

Nintendo Gateway 64 - Executive Summary

Game Title:	Yoshi's Story™
Manufacturer:	Nintendo
Trademark Information:	™ and ® are trademarks of Nintendo of America Inc.
Game Category:	2 1/2D Action

Game Description

Yoshi travels across a gorgeous landscape trailing his trusty train of eggs. Trees, clouds, sailing ships and more have been taken advantage of in one of the richest palettes ever used in a video game. But, alas, all is not well on Yoshi's sun-lit island. Baby Bowser has turned Yoshi's Island into a picture book and only the Yoshi's can return the Island to normal!

Controller Information

Control Stick:	Moves Yoshi
Control Pad:	Not used
A Button:	Jump
A + Control Stick Down	Ground pound when in mid-air
B Button:	Eat fruit/enemies
Z Button:	Throw egg
L Button:	Toggle on/off Fruit Frame
R Button:	Sniff
C Buttons:	Throw egg
Start:	Pause

Tips and Tricks

- * Eat only pale Melons. There are 30 in every stage, and they are worth the most points (103 each).
- * Playing the Bonus Games in the various stages gives you up to seven Melons at once.
- * When looking for Fruits and coins, you can run and Sniff at the same time to cut down on searching time.
- * If you are out of Eggs and find a balloon with either a Fruit or a Mystery ball inside, you can try sitting on the balloon for several seconds until it pops.
- * Pound the ground to change enemies to match the color Yoshi you are using. Eating the same-colored enemies gives you three points, defeating the same-colored enemies will increase your points by six. Also, defeating a group of Shy Guys with a single egg will multiply your original score by up to 16 times its original value.
- * Get all Special Hearts in a stage, even Page Six, to maximize your point totals.

