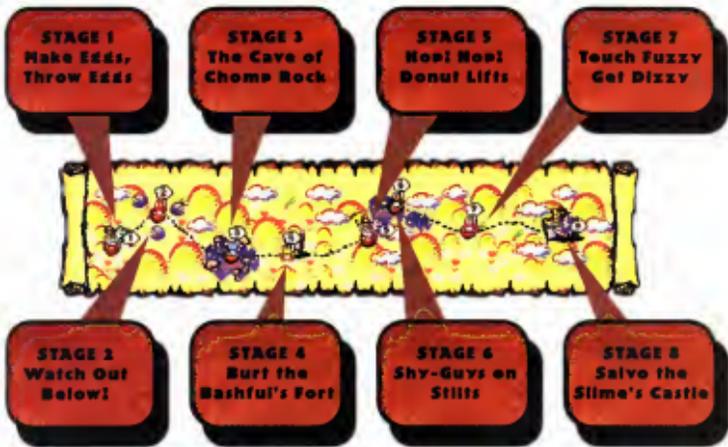
High in the night sky, a small brown globe spins. Guarding it like a hawk is ravenous Raphael, a rotund raptor armed with flame-throwing feet. At this altitude, it's easy to get lightheaded and feel your head spinning, especially with Raphael chasing you all over the planet! If you succeed in beating this bird, though, you just might put a new constellation over Yoshi's Island.





WORLD 1

Here you'll learn about the skills vital to babysitters on Yoshi's Island. Pay attention to all the message blocks and experiment, experiment, experiment!



**MAKE EGGS,
THROW EGGS**

In this straightforward stage, you'll learn how to make and throw eggs, roll Chomp Rocks, and jump and hover. You'll also learn about winged clouds and other power-ups.

STAGE 1



TULIP TREASURE

The pulsating tulips found throughout Yoshi's Island hold swarms of stars. You can release the stars by bouncing an egg off the cavern ceiling. Some tulips are located where there are no hard surfaces for ricocheting an egg. In these cases, Yoshi'll have to spit an item into the tulip.

FANTASTIC FERTILIZER

After coming out of the shy guys' green pipe, shoot straight up at the winged cloud to release a shower of stars. Head right and shoot another winged cloud. It will drop a seed that will grow faster than Jack's beans! Climb the stalk and go to the cliff on your left. Shoot the flower, then drop down to the ledge just below. Another winged cloud will appear, hiding even more stars. Remember that to lock the saving cursor, you must press Left or Right.

CHOMP ROCK

Push this Chomp Rock to bowl over Shy-Guys and a Wild Piranha. The piranha above can't bite you as long as you don't jump.

WATCH OUT BELOW!

After exploring a cave in Stage 1, Yoshi now takes to the skies as a dino-copter. Meanwhile, dive-bombing Chomps would love to put Yoshi back underground—permanently!



HELICOPTER

Yoshi doesn't fly very well as a regular dino, so it's no surprise that when he morphs into a helicopter his aviation skills leave something to be desired. Fortunately, he has unlimited tries as long as he doesn't touch a Yoshi block.



INCOMING!

It takes split-second timing to elude the incoming Chomps while still grabbing all power-ups. If a big shadow falls on you, jump quick, or you'll be dino burger! The Chomps follow specific paths, so you can't be clobbered if you stay in a safe area.



THE CAVE OF CHOMP ROCK

Yoshi and Mario continue their cave explorations. Falling spores change to pesky Nipper Plants when they touch ground. Meanwhile, Lantern Ghosts pop up from under ground.



BALLOONS EVERYWHERE

Grab the key by shooting the balloon holding it a lot. Use the key to open the locked door below. You'll then compete with a bandit in a balloon-toss mino-battle.



1-UP



SECRET PASSAGE

Found a post into the ground to uncover a weird cloud. Shoot the cloud to reveal a switch. Hop on the switch to open a secret passageway. Indicated by the red arrow. You'll find yourself in a wonder world filled with waterfalls and coins!



TINKLING COINS

The second message block has info about controller configurations. Jump on top of it, then jump again and fly to your left. Keep jumping. Listen for the distinctive sound of Yoshi gathering coins. When he's all done, suit to the left.



1-UP



GOAL

BURY THE BASHFUL'S FORT

Judging from the lava lakes in Burt's basement, things are getting very hot for Yoshi and Mario! Just keep cool and your Nintendo Power Player's Guide by your side!

STAG
A

START

**TREASURE IN THE ATTIC**

Shoot this cracked block in the ceiling, then hop up and go to the left as far as you can. You won't be able to see Yoshi, but he'll be racking up scores of coins. Return to the hole in the ceiling and go to the right for more coins. You'll have to shoot the cracked blocks in your path. This route will drop you off at the Middle Ring.

**ALL STEAMED UP**

After knocking over the flower pot and grabbing the key, the Garganna Blargg would like to block your way back to the locked door. Shoot him with an egg and he'll disappear with a whimper. Cross the lava lake quickly though, or he'll return with a vengeance!

**TEETER-TOTTER HOTTER**

To cross the lava lakes in Burt's basement, first shoot a winged cloud. A platform will magically appear for you to walk on. Don't be so quick to cross the seesaw, though. After leaping aboard, tilt down the right side, then, dash up the steep incline and leap to grab the flower near the ceiling. It will take fancy footwork to grab another flower down near the lava. Just remember to hotfoot it to the middle if you feel the seesaw is tilting too much. At all times, watch out for the Red Blarggs lurking in the level!



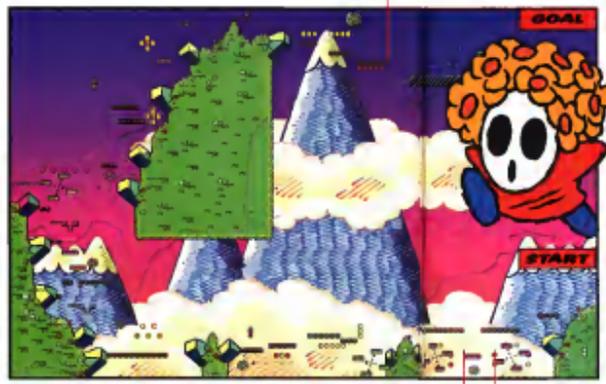
BOSS



Kamek appears throughout Yoshi's Island, using his evil magic to transform low-level enemies into big bad bosses. Here, he pumps up itty-bitty Burt into a big bouncer. "Bashful" is certainly an appropriate description for Burt. Knock off his pants with eggs, and he'll turn beet-red with embarrassment and scurry away! The Egg Plant beneath the floor will shoot out a steady stream of eggs. Except to grab the eggs, stay in the sunken sections of the floor. Press Down to duck whenever Burt tries to jump on you. He can't hurt you unless you're on the main floor.

BURT THE BASHFUL

HOP! HOP! DONUT LIFTS
 There's no timer on Yoshi's Island, but the scrolling scenery in this stage means you have to move fast. This is one of the toughest stages in World 1.



CASH CACHE
 Grabbing the last five coins in this stage is tough. Because they're all red, though, you'll have to snag them if you want a perfect score. If you're confident about your leaping ability, stand on the donuts and wait for them to drop. Getting all the coins will take three leaps. Another method is to jump onto the nearby ledge and shoot back at the coins with an egg.



BE A HIGH ROLLER
 Wheels with red-and-white platforms spin in place. Yoshi will have to stand on platform edges to grab all the coins. Just don't fall off! He can make the wheels with green-and-white platforms roll along tracks in either direction by hopping from platform to platform.





DUNKING DONUTS

The fragile donut lifts will fall slowly if you stand on them too long. You can prolong that sinking feeling by jumping up and down. Watch the relentless pace of the level, though; you'll just want to keep moving.

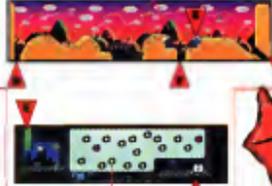
SHY-GUYS ON STILTS
 You'll have to knock these Shy-Guys off their stilts if you want to make them into eggs. They keep comin' at you, though—over hill, on bridges, even underground. Eeek!



DIG IT, DINO!
 Hop down through a hidden passageway to find a metamorphosis bubble that allows Yoshi to dig like crazy for coins, including two red ones. Don't bother digging out to the Yoshi block. When time runs out, you'll warp back to Mario if you haven't touched the block. Just try to get the red coins!



RICOCHET
 The last flower in this stage is in a bottomless cave, so don't slip off the mushrooms—it's a long way down! A quick elevator ride brings you to this platform. Getting all the coins and the flower may take several shots. Fortunately, you can make eggs from the nearby stream of Larzen Ghosts.



RICOCHET
 The last flower in this stage is in a bottomless cave, so don't slip off the mushrooms—it's a long way down! A quick elevator ride brings you to this platform. Getting all the coins and the flower may take several shots. Fortunately, you can make eggs from the nearby stream of Larzen Ghosts.




1-UP



TOUCH FUZZY GET DIZZY

You'll definitely feel woozy after touching the Fuzzies here. The best part of this wild stage, though, is an easy trick to rack up as many as 999 (count 'em) 1-ups!



TAP-TAP TORMENT

The little house leads to a bonus area. To open it, smash the yellow stone overhead until a winged cloud is released. Shoot the cloud with an egg to make it drop a key.



DO NOT ADJUST YOUR SET

Feeling di-di-dizzy yet? Touch a floating Fuzzy and it'll definitely put a wrinkle in your reality. You can always shoot a Fuzzy to stop it from hitting you, but it's wiser to save your eggs for power-ups along the way. Watch out for the Wild Piranha, though. The shaking ground might roll you right into its choppers!



THE LAND OF 999 1-UPS

Yoshi can hold a Melon Bug in his mouth for only a short while before swallowing it and making an egg. If he can make it to the pipe that's pouring out Shy-Guys, though, he can make as many as 999 1-ups. First, use Melon Bugs to clear the path of the Wild Piranhas and tap-taps. Then, grab another Melon Bug and rush to the pipe. Avoid the tap-taps on the platforms by taking the platform beneath them. Spit out the Melon Bug at the Shy-Guys coming out of the pipe. If the melon rolls to the right side of the pipe, retrieve it and spit it out on the left side. After bopping the first few Shy-Guys out of the pipe, the Melon Bug will convert every subsequent one into a 1-up.



YOSHI AND THE BEANSTALK

Found a red-and-yellow bridge, then swim through the pond below to grab all the coins. Get back to solid ground by jumping onto the next bridge, then climb to the top of the ramp and jump straight up. A spring ball will appear. Jump on it to rise to a hidden area. Head for the Chomp Rock and stand on its right side. It will roll, revealing a winged cloud. Bop the cloud with an egg to make a beanstalk grow to the clouds, where you'll find lots of coins. If you need more eggs, just eat the Multi-Guys and petals from the Eggo-Di!

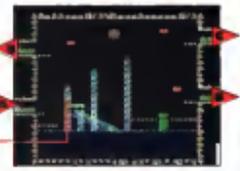


SALVO THE SLIME'S CASTLE
 Get out your mops if you want to make it through the foul finale to World 1. Not only is Salvo sliming everything in sight, but his basement's flooded!



TOWER OF WATER

Jump on the liquid lift for a counter-clockwise soar of the castle's basement. Make eggs with the Shy-Guys coming out of a pipe in the corner, then use one to shoot the flower just below the ceiling. Take the passageways in the upper corners of the room to a flower and a Middle Ring.



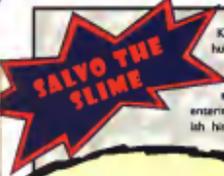
BLOCKS OUT DANGER

After leaving the basement, you'll have to make your way through a mess of platforms and spinning wheels. See those spotted platforms? The spotted sides are safe, but the serrated sides will separate baby Mario from Yoshi! Spin the platforms around by shooting the arrow blocks overhead with your egg. This arrow block will also spin a crucial, unseen platform below.



SECRET SWITCH

When you get to the exit door, shoot directly up to reveal a winged cloud. Shoot again, and a switch will drop down. Hop on the switch, but don't go through the door! Instead, drop to the stone floor directly below. Enter the secret area indicated by the red arrow. A message block has a top secret tip to get another 1-up. Aim carefully—you'll need four eggs to grab this bonus.

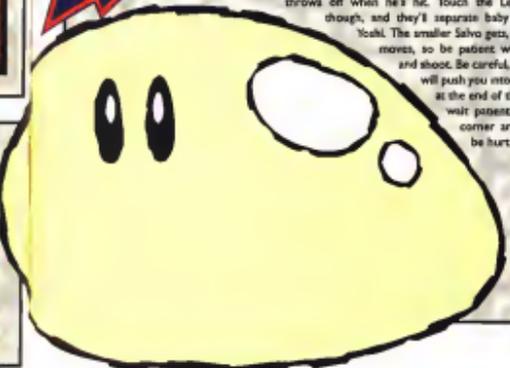


Kamek converts a little Lemon Drop into this big hulking boss. But as Yoshi likes to say, The bigger they are, the faster they melt! He needs only to shoot Salvo with eggs and the big yucky guy will slime away. It helps to have at least one egg before entering his lair, but it isn't necessary. Yoshi can always replenish his supply by swallowing the Lemon Drops that Salvo throws off when he's hit. Touch the Lemon Drops, though, and they'll separate baby Mario from Yoshi. The smaller Salvo gets, the faster he moves, so be patient when you aim and shoot. Be careful, too, or Salvo will push you into the lava pool at the end of the room. Just wait patiently in the left corner and you won't be hurt.



CATCH A SPINNING WHEEL

The key you've grabbed admits you to this area with two hidden 1-ups. Bring a full supply of eggs, because it will take at least five to get both 1-ups. Jump on a wheel with an arrow and it will take you in the direction in which the arrow is pointing. Change direction by hopping up and down on the wheel. A winged cloud will appear when you run into the upper left-hand corner of the room. Shoot it to grab a 1-up.



**POOCHY
AIN'T STUPID**

The heat's on, and so is the clock, as Yoshi and Mario try to stay ahead of the relentlessly scrolling screen in this underworld lava land. Keep cool, Yoshi!



FAST FOOD

Make the best use of your precious few seconds before the screen starts scrolling. Make eggs as fast as you can by eating every bat in sight. Jump up and eat bats flying high in the air, then shoot the winged cloud to snag some stars.



BULLET BOUNCE

Any ordinary dino can catch a bullet in his teeth. Yoshi, though, has style: he can jump and bounce a bullet in mid-flight! That's the only way he can get past this point. By taking the high road, Yoshi grabs coins and can shoot a winged cloud. Don't worry about Poochy. The ever-faithful pup will be waiting when Yoshi lands on the other side! Because the scrolling screen pushes you along, it's a good idea to leap into the clouds just after you shoot them. That way, you can grab the stars before they have a chance to fall and run away.



**HERE'S THE
LOWDOWN**

Be sure you have at least three eggs when you reach this point. You'll need the eggs if you want to collect additional power-ups. But you won't have another chance to make them. Pass safely under the spiked ball by pressing Down to squat. When you have enough clearance, leap up to grab the three red coins. Next, use your three eggs to shoot two winged clouds and a flower overhead.



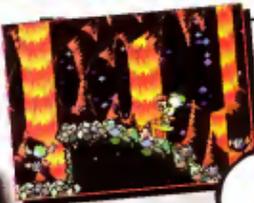
START



GOAL

DINO'S BEST FRIEND

You've heard of Lassie and Rin Tin Tin, but those pointers can't hold a canine candle to Poochy. He doesn't mind the heat at all. In fact, the fireproof fido can slog through lava rivers unharmed! Though small, powerful Poochy can tote a dino and a baby on his back. And he's doggone loyal, always going in the direction Yoshi and Mario want to go. If Yoshi and Mario are separated, Poochy will wait patiently until they're reunited. Poochy will also wait while Yoshi jumps into the air to grab power-ups. Whenever Poochy is separated from his friends, he seems to know exactly where to go to meet them again! Near the end of this stage, Poochy will glide through the air to meet his friends at the Goal Ring.



MUNCH MAGMA

Some of Poochy's fireproof qualities have rubbed off on Yoshi. Shortly after dodging off a bullet, he lurches on this Lava Bubble. This is more of a defensive maneuver than anything else, because if the bubble flies too close, it will knock Mario off Yoshi's back.



FLIP CARDS

Increase your chances of playing in a bonus challenge by collecting as many flowers as you can in each stage. Each flower is added to the Goal Ring. If the spinning ring ends on a flower, you will play a bonus challenge. Here, you can flip cards and collect the items underneath. If you pick a card with Kamek's toady, you win nothing, but if you collect Kamek's card, you lose everything you've won! You can stop while you're ahead by choosing the exit card.





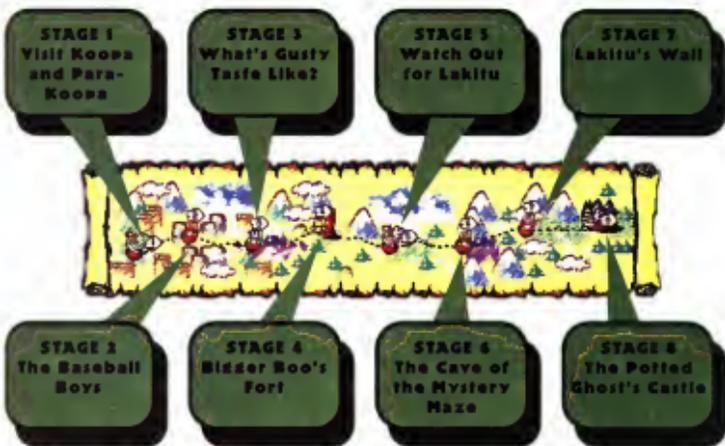
WORLD 2

Mario's old nemeses, including Koopa Troopas and Lakitus, make their first appearances in World 2. You'll also see Yoshi morph into a vehicle with some wacky wheels!



VISIT KOOPA AND PARA-KOOPA

The Koopa's natural habitat is the pine woods of Yoshi's Island. The amateur geologist in Yoshi would love to study the rocks floating in air, but he has work to do!



USE YOUR HEAD

Press and hold diagonally Up and Right, then jump. When Yoshi's head sticks in the ceiling, release the B Button for a split-second, then press it again. This tough move is worth the practice!



SUPER STAR!

Touch a super star and Mario will become... What else? A super star! For a short time, he'll be able to dash up walls and across ceilings. He can even parachute!



THE BASEBALL BOYS

Sucker up! These boys and girls love it when you pitch eggs at them. They just throw or bat them right back! Their playing field is full of squeaky mousers, too.



STEERIKE!

Whenever an X appears on Yoshi, get ready for one of the Baseball Boy's famous fastballs! If Yoshi sets himself up as target here, though, he can win a 1-up hidden by the wisped cloud. First, ricochet an egg down the chute. If the Baseball Boy catches it, he'll try to zip it back to Yoshi. If Yoshi jump down and stand next to the directional arrow. The Baseball Boy will do the rest.



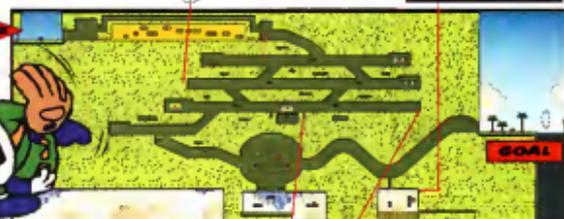
1-UP

1-UP



WALL FLOWER

All that practice with the Baseball Boys comes in handy here. Yoshi will have to carefully bounce an egg off the ceiling to get this flower. Don't forget to grab the super blue watermelon before leaving! Freeze breath comes in handy against enemies!



1-UP

WHAT'S GUSTY TASTE LIKE?

It's a blustery day, so Yoshi jumps down the nearest pipe and starts going through solid rock. Check out every nook and cranny. There are a lot of concealed power-ups here!



DINNERTIME!

No one knows exactly what a Gusty tastes like, but they certainly make terrific egg! Eat Gusties throughout the section to make eggs for grabbing high-up power-ups. Take a full supply of eggs into the cave below. You'll need them for excavating a passage.



START

MESSAGE BLOCKHEAD

After morphing into a mole tank, disregard the message block's directions and dive straight into the shift. Turn right and keep digging. You won't be able to see Yoshi, but he'll come out in this hidden area with coins and a 1-up.



GOAL

EXCAVATION ELATION

Shoot or pound through rock so that you can climb to the power-ups at the top of the chamber. Then, demolish what's left to make sure you haven't missed anything. A switch hidden in the rock will admit Yoshi to a cave filled with coins that are guarded by a blue Gargantuan Blarg!



BIGGER BOO'S FORT
 Kamek thinks Yoshi doesn't have ghost of a chance here, but he doesn't realize how much spirit the dino has! Yep, Bigger Boo's Fort feels like an old haunt to Yoshi!

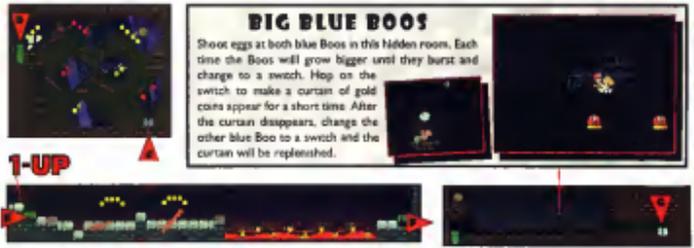
PEEK-A-BOO

Both Big Boos and little Boo Buddies cover their eyes with their ghostly hands when you look at them. You won't be able to hit them with eggs as long as they do that. But you can't ignore Boos either, because they'll knock Mario off Yoshi's back. The trick is to look away and hit them with ricochet shots. Fortunately, the stone walls give good bounce. Wait until a Boo comes close before firing. When a Boo gives up the ghost, it also gives up a star or two.



BIG BLUE BOOS

Shoot eggs at both blue Boos in this hidden room. Each time the Boos will grow bigger until they burst and change to a switch. Hog on the switch to make a curtain of gold coins appear for a short time. After the curtain disappears, change the other blue Boo to a switch and the curtain will be replenished.



1-UP

START



THE BOO BLAHS

Judging from all the Boo Blahs hanging from the ceiling and sticking to the floor, Bigger Boo's fort needs a good cleaning! Yoshi's in a hurry, and besides, he figures Kamek has the broom. Before passing these yucky guys, Yoshi should wait until they're harmlessly scrunched up on the floor or ceiling.



KEY NEST

Hopping on switches builds bridges over the lava. Cross the bridges quickly before they melt into stink air. Here, you'll have only a few moments to bounce an egg where the arrows are pointing. The winged cloud holds a key to a locked room you've already passed.



BOFF

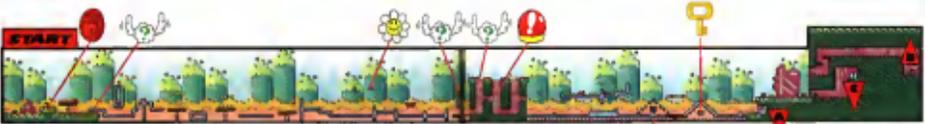


Maybe Kamek's potion isn't so special after all. This time he makes an ordinary Boo grow bigger, but not smarter. Bigger Boo thinks that if he covers his eyes, Yoshi won't do anything. Guess again! Have your aiming cursor ready at all times, and when Bigger Boo moves close, fire as fast as you can. It's a good idea to change your controller configuration so that you can fire by pressing and releasing the A Button, instead of having to press it twice. If you run out of eggs, eat the bats flying around the room. Yoshi can leap through Bigger Boo when the big ghost covers his eyes.



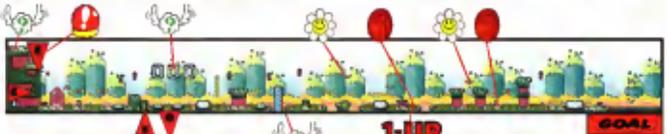
WATCH OUT FOR LAKITU
 And while you're at it, avoid the fragile rock platforms very carefully. Yoshi also has the chance to morph into a miniature steam-engine, complete with puffing smokestack!

STAG 5



YOSHI MOVING CO.

You'll find this crate sitting on a rock pedestal and protected by rock steps. If you pound the crate, you'll plunge through the soft ground. Instead, push the nearby Koopa shell to knock out the pedestal, then wipe out the remaining steps with eggs. Aim carefully, since a stray shot could destroy the platform. Then push the crate onto the solid brown platform. Inside is a valuable key to the choo choo!



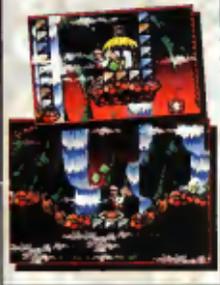
THE CAVE OF THE MYSTERY MAZE
 Dig down deep to enter these convoluted caverns. Maybe you should lay a trail of gingerbread crumbs to help you find your way out!

STAG 6



WHAT GOES UP

When you first enter the cave, head to your right until you reach three blocks, then shoot straight up to dislodge a spring ball. Use it to rocket to an area filled with power-ups, including a watermelon seed spicing contest that pits Yoshi against a Beedle!



MORTAR PORTER

Leap over the slow shooter and his short range cannon balls and continue on your merry way. There's a master duo lying in ambush just before you leave the cave. You can also try bouncing an egg off the ceiling.



LAKITU'S WALL

These dumb akitu are all hanging out on their pink balloons. Fortunately, Fat Guy's on patrol protecting Yoshi with a new weapon for his arsenal.

STAG 7

HMMM . . .

Shoot a winged cloud to reveal a switch that drops you down to this puzzling area. You have to decide which of four shifts to pound down, and you don't have a clue which is best. Once you go down, you can't return. The correct choice is the second shift from the left. It conceals a flower.



GO, SPEED RACER!

When Yoshi morphs into a vehicle, he can't control the accelerator. He can, however, slide enemies and grab power-ups by going up an slope. Don't miss the opportunity to morph into a helicopter halfway through!



1-UP



SHAKE IT UP

Eat a Fat Guy, and what do you get? A fat egg! You can't throw them as far as little eggs, but hey, do they shake the ground when they land, making a star out of every enemy in sight! You can only throw your eggs in the order in which you've made them, so you may have to waste your little eggs in order to get to your big one! Fat eggs are particularly handy for dislodging pesky Lakitus from walls.



THE POTTED GHOST'S CASTLE

Judging from the flora haunting this castle, some flowers get weird when they don't have enough sunlight. Who's this fertilizing them? Why, that wily old garden-er, Kamek!

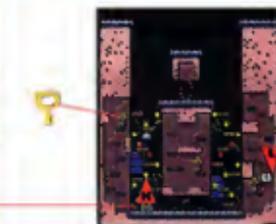


START



BABY BANDITS

Bandits are trying to run away with baby Mario! Fortunately, they move slowly. Your goal here is the key in the flower pot in the upper-left-hand corner.



1-UP

1-UP



BOSS



ROGER THE POTTED GHOST

Dizzy Dandies, empty flower pots—yep, this castle is full of petulant pests! The caper comes when Kamek sprinkles this durgone-dwelling pot with looney potion number 9, changing it into a raging blowhard!

The Potted Ghost has one little problem, though: he's still stuck in his pot. His only means of transportation are two Shy-Guys, who push rightily but can't go very fast. The Potted Ghost will try to shove our heroes back with his big sharp teeth. That's O.K., just watch out for his bad breath. As soon as it disappears, rush to the pot and push hard. You don't have a second to lose, because if you give the Shy-Guys a few inches they'll have Yoshi backed up to the left side, where he'll fall off. Be careful that you don't fall over yourself while pushing the Potted Ghost over the brink.

FAKE FLOWER

Dizzy Dandy tries to pretend he's a flower, but any Yoshi can tell that he hasn't shined in a week and, besides, he doesn't wear the requisite sunny smile. Dizzy will try to dive-bomb Yoshi, who should jump and hover overhead while Dizzy wanders off in a daze. Don't overlook the good flower that's nearby, though. The bomb-throwing Shy-Guys in the stacc present a bigger danger. Watch out for them at all times.



HIT THAT SWITCH!

Hold on tight in this fast-moving extra stage. You'll need split-second timing to make all the transitions. Miss just one switch and you may as well call it quits!



NEED A LIFT?

Start by jumping down the pipe to your left. You'll find 20 stars below. Back on the surface, hop on this switch to create stars that take you to a fast-moving lift. Hop off to activate another switch, then hop back aboard.



HURRY UP AND WAIT

Jump onto the last switch as soon as you see it, then skip onto the spring ball. You'll arc high and to the right, grabbing coins and a flower before landing on another lift. As soon as you clear the platform above, jump onto the last spring ball. Again, bounce high and arc to your right. Hover until the switch timer runs out, then land on the last lift.



START

GOAL

LOW BRIDGE, EVERYBODY DOWN

If you take the spring ball on the right, you can pluck a flower on your way up. On top of the blocks, dash left to flip this switch, then run to your right and jump on a lift. As soon as the lift bottoms out, duck! Immediately afterward, this lift's trip ends. You'll have to make a short hop to grab these three red coins and another flower. Watch out for the Wild Piranha! This sequence immediately repeats itself: duck down, hop over a Piranha to grab a flower and three red coins, then land on another fast-moving lift and duck.



BONUS CHALLENGE

SCRATCH AND MATCH

You gotta ask yourself: "Do I feel lucky?" Scratch these of these seven cards. If you get three Marcos, you get five I-ups. Two Marcos net you three I-ups and one Mario. It's good for a single I-up. It's pure luck, but the good news is that there's no downside. You can't lose any I-ups you've already won.

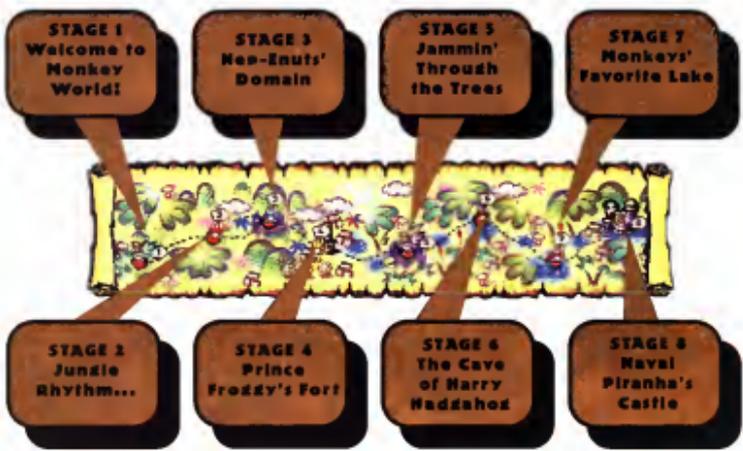


WORLD 2 EXTRA



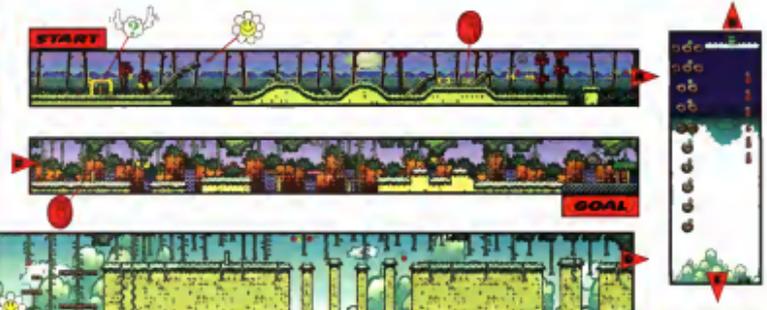
WORLD 3

Travel to exotic lands, explore ancient temples, and get into watermelon-seed fights with monkeys. No passport is necessary, just your Yoshi's Island Game Pak!

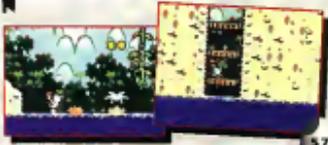


WELCOME TO MONKEY WORLD!
Yoshi and Mario jaunt through the jungle in this sweltering stage. Pesky monkeys are their biggest problem, but watch out for the wild piranha plants, too!

OOH-OOH-AH-AH!
These monkeys are a smart bunch. The traditionalists resort to the tried-and-true coconut bob, while their more technologically advanced brethren drop bombs on our heroes. Some monkeys spit watermelon seeds. If Yoshi clobbers these guys and eats what's left of the watermelon, he'll be able to spit seeds, too. Yoshi can also eat monkeys to make eggs, but step lively! These little guys move fast!



TUNNEL VISION
After tumbling down this steep hill, you'll land in the drink. Push Down, then roll your thumb to the left. Yoshi will swim through a subterranean tunnel and come out here. If you hop up the platforms, Yoshi will wind up in a bonus area above the treetops that's filled with 1-ups!



JUNGLE RHYTHM
 The jungle is hopping with Spear Guys and Dancing Spear Guys, who don't want Yoshi to visit a ruined temple. Meanwhile, ever-patient Poochy makes a return appearance.

TAP-TAP TUMMY ACHE
 Like most spiky things, Tap-Taps are indestructible. However, you can push them off ledges with Yoshi's tongue or eggs. Also, beware of the Spear Guys! Yoshi can swallow these little warriors if they're facing away, but when they're facing him they'll deflect his tongue with their shields.

WHEEL OF FORTUNE
 When this spinning wheel whisks Yoshi into the treetops, jump to enter a hidden area with four red coins. You'll also use the key you've found to enter a balloon-coax mini-battle. When you return, make sure you have a good supply of eggs to scramble the Dancing Spear Guys and a Wild Piranha blocking your way.

START

BLOCK PARTY
 If you're stuck, touch a pastel block to transform it into a lift. The powder-blue lifts move side to side, while the peach-colored lifts move up and down. The lifts work for only a limited time before transforming back into stationary blocks, but you can always reactivate them.

START

CLAWDADDY
 Grizzled old-timers of the swamps, Clawdaddies don't like to be disturbed, especially by bothersome baby-sitting dinosaurs. Approach too closely and they'll whack you with their big red claws. Shell them with three eggs, though, and they'll give up some stars. When traversing these layouts, watch out for the Flepsy Fish and, especially, the Froo Pirates. These last guys would love to grab Mano with their long, licky tongues and hop away!

GOAL

NEP-ENUTS DOMAIN
 Yoshi learns that being a jungle explorer isn't easy. He must morph into a helicopter and submarine to battle big blue sea monsters and maniacal monkeys!

PRINCE FROGGY'S FORT
 The sun beats down as Yoshi explores a half-submerged stronghold. Remember that old dino adage: to beat a frog, act like a frog. In other words, swim and jump a lot!



1-UP

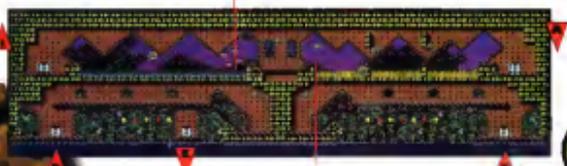


CRAB HOP

Seeking respite from the midday sun, the Clawdaddies have retreated to the cool confines of the castle. Since these Clawdaddies don't give up stars when hit, save your eggs by hopping over them. Lure a Clawdaddy by moving close to it. When it's under a rock in the ceiling, jump over it.



1-UP



NETTLED PETALS
 You'll have to plucker an egg if you want to pluck this flower from the lethal spikes. Just don't chase the wringed cloud over Yoshi's head first! It will cause a platform to materialize that will seal off your prize. You can replenish your egg supply by eating the Lemon Drops that fall from the ceiling.



BOSS

Having learned from his past failures at raising big bosses, Kamek decides to shrink Yoshi and Mario for Prince Froggy's eating pleasures. Unfortunately for Kamek, the prince also likes to lurch on Shy-Guys.
 When itty-bitty Yoshi eats a Shy-Guy, the eggs he produces look gigantic! Throw the eggs at Froggy's uvula. That's the red, balloon-like thing at the back of Froggy's throat. Watch out for the droplets of stomach acid raining down. Yoshi will have to bop the uvula many times to give Froggy a permanent stomachache!

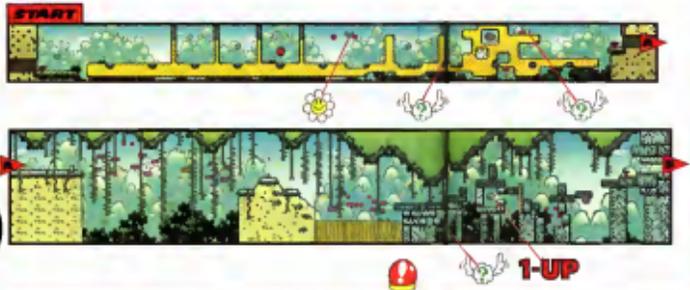


PRINCE FROGGY



JAMMIN' THROUGH THE TREES

Zip through the first section, before the bomb-throwing monkeys can blast your path! Later, make like a monkey yourself and take to the treetops.



NEED A LIFT?

Shoot an egg where the arrow points to make a fight of stars materialize. They will take you to an Egg-Plant sprouting from a lift. The lift moves in a big clockwise circle, giving you plenty of opportunities to rack up coins, stars and 1-ups en route. Aim at the center of the circle until you get to the top, when you should aim up and to the right. As soon as an item appears, fire away!



THE CAVE OF HARRY HEDGEHOG

Tall trees and even taller toadstools lie in Yoshi's path as he traverses jungles above and dark caverns below ground.



DOWN, DOWN, DOWN

Flex your diro-mustles and push this Champ Rock over the ledge and down the shaft. When it finally comes to rest, hop up the series of yellow ledges. When you get to the pipe pouring out Sky-Guys, go left and shoot a winged cloud to grow a rare underground bean plant.



BURIED TREASURE

After morphing into a mole tank, you'll fall down a shaft. Then, you'll have to dig through this maze. You can dig only the rock, not the blocks. You have unlimited morphs, so don't touch the Yoshi Block until you retrieve the two red coins in the shaft and the four in the maze. You'll also find a flower in the maze.



MONKEYS' FAVORITE LAKE
 Those simian scamps are at it again, dropping depth-charges on Yoshi and Mario. Watch out for the aquatic enemies, too. They would love to lurch on dino-burger!



LEAVE IT TO YOSHI
 When this winged cloud dips into view, shoot it to sprout a fast-growing plant. Climb the leaves and jump to the right to enter a hidden area. Once there, stick to the treetops, because down below there's nothing but lots of mischievous monkeys who would love to grab Mario and run away!



1-UP

FULL FATHOM FIVE
 It's time again for Yoshi to run silent, run deep. Grab all the coins while torpedoeing the ravenous fish en route. Your aim doesn't have to be perfect, because the torpedoes will home in on the nearest target. Don't go too deep, or you'll lose a life! You can morph as often as you want until you touch the Yoshi Block.



BIG GULPS
 Lurking with half-closed eyes near the surface of Monkey Lake, the Lunge Fish look like they're about to fall asleep. Don't be deceived! They'll lunge out of the water when least expected, swallowing Yoshi and Mario in one huge gulp. Your best strategy is take quick hops and fly over these piscivorous predators. Walking or running isn't advisable, because the mud bars and floating clumps of lake grass make it tough to get good footing.



PADDE TO THE KEY
 After eluding the first pair of Lunge Fish, hop off this platform and slide your thumb Down and Right. Paddle through the water to get the coins and flower, then shoot the winged cloud to get a key that will admit you to a balloon-popping mini-battle. Afterward, avoid the nearby Dizzy Dandies by hopping onto the egg block and then onto the treetops.



FLY, YOSHI, FLY
 Get a running jump on this spring ball by starting on the two taller trees to its left. You'll arc way up high and to the right before landing on the platform to the right. Walk on the platform to reveal a winged cloud. Shoot an egg to get a 1-Up! You can return to get the coins and flowers near the spring ball. Hop up the red platforms to the right, then pound the rock wall separating the red and brown platforms. If a Spear Guy approaches, hop onto another platform until he's passed by, then jump back down and eat him.



1-UP

1-UP

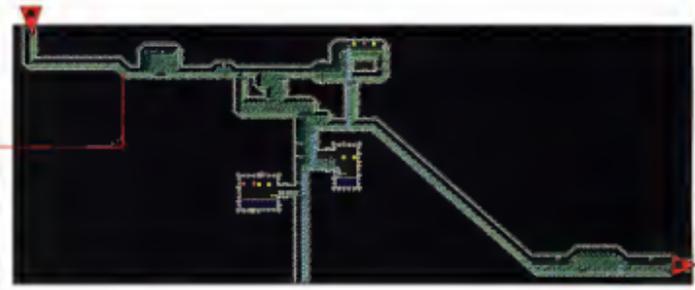
GOAL

NAVAL PIRANHA'S CASTLE
 That Yoshi is one dedicated babysitter. Intent on reuniting Mario with his twin brother no matter what the cost, he'll even dive head-first into the castle sewers!



A CAGEY OPPONENT

Slow down, Yoshi. The Caged Ghost is blocking your path! He looks mean, but is easy to beat. Simply make eggs by eating the Sky-Gears he spits out. When you have a full supply, knock him back to the side, where you can leap over him and continue.



SKIP TO MY LOOT

You'll want to get both flowers hovering just above the water in this flooded chamber, as well as all the coins. First, ricochet eggs off the platforms to knock out the hanging Wild Piranhas. Shoot another egg at the same point and it will skip over the water, snagging the power-ups. You can also jump in the water and swim to the items. You'll encounter two more Caged



Ghosts on your way to Naval Piranha. Like the first one you met, they'll shrivel up when bopped with eggs. Other odd life forms living in the sewers include Ravens and those old troublemakers, Lakitus.



After schussing down a seemingly bottomless series of water slides, Yoshi winds up in a very damp dungeon with an ordinary Wild Piranha up on a ledge. Not for long, though. Here comes bad old Kamek to fertilize the feeding flora, which hogs into the water to become Naval Piranha, the insatiable seedling of Yoshi's island! Naval Piranha charges Yoshi, but very slowly. To pluck this predatory plant, bounce eggs off the wall so they hit its stem. Naval Piranha will also launch Nipper Spores that float down slowly and change into Nipper Plants when they land. Yoshi can eat Nipper Plants to make more eggs. Careful control of Yoshi's jump and hover abilities is a must when eluding Naval Piranha's charges, because touching the polka-dotted predator will knock baby Mario off Yoshi's back.



MORE MONKEY MADNESS

Swing through the trees with the greatest of ease in this bonus area. Watch out for the snacking monkeys, though. They don't like to be disturbed.



STAR POWER

Jump straight up from the spinning wheel to reach a hidden area, where you'll find a winged cloud and two crates that contain a slew of stars and coins. After racking up the power-ups, dive down through the opening between the trees to land on another spinning wheel!



ARBOREAL ANTICS

If you run out of eggs while busting your way through the vines, go to the Pause Screen. Press Right to scroll through your list of special items, then press A to select an egg icon. You will get a full supply of six eggs. Besides being handy tools for bopping the mischievous monkeys in this section, eggs provide the bear way to pluck the two flowers below you. Toward the end of your journey through the vines, an Egg Plant will refresh your supply. Throw eggs to grab coins out of your reach.



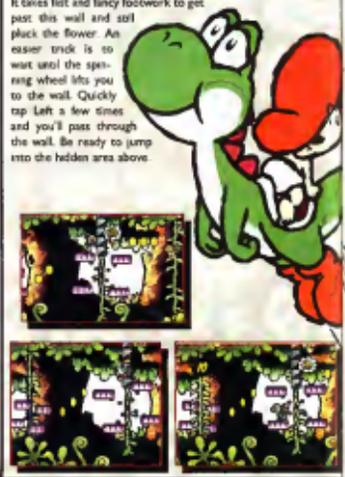
SEEDS OF CLOUT

The jungle is a wild place, but fortunately these two walls remain from a long-departed civilization. Take cover behind them while advancing on this pair of seed-spitting snakes. When a monkey pauses to take another bite of watermelon, jump up and snatch it out of his hands. It's easy to time your attack if you remember that a monkey will only spit six seeds at a time before reloading. You can spit seeds up to knock monkeys out of vines and grab power-ups.



WONDER WALL

It takes fit and fancy footwork to get past this wall and still pluck the flower. An easier trick is to wait until the spinning wheel hits you to the wall. Quickly tap Left a few times and you'll pass through the wall. Be ready to jump into the hidden area above.



TAP-TAP SECRET

Tap-Taps patrol these two walls. Knock off the first while still on the spinning wheel by sticking out Yoshi's tongue. The second is out of tongue-range, so exit him with an egg. As soon as you leap on the next spinning wheel, get ready to shoot the Fly Guy who will suddenly appear above you.



UNDER THE RING

When you land on the platform leading to the Goal Ring, two Fly Guys bearing red coins will swoop down from the treetops. Jump and stick Yoshi's tongue up to grab the coins, but don't jump through the Goal Ring just yet. Instead, duck under the ring and shoot an egg up at the last flower.



DRAWING LOTS

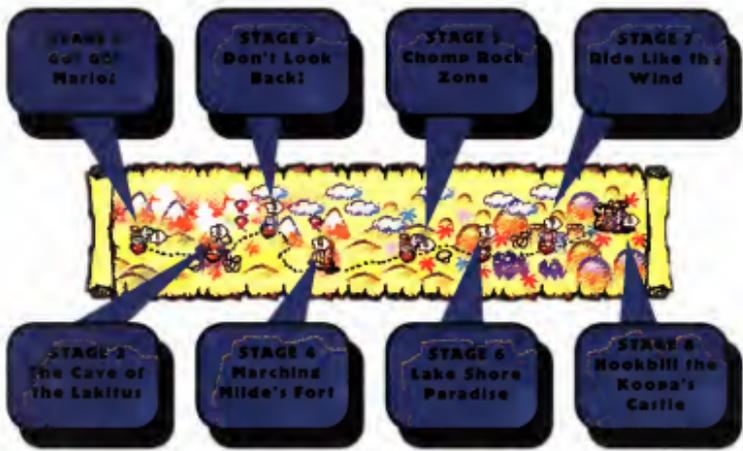
Pick a card, any card, and win what lies underneath. Just don't pick Kamel's card!





WORLD 4

The stages in World Four are packed with precarious platforms, dark, damp caverns and tumbling terraces. You know the basics. Now it's time to master the rest.



GO! GO! MARIO!

Stage 4-1 is filled with crowds of Koopas, gangs of Gombas and hordes of Bandits. This level is too tough for ordinary players. This looks like a job for Super Baby Mario!



START



1-UP

COOL, FRESH BREATH

The road to the halfway mark is congested with Koopas and Bullet Bills. Grab the blue watermelon and freeze the foes in your path.



DEN OF THIEVES

This glowing crystal cave is full of coins, but Bandits are lying in wait for unsuspecting intruders. These sneaky thieves hide behind the colored crystals and attempt to nab Baby Mario off your back. You can best them at their game by jumping over every crystal that you pass.



GOAL

1-UP



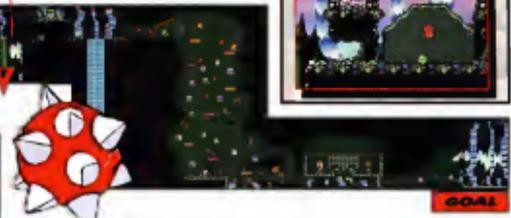
THE CAVE OF THE LAKIUS
 The Cave of the Lakitus is a dark and dreary series of damp caverns and misty chambers. Lakitus cower in every corner and throw things at you when you're not looking.



1-UP

A CRACK SHOT

If you're trying to collect this lower by tossing eggs, the yell's on you. The only way to nab this item is with a Koopa shell. Scud on the pipe, jump in the air and spit the shell in the narrow hole. This move requires timing and patience. If you save your game at the halley mark, you won't be able to return to the lower.



TAKE BOTH

You don't have to choose between the 1-up and the flower. You can have both. After throwing an egg at the Koopa Troops and letting the shell hit one of the items, walk left and enter the hidden area beneath the waterfall. When you return to the surface you can take another shot at Koopa and collect the item you left behind.



DON'T LOOK BACK!
 Stage 4-3 is a one-way race across rising balloons and exploding platforms. Choose your path and jumps wisely. You only get one chance to collect every item in the stage.



1-UP

TAKE THE HIGH ROAD

If you have an extra egg and can grab this spring ball, you can ride in style to the upper Goal Ring. Scoop on the air pump to fill the red balloon and hop aboard. If you keep your balance, the spattering balloon takes you all the way through the rest of the stage. It doesn't matter which Goal Ring you jump through to complete the area. It is possible to nab a perfect score on both routes.



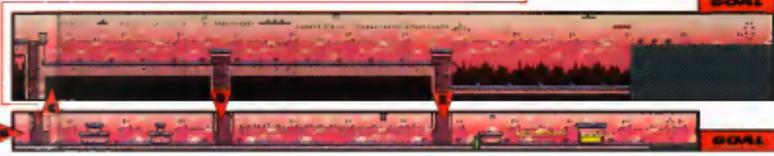
START

GOAL



FINAL COUNTDOWN

The number on the exploding platforms tells you how many times you can jump on the platform before it detonates. You can rest here as long as you like, but once you jump, the countdown to chaos is one step closer. Think about your next move before your number is up.



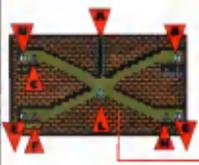
GOAL

MARCHING MILDE'S FORT
 Marching Milde knows she's not too tough, so she's locked herself away behind four doors in her fortress. Scour the four corners of this stage to find the hidden keys.



FEEDING FRENZY!

While walking to Marching Milde's Fort, Yoshi felt the ground shake beneath his feet. Glancing over his shoulder, he barely had enough time to spring ahead of a pair of slashing white incisors! It's a Chopz Shark attack! You'll be a bite-sized dinosaur here if you're not if you stop or stamp an enemy. Keep one step ahead of this voracious predator as you sprint for the shadows of the fortress. It's a culinary fact that Chopz Sharks can't stomach the taste of dry fortress mortar.



FOUR KEYS TO FIND

Most players find that they spend more time in this fort than any other stage in the game. To reach Marching Milde's chamber, you must collect four keys. Some keys are easier to grab than others. Many players have a tough time getting the key in the lava rooms in the lower left corner of the maze. Get this key first so you can save your progress after you enter the first locked door. Practice and patience—it's the only way to complete this tough stage.



BOSS

MARCHING MILDE

After you've picked up all four keys and unlocked the fortress doors, it's time to reign on Marching Milde's parade. Yoshi's eggs have no effect on this legs, menacing marshmallow. Instead, deliver a ground-pounding stomp on top of Milde's soft head. The force of the slow cut the guardian down to size. Marching Milde multiplies each time you divide her in half. Keep airborne to avoid the congestion on the ground. When Milde is reduced to nearly nothing, you can clean up with a few eggs or effortless jumps. Congratulations! You just completed one of the longest stages in the game.



IT'S POWER TIME!

The red and blue Bandits in this section are numerous and annoying. If you've been saving your Anytime POW items for a useful purpose, this is the magic moment. Activate the Anytime POW and dispose of the bandits in the lower right corner. Then grab the key and get on with your adventure.



CHOMP ROCK ZONE

This stage could be tough, but you have a big friend on your side. Welcome to the Chomp Rock Zone, where the only good enemy is the one you peel off Chomp Rock.

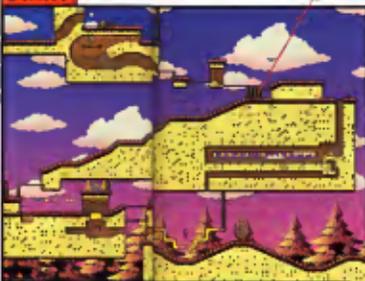


SCORE BIG

Don't hit that cloud left of the bridge! If you do, you won't get the really cool items beneath this sticky bridge. Jump off the left hill and flutter right through the hole beneath the bridge. Flutter out the soft floor and collect all the coins. Now you can hit the cloud and finish the stage.



START



ROCK JOCK

Nothing can stand up to the overwhelming weight of Chomp Rock. It's a good thing this big, bad Boulder is on your side. Put some muscle behind the rock and it get rolling. Don't get stumped if Chomp lands in a hole. Pound down the logs and continue rocking and rolling right past the halfway point in the stage.



WORLD 4 • STAGES 5&6

1-UP



LAKE SHORE PARADISE

This stage is an exclusive vacation resort for Koopa Troopas. Nobody is very excited to see a baby-toting dinosaur crashing the party. You'd better leave before trouble starts.



START



GOAL

1-UP



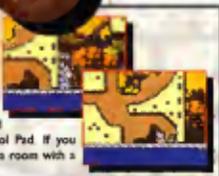
BRIDGE BUILDING

Use a bridge or two to nab all the items at the Lake Shore Paradise. If you shoot away at the clouds in the stage, you should find enough bridges to travel safely above the rolling waters and snapping fish.



DIVE! DIVE!

If you monkeyed around the murky waters of Monkey's Favorite Lake, then you probably know how to dive beneath the waves. If not, try stomping in the water and holding Down on the Control Pad. If you swim to the left you can find a room with a bunch of extra stars.



GOAL



RIDE LIKE THE WIND

Ride Like the Wind is a high-flying stage with fast-moving platforms. Keep your balance and maintain steady footing and you'll be flying through the Goal Ring in no time.



PIRANHA PLANT

This Wild Piranha Plant takes a bite out of anything that flies overhead, so you might want to use an egg or shell and take him out before he has you for lunch. The plant snags on anyone using the flying platform or the spring ball. If you don't have anything to throw, retrace your steps to the left and grab a Koopa Troopa.



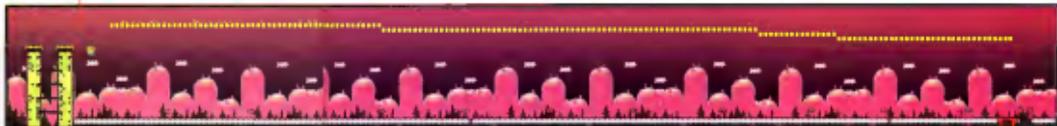
NO HOT AIR HERE!

If you can knock this spring ball loose, you can bounce into one of the most unusual areas in the game. Jump on the accordion-shaped air pump to inflate the red balloon. If you stomp on the air pump, you can get the job done twice as fast. After the balloon is inflated, jump aboard and collect the coins. As the balloon begins to sputter and Yoshi begins to flutter, look for a floating helicopter metamorphosis bubble!



PIT STOP PLATFORM

If you can jump fast enough, you can take a quick break on your wild platform ride and stop to smell the flowers. Jump up onto the yellow platform and pick up the flower in the hidden chamber. Jump down the hole on the right to continue on your speedy journey.



GOAL

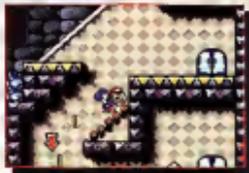
HOOKBILL THE KOOPA'S CASTLE

Hookbill is the biggest, the strongest, the fiercest of all turtles. He's a purple, purple, purple, purple Koopa on Yoshi's Island. The royal reptile has concocted a scheme to end Yoshi's quest.



ARE YOU LOST?

Not sure how to get through Hookbill's twisted maze? We've made it a little easier by designating each route with a letter. Follow the path from A to H and you should have no problem finding your way to the ruler of Koopa Castle. The trickiest part is using a shell to open new areas of the maze. If you're still stuck, check out the tips on the next page.

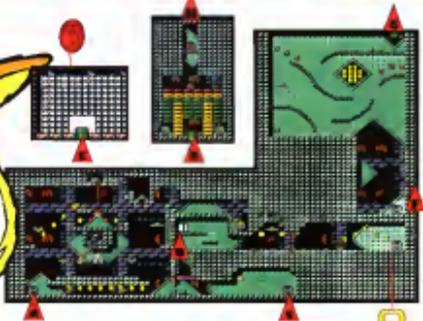
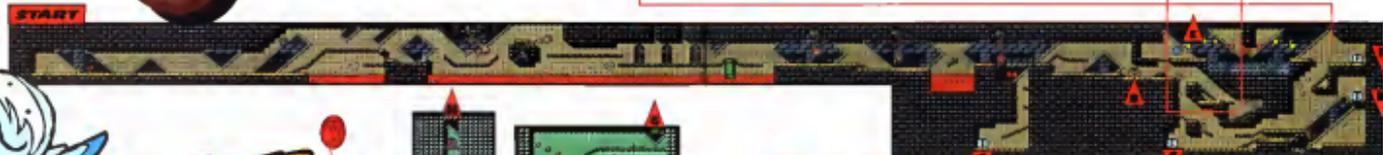


KOOPA KEYS

While most stages in Yoshi's Island require eggs to solve puzzles, the key to surviving Hookbill's Castle is to kick shells. Knock off a Koopa and stomp the shell to see where it bounces. Shells slip through narrow passages, exposing doors and hidden stairways. This allows you to save your eggs for more important things, like defeating Hookbill.



1-UP



HOOKBILL THE KOOPA

While he looks big and mean, Hookbill the Koopa isn't too tough if you know his secret weakness. This tired old turtle ate too many dinosaur eggs for breakfast and has a scrambled stomach. Target your eggs at Hookbill's head and fire away. If your aim is true and you throw fast enough, the aroma of the eggs knocks Hookbill back and gradually turns him topsy-turvy. If you don't hit Hookbill quickly enough, he'll have time to recover and you'll be forced to run for cover. If you do turn the Koopa leader over on his back, jump on his belly and stomp his turbulent tummy. When Hookbill gets on his feet, leap on his head and pick up the eggs he drops. If you jump fast enough, you should be able to grab an easy half-dozen. Repeat the pattern again. Hookbill retreats to his medicine cabinet after you stomp on his stomach three times.



THE IMPOSSIBLE? MAZE

Don't be put off by the title of this Extra Stage. This maze isn't impossible if you keep your wits about you. Be sure to note the locations of every crate and drain opening.



A TWO-FACED MAZE

The Impossible! Maze has two sides linked by several large pipes. You can enter the large pipes by holding Up on the Control Pad, but you may need to find something to stand on to enter a portal. While the Goal Ring is located along the bottom of the "dry" side of the maze, you must travel through all of the pipes to get there.



DON'T BREAK A CRATE!

Don't break up the wooden crates in the maze. Each crate helps you find your way further into the stage. Use the boxes as stepping stones to reach the high drainage openings. When moving crates throughout the maze, note that they can be carried along only by the sewer current, not against the flowing water. Each time you use a crate to climb into an opening, you'll find another crate to explore further in this twisted stage.

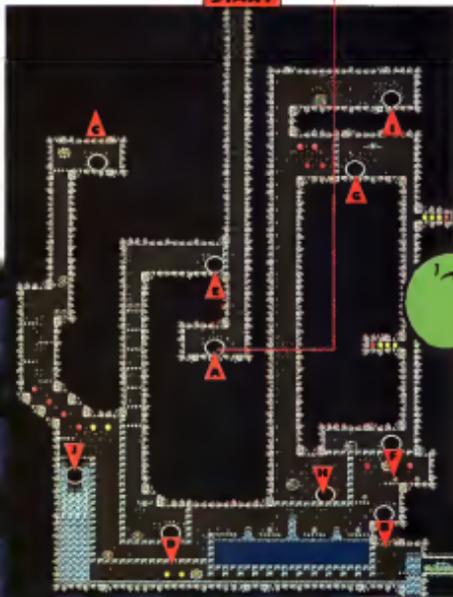


EGG BOUNCE

If you have a few extra eggs, the high items in this room are within your grasp. Bounce eggs up off the left wall of the chamber. Use the L and R buttons on your controller to lock in the perfect angle for egg deflection. You need to master this technique if you want a perfect score.



START



GRIM LEECHER

Don't let this little monkey get on your back. The Grim Leecher weighs the same as Baby Mario, and Yoshi is easily fooled when the ghoul drags to his saddle. The trouble with the Grim Leecher is that he hangs on and is tough to shake loose. Keep jumping and stomping around until you dump the creepy dingy.



BONUS CHALLENGE

MATCH CARDS

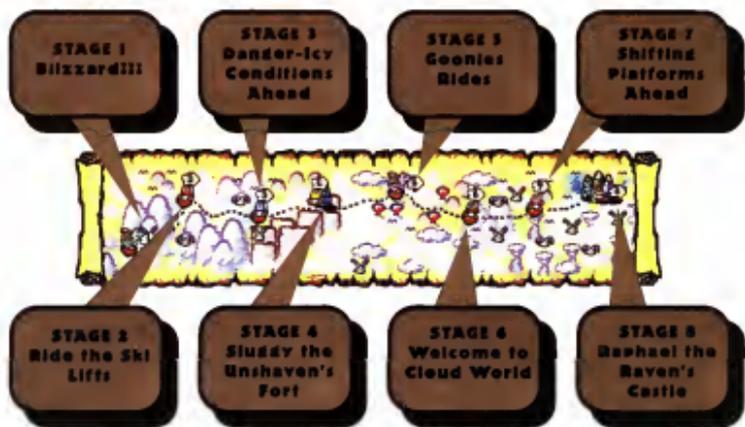
Welcome to the Match Cards bonus game! To win, you must flip each of the 14 cards over in pairs. If you match a pair of cards, you receive the item printed on the pair. If you mismatch cards twice, the game is over. Luckily, all the cards are briefly shown to you at the beginning of the game. Quickly look for pairs and remember their positions. If you match all seven pairs of cards, your last pair rewards you with ten extra lives!





WORLD 5

World 5 traverses the frozen peaks high above Yoshi's Island. Weather forecasters expect heavy snow, but they're rarely correct. Grab a sweater just in case.



BLIZZARD!!!

It's a storm! Yoshi needs to seek shelter from the falling snow and Thunder Lakitu's burning bombs. Maybe it's safe in the ice caves ahead. Run quickly and don't slip!

STAGE 1

NAPALM IN THE MORNING

Thunder Lakitu is one of the most annoying enemies in the game. Keep an egg ready and dispose of this pest as soon as you see him. If you're lucky, you can bounce him out of his cloud, take it over and soar high above the trouble on the ground.



START



HEADACHE RELIEF

Don't let those melting icicles fall on your noggin'. With Bumpy Birds aiding his loose pucks across the ice, it's difficult to avoid every icicle tumbling down from the low ceiling. While many icicles fall on their own, you can speed up the process with eggs or make seeds. Save a few of your eggs for the road ahead.



GOAL

RIDE THE SKI LIFTS

There are no lift lines on this mountain. Weather forecasters expect another major storm to hit the island today. The only creatures outside are grumpy old snowmen.



MAKE A SNOWBALL

This winter wonderland is teeming with badies, but you can make the going easier by putting a snowball in front of you. After you're done rolling the snowball to the right, use it as a stepping stone to climb over a lowering snow-covered ledge. It's easier than ice climbing.



1-UP



HIDDEN CREVASSE

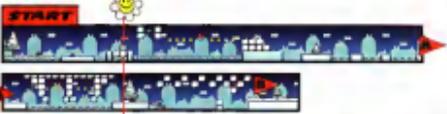
He's in a high-flying cloud and collect a pile of cold coins. Hold Lip on the control pad to make the cloud appear at the top of your screen. Toss an egg and walk right to the red arrow. You can find a crevasse by pounding the loose snow. Use Baby Mario's super powers to snatch as many coins as possible.



1-UP

DANGER-ICY CONDITIONS AHEAD

This icy level is slicker than wet melon seeds between your fingers. Speaking of melons, use your red melons to melt the ice blocks that obstruct your frozen path.



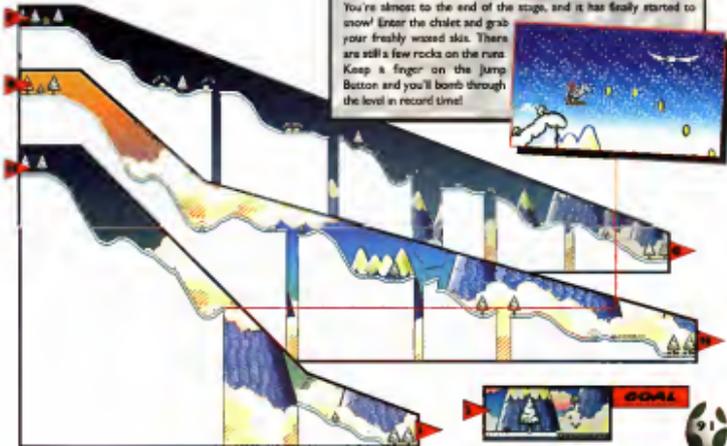
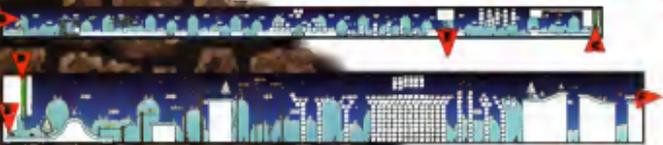
FROZEN FUN

Flowers and foes are locked within the frozen clutches of large blocks of ice. Eat a red melon and burn away the ice with your breath. You can't melt everything, so use the melons wisely.



FRESH POWDER SNOW

You're almost to the end of the stage, and it has finally started to snow! Enter the chalet and grab your freshly waxed skis. There are still a few rocks on the runs. Keep a finger on the Jump Button and you'll bomb through the level in record time!



SLUGGY THE UNSHAVEN'S FORT

Sluggy's Fort is full of slimy surprises. Dangling ghosts, Gaks and thorns stand between you and a pile of coins. You're going to have to work hard to get a perfect score.



SQUISHY BLOCKS!

Don't bump your head on the dangerous ceiling. Run across the squishy blocks and flourish to the next block. Pressing the jump button results in a thorny surprise, so don't use it. If you're still stuck, use a few seeds or eggs on the thorns.



1-UP

START

A COOL CODE!

As soon as you begin Stage 5-4, enter the left door. This featureless room links you up to one of the best codes in the game, but you need to use an Anywhere POW or a Winged Cloud Item to make a secret door appear. Open the door and write down the code. What does the code do? It's a surprise! Try it out and have fun!



BOSS

MUDDY BUDDY!

Hey! It's your pal, Muddy Buddy, and he's here to get underfoot. In case you're wondering, that's good news for you. Muddy Buddy can't feel the pain of spikes or thorns beneath his feet. Use him to recover all the coins in this dark, rich corner of Sluggy's Fort. Muddy leaps when you jump, sticking to you like...mud! Hold Down on the Control Pad to release Muddy from his dirty duty and continue on your way through the rest of the stage.



SLUGGY THE UNSHAVEN

Welcome to the lair of Sluggy the Unshaven! Kamek the Magikoopa transformed an ordinary little slime into a big monster of a Blob. Sluggy's actually glad to see you (he wants to give you a hug) but the only way you're going to survive this diabolical dwelling is to break Sluggy's little heart. Load up on eggs and toss them at the hairy slime-ball. Keep throwing the eggs until you make a dent large enough to hit Sluggy's vital organs. Kamek's spell rapidly heals any damage to Sluggy, so you're going to have to throw eggs hard and fast. If you run out of eggs, run back to the left and grab half a dozen at the egg plant on the edge of a steep ledge. If you don't fresh off Sluggy before he reaches the Egg Plant, you'll find yourself skinned and pushed over the edge. If your aim is accurate and you don't waste a lot of time, you should find this slimeball burly easy to defeat. But don't get cocky! This is the last easy opponent in the game.

Kamek knows you're getting close and he's determined to capture Baby Mario and save the future King Bowser.



1-UP

1-UP

GOONIE RIDES!

Greetings, frequent flyers! Welcome to high flying Goonie Airlines, with service to all corners of Yoshi's Island. Hurry and hop aboard! We'll get your baby off the ground!

STAG 5

HOLDING PATTERN

While Goonies are usually mild-mannered birds, they are known to panic around noisy aircraft. Turn off the autopilot and keep an eye out for frightened fowl when Yoshi morphs into a helicopter. It only takes a few feathers to lock up the rotor blade and send your aircraft into a final tail spin.



START

GOONIE AIRLINES

Looking for a way into the tall pipe over your head? Walk to the right until you see a westbound Goonie. Jump on the Goonie's back as it flies by—you won't hurt it. The Goonie has the strength to fly close enough below the pipe for an easy jump. The pipe leads to a secret room and a flower.



1-UP

WORLD 5 • STAGES 5&6



GOAL

WELCOME TO CLOUD WORLD

Walking among the clouds isn't easy. It's tough to see where you can stand in the mist. If you look closely, you can make out a dry pathway. Stay on the path to be safe.

STAG 6

ON THE MOVE

The winds are strong in the clouds, and you'll be swept along the first section of this stage. By staying on the left edge of the screen, you'll be prepared for every new intruder or challenging jump. Use this technique on all scrolling areas.



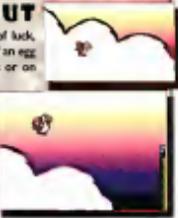
START



GOAL

EASY WAY OUT

If, by some amazing stroke of luck, you find yourself bouncing off an egg thrown by the Baseball Boys or on the back of a wandering Gusty, you'll reach the very top of the highest cloud in the stage. Jump to the right to find the Goal Ring a hop, skip and leap away.



BAD BOYS OF SUMMER

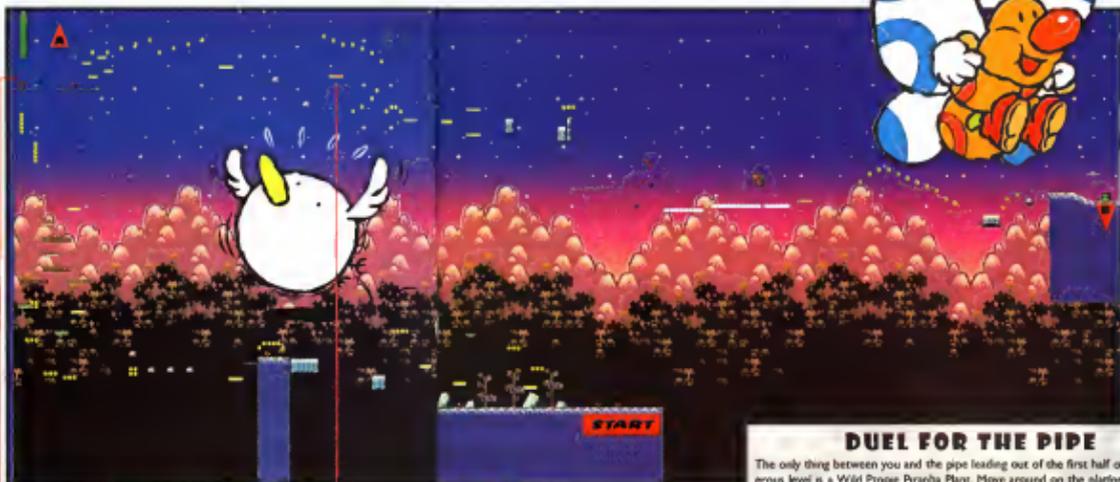
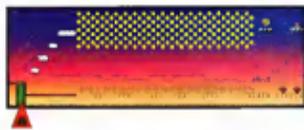
While the eggs thrown by Baseball Boys hurt more than a brush-back pitch, they can also get you home again. As you jump up along the pipe, let the Baseball Boys take their best shot. If they don't throw a screwball, their shots will flip over the rotating platforms and give you the stepping-stone you need to get above the clouds.



SHIFTING PLATFORMS AHEAD

Many players think that this is the toughest level in the game. On the bright side, if you time all your jumps and reach each platform, the rest of the game is easy, right?

STAG 7



WORLD 5 • STAGE 7

FEATHERED FRIEND

If you want up this out-of-reach pipe, you need friends in high places. Goonies are actually feathered friends. Wait next

to the pipe and jump onto the back of the Goonie so it flies beneath the pipe. The Goonie can't carry a heavy load very long, so quickly jump up into the pipe. Now you're on a higher path to success.



HEY BLOCKHEAD!

The sky is falling! Well... O.K., everything in the sky is falling. The trick to clearing this collapsing bridge of blocks is to maintain the high ground across the bottomless chasm. By staying on the higher blocks, you have more time to think about your next tricky jump to the right. A couple of Bullet Bills have their sights on Yoshi as you close in on the Goal Ring Bounce off their backs and continue quickly to the right.



DUEL FOR THE PIPE

The only thing between you and the pipe leading out of the first half of this treacherous level is a Wild Ptooie Piranha Plant. Move around on the platform and avoid anything spit in your direction. All you have to do is feed this mean weed three eggs and you can break your way through the pipe. If you don't have any eggs, lap up a few of the yellow harbills spewed by the noxious plant. It's a known fact that a Wild Ptooie Piranha Plant can't take what it dishes out. As soon as you're through the pipe you can save your progress at the halfway mark. The worst is finally over.



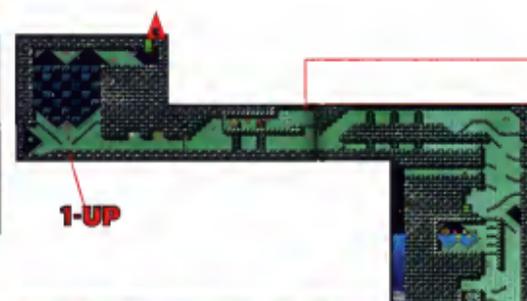
PLATFORM PATTERNS

If you made it this far, you're in the heart of this stage. If you can catch all the right platforms at all the right times, you'll make it through unscathed. While many players are forced to memorize platform patterns, you have this handy map in your Player's Guide. Slightly connect the dots!



RAPHAEL THE RAVEN'S CASTLE

Raphael the Raven lives at the highest point in World 5. This foul fowl is determined to give Yoshi more than a high-altitude nose-bleed. Make sure you don't get stumped!



BULLEY BOUNCE

Yoshi's faster than a speeding bullet! The only way to the high ring is to bounce off the back of Bulley Bill from the ring, walk to the left along the upper passage until you reach the gun. After the gun fires, run ahead of Bulley Bill and jump off his back as he passes beneath the opening. If your jump is timed properly, you'll reach the halfway mark.



WORLD 5 • STAGE 8



BALANCING ACT

The rolling rock is barely balanced on a precipitous peak (just like his name, Raphael the Raven likes pairing together words that sound the same). Step quickly across the boulder before it tumbles down the mountain. As long as you don't linger on the rock to admire the view, you'll be just fine.



Bottoms up! Get ready for some major stomp-jumping and heavy stomping as Raphael the Raven chases you across the globe. When you enter Raphael's chamber, the Flagkops Kamaki appears and casts an evil spell, teleporting both Yoshi and Raphael to a world with unique polarity. Slam the poles through the globe and trip up Raphael as he runs on the opposite side. While Raphael can't leave you stumped, his farring fireballs and fancy footwork let him cover all corners of the globe in seconds. Jump as soon as you see sparks shoot from Raphael's talons. This topsy-turvy battle can make some players dizzy, so take a break if your stomach begins to somersault. Yoshi will warp back into the game once he trips up Raphael for a third time.



SOUL TRAIN

Baby Mario knows that the secret to getting all the coins out of this room is to get down—down the tracks! After morphing into a train, follow the tracks down the screen, around to the left and up again until Yoshi has covered the area in a counterclockwise direction. Sky-Guys from the wrong side of the tracks are out to derail you, but if you do the locomotion and catch all the train morph power-ups, you'll never run out of steam.



KAMEK'S REVENGE

Get ready for the wildest ski run on the island! Kamek's Revenge is tougher than any Olympic downhill course and ten times more hazardous. Don't let Kamek put you on ice!

**NO KEY, NO SKI!**

If you want to ski through this level you must have the key to open the chait. The key is in the previous section of this level beneath the Champ Rock. Thankfully, you can retrace your route if you still need a key. After unlocking the door and locking your ski boots into your bindings, schuss off to the right and down the mountain. The runs don't have much snow this time of year. Be sure to jump over any exposed boulders or rolling Champ Rocks.

**START****KAMEK**

Kamek is determined to knock you around this stage, but his temper and big mouth give him away every time. Listen carefully for Kamek's shout and quickly jump to a new location on the screen.

**HELI-SKIING?**

After completing Yoshi's wild ski run off the mountain, all you have to do is morph into a helicopter and follow the arrows to the Goal Ring.

Well... OK, there's a little more to it. You only get one shot at morphing into a helicopter and flying to the goal. If Yoshi loses his morphing powers, he's permanently grounded. Kamek is still hanging around, so be sure to change your altitude frequently as you fly to victory.

**GOAL**

Bet your life on the roulette wheel! As long as you have more than one life, you can take a spin. Use the control pad to place your bet and start the wheels with the A Button. The wheels stop when you hit the A Button again. Your winnings are based on the sum of the wheels and the number of lives bet. Just like real roulette, the odds of winning big are not in your favor.





WORLD 8

Welcome to the final world of Yoshi's Island. Your adventure has been long and hazardous, but the meanest monsters and most sinister stages still await you.



SCARY SKELETON GOONIES!

The first level isn't as menacing as it is frustrating. Chancing Spear Guys want to make sure Yoshi gets the point while Skeleton Goonies control the skies. Be careful.

TAG 1



1-UP

NO LOOK, NO LEAD!

Incoming chomps are the literally the pits, but there's a trick to getting around them. Run back to the left as an incoming chomp flies into the foreground. If you run far enough, you'll hear the sound of the chomp creating a crater, but when you return to the right the hole will be gone.



POUND THE POST TO POP BALLOONS!

Don't let the seed tumble into the pit! Pound down the grassed post before building the red platform. The red platform contains valuable soil nutrients that promote accelerated plant growth. Use the new plank to hop up to the locked door high above your head.



1-UP



THE CAVE OF THE BANDITS

While bandits lagger Yoshi throughout the game, the Cave of the Bandits is thick with the thieves. Those sneaky snitches are determined to take a load off Yoshi's back.



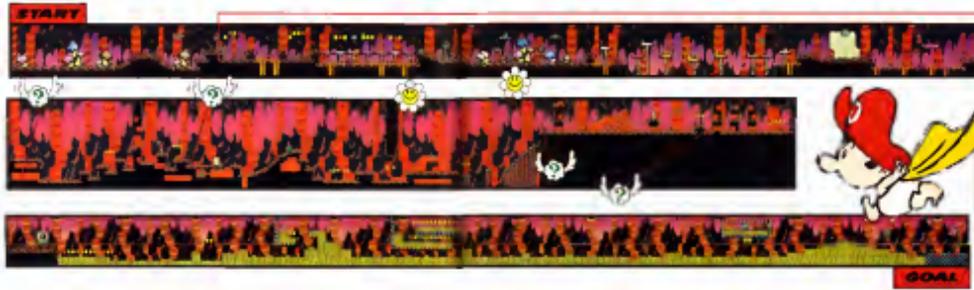
BEWARE THE SPINNING LOGS!

If the logs loom through this level, don't jump you, the flurry of floating Fuzzies will infuriate and freak you out. Load up on lives at the stage's half-way point.



SPINNING SPRUCE

While most players find the spinning logs more painful than a splinter beneath a thumbnail, the logs offer a benefit beneath their bark. If you hit your Jump button as Yoshi lands on a spinning log, he'll shoot into the stratosphere or even a secret room. Gutsy players can use the spinning logs to make huge leaps throughout the level. Unfortunately, jumping on a spinning log is a lot like playing roulette. You won't know where you'll land or if your number is up.



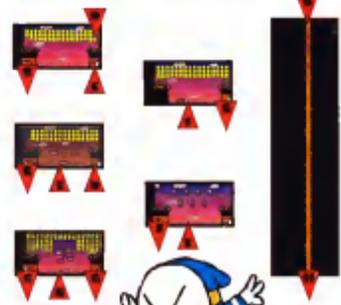
BANDIT BULLIES

Throngs of sneaky bandits are lying in wait for an unsuspecting dinosaur. Kamek has a boasty out on Baby Mario, and these crafty thieves are out to collect!



SECRET ROOMS

Springing skyward off the top log makes Yoshi the top dog! After bouncing off the highest spinning log, hold Right on your Control Pad while Yoshi is off the top of the screen. If you timed your jump properly, you'll find a series of rooms full of coins and 1-up opportunities. Pick the correct door to uncover more treasures in the rest of the secret rooms!



FUZZY FLURRY!

You made it past the spinning logs, but the sun is suddenly blotted out by an incoming storm. Unfortunately, those aren't cumulus clouds looming on your horizon. Duck and dodge the floating Fuzzies as they slowly pass above and below you. If you find yourself on a collision course, throw an egg to clear the air. If you line up your shot properly, you can take out more than one fuzzy with a single egg.



ROLLING STONE

Get some satisfaction and a valuable red coin by setting this precariously balanced Chomp Rock in motion. Walk on one side of the boulder to knock it off balance, but remember to leap up off the rolling rock before you're taken for granite and caught up in the avalanche. If you need practice with this technique, there's another opportunity just in front of the Goal Ring.



TAP TAP THE RED NOSE'S FORT

Winning ghosts, wobbling walls and rodent dangers await you in Tap Tap the Red Nose's abode. Stock up on additional items before stepping in the unwelcome mat.

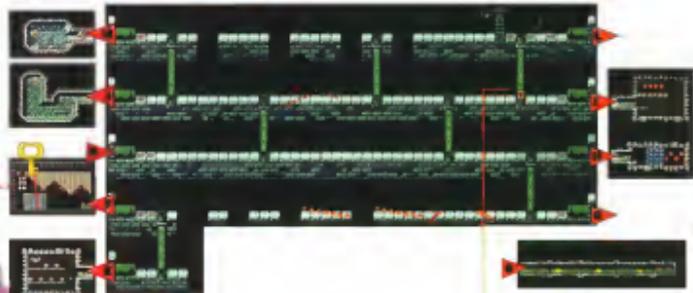
STAG
A

A SLIMY KEY

Not all the checkered blocks in this room look like cold sofa. The block on the far right side of the room is a sneaky slime carrying the key you need to the hallway mark. The slime surrenders the key after you hit it with six eggs. Load up on eggs on the right side of the room and jump over all the spikes on the floor.



START



A BOTTLENECK

You need a key not a corkscrew to uncork this vintage maze. Your progress through Tap Tap's fort is hindered by a corked pipe. Thankfully, the cork has a keyhole. A roach near the lower left corner of the maze holds the key to your escape, but you need to defeat Salvo the Slime to snatch it. If you run out of eggs, leave the room and tap up the Little Mousers scurrying across the ledges in the maze. Each time you leave the slime's lair, he regains all his strength, so you need to load up on a full inventory. After six consecutive hits the slime dissolves and presents you with the key. Grab it and leave the bottleneck and the rat race behind.



Perhaps Tap Tap the Red Nose is smiling because he thinks he has you just where he wants you. Perhaps Tap Tap is grinning because your eggs can't hurt him. Perhaps Tap Tap is smirking because he believes he can finish you off before you figure out how to best him. But it's your turn to smile. You have the Yoshi's Island Player's Guide! Aim your eggs at the floor and break the blocks below Tap Tap's feet. The green blocks dissolve with a single hit, but the red and yellow blocks take longer. When you've made a large enough hole, knock Tap Tap backwards into the lava.

TAP TAP THE RED NOSE





FIRE AND ICE

Slick, melting icicles tumble from the ceiling throughout the opening segment of the Very Loosooong Cave. If you take your time, you'll survive without a splitting headache. Use an egg or two to break off any stubborn icicles that obstruct critical jumps across lava pools.



START



1-UP

1-UP

1-UP



CHOMP ROCK IS A ROCK-KEY!

The last rolling Chomp Rock prior to the end of The Very Loosooong Cave is your key to getting into this cool room. Don't let the rock get behind you or it could push you into the hot lava. Jump on top of the Chomp Rock and ride it across the lava below the door. Keeping your balance on the rolling boulder is the trickiest part of this stunt. Chomp Rock not only protects you from third-degree burns, but serves it as a handy step ladder to help you reach a bonus room.

BASALT BARRIERS

Have an egg or two handy! You'll need more than a few to break through the barriers and collect the items in this hidden section of the Very Loosooong Cave. Conserve your eggs and aim accurately to remove all of the rock walls in this twisted tunnel. If you run out of eggs, puste the game and check your inventory for a regular watermelon. Seeds can also break down the barricades.



CHOMP ROND

You're past the halfway mark and on the home stretch to the Goal Ring! Don't let the falling Chomp Rocks ruin your chances for a happy ending. Do your best to keep up with the rapidly scrolling screen as you jump across the pits to the right. Time your jumps carefully. Look and listen before you leap. The best method for safely reaching the goal is to wait until the Chomp Rock drops and rolls in front of you before you make your next move.



GOAL



THE DEEP UNDERGROUND MAZE
 The Deep, Underground Maze is one of the toughest stages. You can make it easier on yourself by bringing six eggs and lots of courage along with you.

STAGE 6

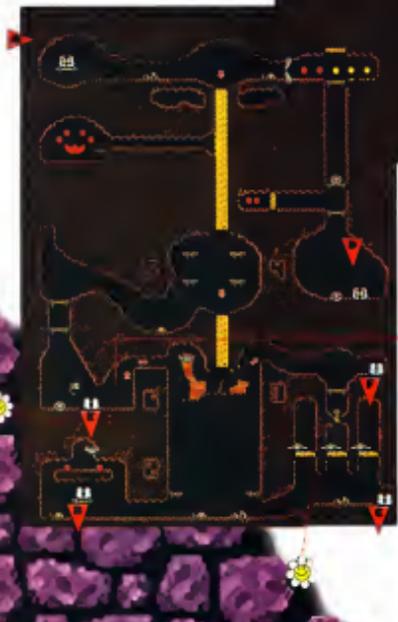


ROCK AND ROLL!

You must use an egg or melon seeds to break this Chomp Rock loose from the chamber above. The secret to success is to roll the boulder along ahead of you to wipe out enemies and grab a key up on a high ledge. If the rock rolls out of sight, locate the spring ball at the bottom of the maze and jump back up the shaft. A new Chomp Rock awaits your next effort.

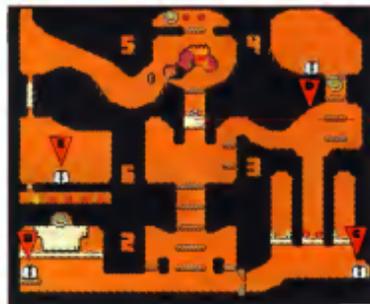


WORLD 6 • STAGE 6



SHOOT THE CLOUD

This lovely little cloud is your key to finding the way out of the underground maze. Many players are stumped by the red arrows and think they must jump up through the tiny opening (good luck!). Make it easy on yourself and shoot an egg in the direction of the arrow. The cloud creates a helpful platform leading to the door out of here!



FREE THE SPRING BALL!

Don't be stumped by the empty chamber. Use melon seeds or an egg to break the soft ceiling over your head and release the spring ball. If you bounce high enough, you can grab the flower one room up.



GOAL

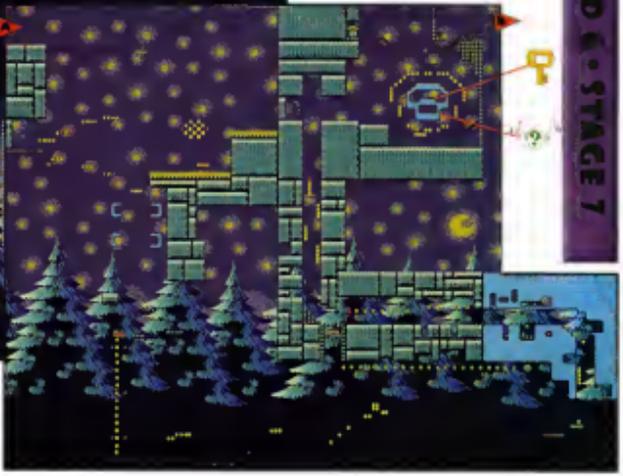
GOAL

KEEP MOVING!
 This area is a tough area. You'll need to use a lot of extra lives built up before you try this tough area.



CHOMP SHARK

The Chomp Sharks growing Stage 6-7 are designed to keep you moving rapidly through the level. You might even notice that the second shark waits while Yoshi switches platforms. Ignore the sharks and concentrate on your leaps and landings.



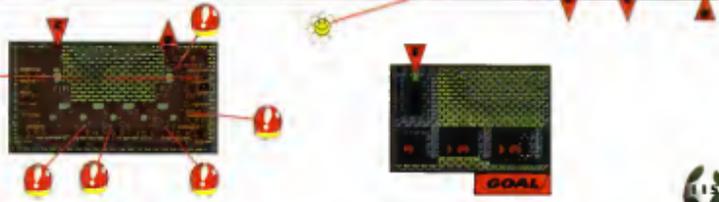
PICK THE FLOWER!

While it looks like the flower is impossible to pick, the bandit in the chamber can help you out. Stay on the right side of the screen and aim an egg at the left Flipper. You can lock in the angle of your throw with the L or R Button. If you wait long enough, the Bandit in the chamber steps on the flipper, briefly opening the hole. Bounce the egg off the left flipper and claim the flower.



SECRET RAT RACE

This murky room is full of coins, but you need to compete with a pack of egg-stealing Little Mousers. Break up the rock to expose a hidden red switch. Jump on the switch and start collecting coins. You could spring off the backs of the squeaking rodents to grab the high coins, or use a green melon and spit the seeds skyward. Repeat either method until you run out of coins or switches.





START

THE UNFRIENDLY SKIES

Yoshi must morph into a helicopter to cross King Bowser's castle moat, and Kamek is determined to dive-bomb the intrepid dinosaur. Kamek's broom is much faster than Yoshi, and the Magikoopa likes to sneak up from behind. Quickly change your altitude as soon as Kamek appears on the screen, but watch out for the Goones.



DIZZY DOORS

Throw an egg at the four spinning doors and choose your destiny. All hallways lead to Bowser, but some paths are easier than others. While there is no way to pick a specific route, door four is the easiest. Replenish your egg supply before you continue your journey.



Baby Bowser was having a good time scribbling on the walls of his nursery before Yoshi and Baby Mario dropped in. He's more than a little jealous about Baby Mario getting a piggy-back ride. Unfortunately there is no way to convince Baby Bowser that he's too heavy for a dinosaur ride. Pound the ground around Baby Bowser's feet until he's knocked off balance and falls on the ground. Keep doing this until Kamek wears his final and most dangerous spell. The key to defeating the giant

Bowser for good is to throw duo eggs at his face while maintaining steady footing on the garbets above the crumbling castle ramparts. While it's easier to hit Bowser when he's close, keep in mind that it's easier for him to hit you, too, and you'll have less time to jump out of the way. Seven hits should put the baby bully back to bed.



GOVERNOR



1-UP



SLIMY KEY

If you entered Door Two in King Bowser's Castle, you need to find a key to continue on your journey. The key is being held by Salvo the Slimy, the guardian of the first world. Load up on eggs prior to entering Salvo's chamber. The slime surrenders after six hits.



**CASTLES-
MASTERPIECE
SET**

You've mastered all the
islands and castles in the
game, but can you sur-
vive the most treacher-
ous turrets on
Yoshi's Island? Be
sure to bring
extra lives!



**A THORNY
SITUATION**

Getting around the second half of the Castles Masterpiece Set can be a thorny experience. Improve your odds for success by spring melon seeds to break up the thorns. Use the platform technique to remove all the thorns on the floor and ceiling where the moving platforms spill out "YOSHI!"



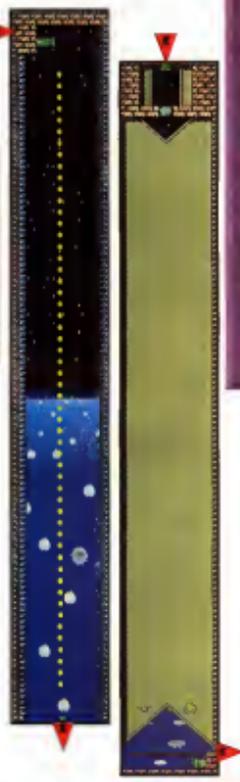
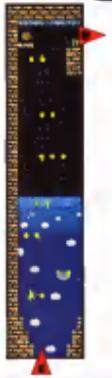
**BONUS
CHALLENGE**

TINY BUBBLES-BIG LIFT

One last water-filled moat separates Yoshi and Baby Mario from the Goal Ring. Rise above the thorny barricades by swimming in the rising bubbles in the water. If you tread water long enough, a speedy platform whisks you away to the end of the stage. If you need additional coins for an extra life, swim beneath the thorns before you leap for the Goal Ring.

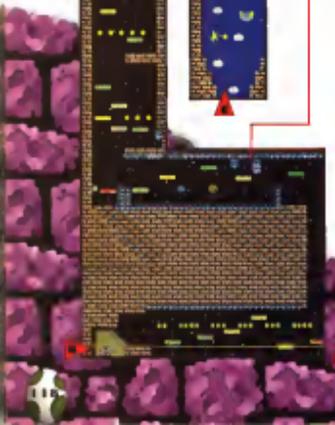


The final bonus challenge in Yoshi's Island is the Slot Machine game. You have the opportunity to win extra lives without spending anything! Try fixing a game like this in Vegas! As each tumbler rotates, hit the A button to lock in the slot windows. Three cherries give you two lives, three eggs win three lives and three lucky sevens reward you with five extra lives. While risk is low and the reward can be high, slots are the toughest game to win.



WORLD 6 - CASTLES

GOAL



Island Stylin'



STRATEGIES

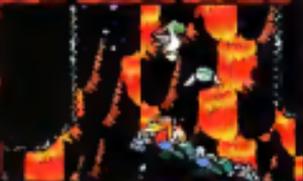
By now you may have snaked through several worlds of Yoshi's Island, or maybe even all the way to the end. Getting 100 percent on all levels, though that's a challenge that can stump even experienced players! To help you out, the pros at Nintendo have explored every inch of Yoshi's Island. They've pounded every post, looked in every nook and

checked every cranny. They've blasted every hazard and tried every attack against every enemy. Think they've already coughed up all their insider info?

Think again. In the coming pages, you'll get treated to lots more tricks. How to cross lava lakes. How to skip see-saw logs. How to beat every beast and botanical brute. And who's out there to lend you a helping hand or egg. So hit the road, but don't go without this guide by your side.

Otherwise, you'll be one extinct dino.





POOCHY

A dino's best friend makes his home throughout Yoshi's Island. Poochy is bright, obedient and frolicsome. He can paw his way across painful spikes and even lope through lava without losing his cheery smile. Fortunately for our heroes, Kamek doesn't have a criminal cameo on his side! Always ride Poochy as long as possible. He provides powerful protection from lava, spikes and other hazards.



FLIPPERS

These allow movement in only one direction. Enemies as well as Yoshi are held back by them. Flippers also block eggs and missiles thrown by Yoshi's nemesis. Explore carefully before passing through them. You'll want to be sure you've grabbed every power-up possible.



CHOMP ROCK

Rock out with these grinning pieces of granite. When pushed, a Chomp Rock bowls over every enemy in its path. Once a Chomp Rock gets going, though, it's hard to get it to stop. Watch out or it will squash Yoshi fatter than a crepe Suzette. Leap from the top of a Chomp Rock to high-up places.



SUDDENLY, STAIRS

Throw an egg at a winged cloud and sometimes a starway or platform will materialize. These are permanent. However, all passages generated by hitting a switch disappear after only a few seconds.



BEANSTALK

These are also created by shooting winged clouds. A seed will drop out and grow quicker than Jack's beanstalk! Hop up the leaves. These beanstalks don't lead to ornery gants growing "Ye, E, fo, fum." Instead, Yoshi will run into plenty of little enemies.



PADDLE WHEEL

Red ones spin in place, while green ones move across the screen. The trick to getting a paddle wheel to spin is to jump straight up. When you land on the next platform, your weight will cause the wheel to spin. You'll find lots of opportunities to practice, because these dino-movers are found throughout Yoshi's Island.



FLATBED FERRIES

These anti-gravity platforms follow the dotted line. If their path ends with a red circle, the platform will bounce off it and return the way it came. However, if there's no red circle, the platform will simply fall. In both cases, it's best to jump off before reaching the end.

SPINNING WHEEL

Jump atop one of these and it will go in the direction in which the arrow is pointing. If you jump, the wheel will begin spinning again. Tap the B Button slightly to control your direction. Brown spinning wheels keep you aloft as long as you want, but blue ones disintegrate after a brief period of time. Yoshi can grab and hold a spinning wheel in his mouth, then spit it out elsewhere.

SPONGY STUFF

These giant goopy blocks in the ceiling hold Yoshi aloft a little bit longer than if he just jumped and hovered by himself. They provide a valuable retreat when enemies are making trouble below. Yoshi can also fly the length of the squishy stuff without touching the floor once. Press and hold diagonally Up and Right, then jump. When Yoshi's head sticks in the ceiling, release the B Button for a split-second before pressing it again. Squishy stuff on the floor cuts down on how high Yoshi can jump. This can help Yoshi when he is trying to get through passages with low-hanging thorns.

TUMBLER

These delicately balanced devices are always in motion, but begin spinning rapidly when something as light as a babysitting dinosaur hops aboard. Avoid being taken for a tumble by skipping quickly across. Also, wait until the tumbler is spinning away from you.

TEETER-TOTTER

It's a real balancing act to make it across these precarious perches. If you land on the center point you'll be safe, at least for a second or two. It helps to hover until you're over the exact center before dropping. Your toughest task will be grabbing all the nearby power-ups and avoiding enemies while keeping your balance.

CHAIN GATE

While exploring castles and forts, Yoshi will find his way blocked by these medieval-looking barriers. Quickly shoot three eggs at the pulley on top. The pulley will wind in the chain and open up your path. If you take too long, the gate will slip down again.

BUCKET

When the swimming gets a little too treacherous and there's no lifeguard around, toss an egg at a bucket and hitch a ride. Yoshi can shoot eggs while riding a bucket, which he can't do while swimming. The bucket protects him from enemies as long as they stay below the water or lava outside.

MOVING BLOCK

These devices are about the same size as egg blocks, but come in the pastel hues favored by Miami Beach interior designers. Hit a powder-blue moving block from below and it will transform into a lift that moves side to side. A peach-colored block moves up and down.



TWIRLING TIERS

The gyro a-go-go is the latest dance craze on Yoshi's Island, and Yoshi knows all the right steps. He avoids becoming a dizzy dino by staying in the middle of the twirling tiers and jumping straight up. To gather coins, Yoshi edges out to the end and stays there for a full revolution. Patience will deliver a big payoff! Just be careful that Yoshi doesn't fall off.

COUNTDOWN PLATFORM

You can step on a countdown platform at any time. However, whenever you step off, you subtract one from the number on it. Leave a platform with the number one on it and it will vanish with a puff. Basically, you get only a limited number of chances when crossing these platforms.

BALLOON

In the first three worlds, Yoshi will see lots of balloons bearing Sly-Guys, bombs and gifts, such as star-filled crates. In World 4, he'll be able to take a lighter-than-air ride himself. Balancing atop an inflated balloon isn't easy, especially when Yoshi is also trying to grab power-ups on the way.

SNOWBALL

Yoshi has a bit of frozen fun in the winter wonderland of World 5 by making a giant snowball out of the soft, fluffy stuff. Besides chilling out all enemies in Yoshi's path, a snowball provides a great way to reach ledges overhead.

SKI LIFT

A fresh flurry of powdery snow has sent swarms of six bulls to the steep slopes of World 5. Getting aboard the lifts is easy, but you'll have to share air space with lots of Bompies and skiing snowmen! To avoid getting knocked off, jump straight up and hover before dropping back to the lift. Your momentum will keep pace with the lift.

SQUISHY BLOCK

Sloppy the Unshaven's Fort is full of gelatinous curiosities. After eluding Georgette jellies and plopsque Sluggies, Yoshi bumps into this rubbery wonder. Exercise some dino-muscles to squeeze the squishy block against a wall, making it taller and thinner. Yoshi can then hop on top of it to get to a higher point.

SPINNING LOG

In World 6, tricky timbers sit still as long as Yoshi doesn't jump on them. A few seconds after being tapped by a dino foot, though, they begin spinning madly. Move quickly or these logs will roll you over.

ENEMY INDEX

ATTACK JUMP



POUND THE GROUND



EGG TOSS



SLURP



Danger is afoot, Yoshi. Besides a dozen bosses, more than 100 troublemakers roam the hills and dales of Yoshi's Island. They range in size from the dinky Cloud Drop to the humongous Nep-Enut, but they all have one thing in common: they hate babysitters! Some slow-movers, like the Shy-Guys and Lantern Ghosts, are very easy to beat. For others, such as Tap-Taps and Kamek himself, the best strategy is to avoid them at all cost. To help you find your way, here's a field guide to the foes. Next to each are four circles, one for each attack method. Green indicates that Yoshi can beat the enemy with the attack, while red shows he'll strike out. Amid the legions of foes are some good eggs, including Egg-Plants and Huffin Puffins. They're listed at the end of this section.

● = **SUCCESSFUL ATTACK**

● = **FORGET IT!**

— = **NOT APPLICABLE**



AQUA LAKITU
In terms of sewer venues, these boom-throwers rival New York City's famous airports.



BOWLING GOONIE
Without wings or legs, this slabby Goonie just keeps rolling along.



DANCING GHOST
Another homely but without much of a body, the Dancing Ghost doesn't like to get egg on the face.



BARON VON STEPPELIN
Bombs away! The Baron always poses before releasing his payload, so dash for cover!



BUBBLE DAYZE
When the flower child blows bubbles, Yoshi can catch them in his mouth and blow them back.



DIZZY DANDY
The best way to deal with the Mr. Flower is to jump when it rolls underneath.



BARNEY BUBBLE
Sleep as he and he'll blow bubbles, which you can then swallow and spit out.



BULLEY BILL
Yoshi can't catch a Bulley Bill in his teeth, but he can knock one off course by hopping ahead.



DR. FREEZEEGOON
An extreme skier par excellence, the doctor of three doesn't like dino herring in his soy suit.



BEACH KOOPA
Shorn of its shell, the Koopa Troopa shows he's no Schwarzenegger. You can make him into an egg, though.



BUMPY
Found largely on the snow drifts and ice lakes of World 5, Bumpy can send Yoshi sliding like a hockey puck.



EGGO-BIL
These fast growers are indestructible, but their petals provide a full supply of eggs.



BIG BOO
Just like a monster in the movies, Big Boo like to sneak up from behind when Yoshi's not looking.



BURT
Follow the bouncing Burt Gave up! Then throw an egg at him and he'll cough up three stars.



FANG
Fangs favor caves and other dark, damp places. Their erratic fight patterns make them tough to catch.



BLOW HARD
They spit prickly acids with painful accuracy. Soon them with an egg, then dash by before they can revive.



CACTUS JACK
This sharp guy is always on the lookout for someone to sock up.



FAT GUY
Eat a Fat Guy to make a huge egg that turns every on-screen enemy into a star.



BLUE BOO
They only flutter in the darkest chamber of Bigger Boo's castle. Hit them with three eggs.



CAGED GHOST
Lacking in savers, the tough guy uses Sky-Guys, then spits them out for your egg-making pleasure.



FITHING LAKITU
Always angling for a catch, these dopplegängers should be feared for being wicket a license.



BOO BALLOON
If he could, Boo Balloon would get a mohawk and a bunch of tattoos to show what a toughie he is.



CHAIN CHOMP
This brute has been locked up in Stagg the Unshaven's dungeon for a long, long time, and he's very mad!



FLAMED GUY
"Don't play with matches," his father said. "You'll get burned," his mother said. But did he listen?



BOO BLAH
Lurking in the stonework of Bigger Boo's castle, the Boo Blah's "Boo!" is worse than its hiss.



CLAWDADDY
It takes three eggs to do it in these jungle-dwellers. Some have also moved into Prince Froggy's Fort.



FLIGHTLESS SKELETON GOONIE
Also known by their scientific name, *Rhiglossus skeletonis* pooson, Or, less formally, *Scold*.



BOO BUDDY
Big Boos in training, these hit-sized guys would love to take a bite out of Yoshi.



CLOUD DROP
Watch out for these wherever the billowy white stuff is found on Yoshi's Island.



FLIGHTLESS GOONIE
If you let a Goonie with an egg or eat one and spit it out, its wings will fall off and it will run away even faster than it flew.



BOO GUY
Basically Boo babies, Boo Guys can be found wherever the Boo family parades down.



COIN BANDIT
Bewars of Bandits bearing gifts! This one would like to trade a red coin for Baby Mario.



FLOPPY FISH
These high-combers frequently swim into your path. However, they're quite tasty and make great eggs.



BOO MAN BLUFF
Another Boo who goes bump in the night is Bigger Boo's Castle. Found near the Blue Boo.



CRATZEE DAYZE
This space cadet likes to huan "If you're going to Yoshi's Island, wear some flowers in your hair."



FLY GUY
If you get too close to drop his red coin, you have only a few seconds to remove the coin before it vanishes.



BOUNCING BULLEY BILL
Also known as the Killer Three Bs. These yellow gins hauer in on the nearest dinosaur and fire every.



DANCING SPEAR GUY
Get into the funky rhythm or else these jesterbaggers will lance you with their spears. Ouch!



FLYING WIGGLER
This near-sighted creature constantly mistakes Yoshi for a daisy in bloom.

| | | | | | |
|--|--|---|---|---|--|
|  | <p>FROG PIRATE</p> <p>These voracious amphibians have tongues even longer than Yoshi's, and they'll love to steal Baby Mario!</p> |  | <p>HEFTY GOONIE</p> <p>Too much bird feed and TV snacks for one roly-poly Goonie. Even Yoshi can fly faster than this guy.</p> |  | <p>LAVA DROP</p> <p>Definitely inedible. Like all good dinos, Toad knows not to play with Lava Drop.</p> |
|  | <p>FUXXY</p> <p>They won't hurt Yoshi, but they'll definitely keep his world! They drift down in droves and are very hard to avoid.</p> |  | <p>HOOTIE THE BLUE FISH</p> <p>Aquatic pests that inhabit the sewers of Yoshi's Island. Hooties primarily swim in drezzoomes.</p> |  | <p>LEMON DROP</p> <p>They aren't that drop from ceilings, Lemon Drops help Yoshi replenish his egg supply.</p> |
|  | <p>GARGANTUA BLARGG</p> <p>The best-blooded member of the Blargg family. Maybe he's so angry because no one will trim his eyebrows.</p> |  | <p>HOPPING TAP-TAP</p> <p>Unlike their earthbound bros, they live high in the air on mysterious gravity-defying rocks. Highly irritable.</p> |  | <p>LITTLE MOUSER</p> <p>They'll steal an egg and make Mario cry. Hey, someone call the Pest Patrol!</p> |
|  | <p>GEORGETTE JELLY</p> <p>You can splatter a jelly on the walls, but they always spring back for more gooey good times.</p> |  | <p>HOT LIPS</p> <p>Always on the lookout for a good time, Hot Lips likes to spout fire on everyone who passes by.</p> |  | <p>LITTLE SKULL MOUSER</p> <p>Oh, clever diggers. And that trick of leaping instead of running? No one will ever believe you're a Mouser.</p> |
|  | <p>GOOMRA</p> <p>Most often found around Koopas, these grumpy woodlens fatten out when you jump on their noggins!</p> |  | <p>INCOMING CHOMP</p> <p>Their razor-sharp teeth aren't as dangerous as the huge crushers they make when they hit the ground.</p> |  | <p>LOCH NESTOR</p> <p>Dangerous as a death charge to submerge Yoshi. Flush him out with your endless supply of tomatoes.</p> |
|  | <p>GOONIE</p> <p>These birds will bomb you with Sky-Guys, but they'll also give you a lift if you just hop aboard.</p> |  | <p>JEAN DE PILLET</p> <p>Jean adapted himself to a life in lava lakes by going on a serious diet.</p> |  | <p>LUNGE FISH</p> <p>They find dino lip-locks good. However, they'll flash a wistful nose if you slug them with eggs.</p> |
|  | <p>GREEN GLOVE</p> <p>Always looking for an egg to play catch with, Green Glove's favorite pitch is the high hard one.</p> |  | <p>KABOOMBA</p> <p>He strolls slowly but unleashes a painful payload. It's pretty easy to evade this cartoon cannon.</p> |  | <p>MOCK UP</p> <p>Also known as Bogus Blimp, Mock Up goes boom-booms when Yoshi gets too close.</p> |
|  | <p>GREEN TOADY</p> <p>A frustrated Kamak sends these guys to snatch Mario whenever he's knocked off Yoshi's back.</p> |  | <p>KAMEK</p> <p>Throughout Toad's island, this brown-skinned digger uses magic in a relentless effort to grab Baby Mario.</p> |  | <p>MACE GUY</p> <p>This swingin' guy invites dinos to dance. Yoshi shouldn't swallow the bait, but the Mace Guy has a fall.</p> |
|  | <p>CRIM LEECHER</p> <p>This sharper sucks Mario off, hops on Yoshi's back, and reverses your controls.</p> |  | <p>KAMEK'S TOADIES</p> <p>Always waiting just overhead, Kamek's Toadies live to spirit Baby Mario back to the evil Magikoopa.</p> |  | <p>MACE PENGUIN</p> <p>These paws-in-the-snow paired the snow-covered slopes of World 5.</p> |
|  | <p>GRINDER</p> <p>Whether swinging from trees or switching in the water, Grinders seem to be everywhere in World 3.</p> |  | <p>KOOPA TROOPA</p> <p>Swallow a Koopa and spit out its shell. The shell will go over the ground like grassed lightning.</p> |  | <p>MILDE</p> <p>Seemingly always underfoot, these pink picklers look mighty pleased with themselves.</p> |
|  | <p>GRUNT</p> <p>Throw an egg to relieve these guards of their spiked headgears and then to make new eggs.</p> |  | <p>LAKITU</p> <p>These bombardiers zip around on clouds. Dislodge the Lakitu and take a ride on its cloud.</p> |  | <p>MUFFY GUY</p> <p>Clever camouflage, eh? You'll have to jump or pound their nose to knock the flowers off.</p> |
|  | <p>GUTTY</p> <p>If it's a blurry day, you'd better watch out for these paltering ghosts both in and out of doors.</p> |  | <p>LANTERN GHOST</p> <p>Better to eat a Lantern Ghost than curse the luck of an egg, eh, Yoshi?</p> |  | <p>NEEDLE NOSE</p> <p>Nothing puts a smile on Needle's face like the chance to puncture Yoshi's party.</p> |
|  | <p>HARRY HEDGEHOG</p> <p>Spryly a dave-dweller, this small creature puffs up his spiky back when strange dinos approach.</p> |  | <p>LAVA RUDDE</p> <p>Eat one up, then breathe fire. Use it to smother the competition.</p> |  | <p>NEP-ENUY</p> <p>Peering up from the sily depths, this bottom-dweller came pale as a ghost if you pop him with an egg.</p> |

| | | | | | |
|--|--|---|--|---|--|
|  | <p>● NIPPER SPORES</p> <p>These drift slowly from the ceilings of caves, corridors and forts. You can't make eggs out of them.</p> |  | <p>● SHY-GUY ON STILTS</p> <p>What'll those strainers think of now? Watch for them wading in water and climbing rocks.</p> |  | <p>● THUNDER LAKITU</p> <p>Not only do Lakitu fish without a license, they also set bonfires without the proper permits.</p> |
|  | <p>● NIPPER PLANTS</p> <p>Hatched when Nipper Spores touch ground, these hopping choppers make excellent eggs.</p> |  | <p>● SKELTON GOONIE</p> <p>Unlike their feathered family-members, you can't hitch a ride on a Skeleton Goonie.</p> |  | <p>● TRAIN BANDIT</p> <p>These jinxed-packing smugglers try to hold up Yoshi after he's morphed into a steam engine.</p> |
|  | <p>● PARA-KOOPA</p> <p>Clip the wings of one these faster-guyz with a well-placed egg or jump.</p> |  | <p>● SLUGGER</p> <p>This Ken Griffey Jr. wannabe loves it when you throw an egg right across the plate.</p> |  | <p>● SUBMARINE NIP-ENUT</p> <p>Too much time reading underground comics has made this boozie regular preep-out. Just hit him with one egg.</p> |
|  | <p>● PIRO DANGLE</p> <p>Mr. PD. maliciously guards a secret cache of coals in Burn the Boshie's Fort.</p> |  | <p>● SLUGGY</p> <p>You always have a few seconds before this redneck-crawler falls onto Yoshi's head.</p> |  | <p>● WALL LAKITU</p> <p>Original members of the Hole-in-the-Wall Gang, their shifty eyes always get them away.</p> |
|  | <p>● PISCATORY PETE</p> <p>Only around when you're submerging. Fry them with torpedoes and serve them with chips and tartar sauce.</p> |  | <p>● SNIFTY</p> <p>Grab one of these antebellony cannons before it blows its top.</p> |  | <p>● WHIRLY FLY GUY</p> <p>These flicking swarms cough up coals when you shell them with eggs.</p> |
|  | <p>● POKEY</p> <p>Pokay throws and pulls in his needles when you grab his bouncing grizzly ball. He's harmless then.</p> |  | <p>● SOLO TOADY</p> <p>In some stages, these low-ringers poot down and grab Mario whenever he's knocked off Yoshi's back.</p> |  | <p>● WILD PTOOM PIRANHA</p> <p>Slow them out of the ground with three eggs. Replenish your supply by swallowing the seeds they spit out.</p> |
|  | <p>● POTTED SPIKED FUN GUY</p> <p>Eat his pot, then eat him to make a new egg.</p> |  | <p>● SPINY GUY</p> <p>These jagged sentries fend off all frontal attacks with their shields. Attack them from behind.</p> |  | <p>● WOODY GUY</p> <p>Stumbling down traps, the Woosy Guy looks for someone to help hold him up.</p> |
|  | <p>● PREYING MANTAS</p> <p>Moving up and down, Preying Mantas feast on Yoshi sub-marines. Fry on them with torpedoes.</p> |  | <p>● SPIKED FUN GUY</p> <p>A fun guy! Oh, really? A couple of jokes from this jarty animal and everyone will be laughing.</p> |  | <p>● TRUT GUY</p> <p>Put up yer fans, bello! This pugilist weeds great balls of fire scorching Yoshi's way. Barbecue, anyone?</p> |
|  | <p>● RAVEN</p> <p>These flightless birds normally live on little worlds of their own, although a few inhabit Navi Pireth's Castle.</p> |  | <p>● SPOOKY</p> <p>Halloween is over, but a Shy-Guy or Bandit thinks he can still put the boogie-pieces in Yoshi by wearing a mask.</p> |  | <p>● EGG-PLANT</p> <p>Growing in all sorts of odd places, these blow eggs into the air at random. Yoshi can grab the eggs with his tongue.</p> |
|  | <p>● SEEDY SALLY</p> <p>Always raring for a food fight, these little iron-fists swarm all over World 3.</p> |  | <p>● SPRAY FISH</p> <p>When this bowfader passes to refill, seize the opportunity to jump past him.</p> |  | <p>● MUDDY BUDDY</p> <p>When Yoshi traps out lethal spikes in Sluggo the Unshower's Fort, this fuzzy-looking fellow prevents his feet.</p> |
|  | <p>● SHARK CHOMP</p> <p>They eat everything in their path, including the path itself! Move fast or you'll be shark bait!</p> |  | <p>● STRETCH</p> <p>Jump or pounce. Stretch and he'll lay low until you step off. Then, he'll pop back into shape.</p> |  | <p>● SUPPORT GHOST</p> <p>Another spiritual mentor who has taken up residence in Sluggo's Fort, the Support Ghost provides solid footing for Yoshi.</p> |
|  | <p>● SHORT FUSE</p> <p>Long ago, a piggy explorer left an explosive formula in World 3. Short Fuse has been using it ever since.</p> |  | <p>● TAP-TAP</p> <p>Virtually undetectable and very painful to touch. However, Yoshi can push them with his tongue.</p> |  | <p>● MELON BUG</p> <p>These fuzzy hoppers transform from bug to melon and back again. Eat them at expense to make an egg.</p> |
|  | <p>● SHY-GUY</p> <p>Yikes! They're everywhere! Shy-Guys move slowly and tend to stay in groups for protection.</p> |  | <p>● TAP-TAP THE GOLDEN</p> <p>The mega Tap-Tap guards Yoshi through the lava caves beneath Red Nose's Fort.</p> |  | <p>● MUFFIN PUFFIN</p> <p>The babies of this harmless bird sit along behind Yoshi. You can throw them like eggs and they'll boomerang back.</p> |

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✦ Game Scans ✦

