

<http://www.replacementdocs.com>

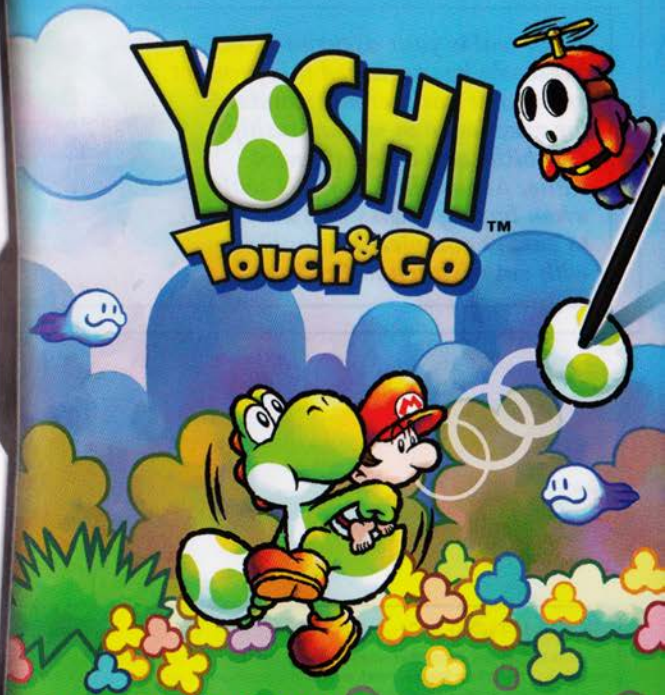


**NINTENDO AUSTRALIA PTY. LTD.**  
Scoresby Industrial Park, 804 Stud Road, Scoresby Victoria 3179 Australia  
<http://www.nintendo.com.au>

**NEW ZEALAND AGENT MONACO CORPORATION LTD.**  
10 Rothwell Avenue, Albany, Auckland

NINTENDO DS™

NTR-AYIE-AUS



# YOSHI Touch & Go™

**INSTRUCTION BOOKLET**

*This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.*



**▲ CAUTION - Stylus Use**

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

**WARNING: PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO DS™, GAME CARD OR ACCESSORY.**

**THIS INSTRUCTION BOOKLET CONTAINS IMPORTANT WARRANTY AND HELPLINE INFORMATION.**



Wireless DS  
Single-Card  
Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



Wireless DS  
Multi-Card  
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

*During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.*

**THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.**

Thank you for selecting Yoshi Touch & Go™ for your NINTENDO DS™ system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

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In this manual, screenshots with blue borders represent the game's Top Screen. Screenshots with red borders represent the Touch Screen.



Top Screen



Touch Screen



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## Story

A lone stork flies hastily through the darkened pre-dawn skies. Held firmly in its beak is a very special package: a pair of newborn twins, which the stork is hurrying to deliver to their parents!



Just as the stork races through the skies over Yoshi's Island, something terrible happens!

A dark shadow rushes toward the stork with tremendous speed and crashes into it! The startled stork drops the twin babies...



Help the falling Baby Mario land on Yoshi's back, then help Yoshi return the babies to the stork. Try to earn as many points as you can as quickly as possible. Master the touch-action in this game and try to set new records!

## Getting Started

Confirm that your Nintendo DS is turned off and insert the Yoshi Touch & Go Game Card. Turn the **POWER** on and tap the Touch Screen after the Nintendo DS start-up screen appears. Then touch the Yoshi Touch & Go panel to start the game.



By setting your Nintendo DS system to auto start-up, you can shorten this process. For more information, refer to page 23 in your Nintendo DS Instruction Booklet.

## Main Menu

When the game begins, the title screen will appear on the Top Screen. The main menu will appear on the Touch Screen. Touch any icon on the main menu to choose that mode.

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## Controls

All in-game action in Yoshi Touch & Go is performed using the stylus and the Touch Screen. Refer to pages 10 and 11 of this manual and the in-game demo prior to playing the game for the first time. You can also refer to this manual for information on button and microphone controls.

Use the stylus included with your Nintendo DS for Touch Screen control in this game.

Blow away all the clouds you've drawn by blowing into the microphone.



You can adjust mic sensitivity or turn the mic off from the Options menu.



**SELECT + START + L + R**

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Simultaneously press and hold these buttons to access the screen on the right.

**START**

Press START to pause the game and access the pause menu. (See page 14.)

See pages 10 and 11 for information on touch control with the stylus. Also, check the game demo (accessible from the main menu).

### Main Menu

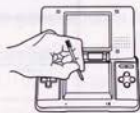
Touch the Demo icon on the main menu to watch a brief game-play demonstration.



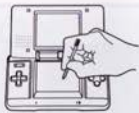
If you close your Nintendo DS during game play, the system will automatically enter Sleep Mode. (In Sleep Mode, the LCD screen display is turned off to conserve battery life.) To resume your game, simply open your Nintendo DS again to wake it up from Sleep Mode.



## Stylus Touch Action



Use the stylus for all basic controls!



## Drawing

### Draw Clouds

Draw clouds to create paths.

Baby Mario and Yoshi will follow the cloudy paths you create. You can also draw walls of clouds to keep enemies away.



There is a limit to the number of clouds you can draw. As you draw new clouds, the old clouds disappear.

### Create Bubbles

Draw cloud circles to create bubbles.

Enclose enemies in bubbles to turn them into coins.



To throw bubbles, touch them with the stylus, slide the stylus in the direction you want to throw the bubble, then lift your stylus from the screen.

## About Yoshi

You can perform a variety of different actions just by touching the screen.



### Throw Eggs

Touch the screen to throw an egg at the spot you touched.



### Jump

When you touch Yoshi, he jumps. Each time you touch Yoshi while he is jumping, he will do a flutter-kick jump.



### Eat Fruit

Whenever a piece of fruit is in front of Yoshi, he will automatically eat it. If you can get fruit into a bubble, you can slide the bubble to Yoshi to get him to eat it.

## The Different-Colored Yoshis

The number of points you earn while Baby Mario falls will determine which Yoshi picks up baby Mario. The Yoshis travel at different speeds and can carry different numbers of eggs.



## Game Basics

Each game mode features two areas: a **sky area** and a **ground area**. You'll start by playing through **the sky area** and then continue on to **the ground area**. Below you'll find game-play basics that apply to all modes.

### Sky Areas (Vertically Scrolling)

In **the sky areas**, your objective is to guide Baby Mario as he falls and safely land him on the ground. **Draw clouds around enemies to turn them into bubbles and prevent them from popping Baby Mario's balloons.**

This shows the number of points you've earned in **the sky area**. The color of the Yoshi that catches Baby Mario varies based on how many points you've scored.

This is where the main objective of each mode will appear (such as distance or time).

Yoshi's Color

Score



### Baby Mario's Balloons



Three balloons keep Baby Mario from crashing to the ground. Each time Baby Mario gets hit by an enemy, one balloon will pop. **If all three pop, your game ends.** Pay close attention to how many balloons you have left.

## Ground Areas (Side-Scrolling)



In **the ground areas**, Yoshi is always moving toward his goal. Just like in **the sky areas**, you can slide the stylus across the screen to draw clouds and create paths for Yoshi. In **the ground areas**, though, **if an enemy hits Yoshi even once, your game is over.**

You can change the direction Yoshi walks on the Options screen. See page 22.

Current Eggs / Max Eggs

Yoshi can't throw eggs once he runs out. Yoshi can increase the number of eggs in his arsenal by eating fruit.

The information displayed here changes in each mode. See pages 15-18 for details.



**Try to get the highest score!**



## The Pause Menu

Press **START** during a game to pause the game and view the pause menu. Touch the screen to choose menu options.



- Continue** Continue playing the game.
- Midpoint** Start playing from the start of the ground area.
- Restart** Start playing from the beginning of the sky area.
- Options** View the Options menu.

**Quit** Quit playing and return to the title screen.

You cannot change Yoshi's direction from the pause menu options screen. (See page 22.)

## Results Screen

Each mode has its own results screen that appears after you finish playing a game. **If your score is high enough to be recorded in the rankings, you can choose an icon to represent you in the rankings.** Just touch the icon you like to choose it. Afterwards, you can restart from the beginning, continue from the midpoint, or quit and choose another mode.



Touch the arrows to choose a different set of icons.

## Mode Explanations



### Score Attack

The objective in this mode is **to score as many points as you can.** If you've earned enough points between the start of the game and the end of the ground area, your score will be saved in the rankings.

**Remaining Eggs**

**Score**

Your current points.

**Distance**

The distance to the end.



### Here's the Goal!



The flower field where the stork waits marks the end of Score Attack mode.

### How to Earn Points

Collect the coins in the level to earn points. **The point values of coins vary depending on their colors.** You can also increase your score by hitting enemies with eggs.

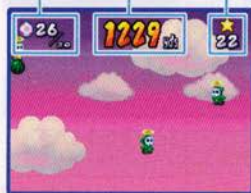




## Marathon

The objective of Marathon mode is to try to get as far through the ground area as you can. Your score will be the distance you've traveled since the start of the game. Unlike Score Attack mode, Marathon mode never ends.

**Remaining Eggs**      **Score Points**  
The distance you've traveled.  
Your current points.



Note: For each 100 points you earn, a Super Star will appear. (See p. 24.) Your points then return to zero.

## The 1000-Yards Relay

Every 1,000 yards a new Yoshi will be waiting to carry Baby Mario through the next level. Yoshi's abilities change depending on his color.



## Best Score Marking



Flags will appear in the level marking both the highest scores and the last point you made it to. Your objective should be to get past these flags.

## Time Attack

In Time Attack mode, your objective is to rescue Baby Luigi from the Toadies as quickly as possible. Your score is based on the time it takes you to do so. Save Baby Luigi before the Toadies reach the end of the ground area.

**Remaining Eggs**      **Score**      Your current time.  
**Distance**      Distance remaining until the end.



You can access the Time Attack mode once you've earned the highest score in Score Attack mode.



## Rescuing Baby Luigi

You must hit each of the Toadies with eggs several times in order to knock them away from Baby Luigi. Once you've knocked a Toady away, you must hit it once more with an egg to defeat it. Keep repeating this process until you've freed Baby Luigi.



## Challenge

Challenge mode challenges you to get as far through the ground area as you can within a set time limit. When time runs out, Kamek attacks. Like Marathon mode, there is no end to the level, and like Marathon mode, flags appear marking the high score and your last score. Your objective is to make it farther than these flags. Your score is based on the distance you've traveled.

### Remaining Eggs



**Timer** Remaining time.

**Score** The distance you've traveled.



### Getting a High Score

The points you earn for collecting coins and defeating enemies are added on to your timer. Rather than simply trying to go as far as you can, you'll need to earn as many points as you can to give yourself more time.



Challenge mode can be accessed after you've earned the highest score in Marathon mode.



## Vs. Battle

Two players can play against each other via DS Download Play with just two Nintendo DS systems and a single Yoshi Touch & Go Game Card.

### Preparing for Battle (Host System)

Touch the Vs. option on the main menu and wait as your Nintendo DS searches for your opponent.



Once your opponent has chosen to enter the match, the screen on the right will appear. After confirming you have the right opponent, touch the word "Yes".



The host system will send game data to the guest system. It may take up to 60 seconds to transfer data. Depending on linking conditions it may take longer.

Before playing Vs. Battle, be sure to follow the steps for DS Download Play explained on pages 14-15 of the Nintendo DS instruction booklet.

### Preparing for Battle (Guest System)

On the Nintendo DS system menu, choose DS Download Play and wait until the game you want to join appears.



Touch the panel of the Yoshi Touch & Go opponent you want to play against.



**Let the battle begin!**  
**See page 20.**

If a communication error occurs while playing, follow any instructions that appear on-screen.



## Viewing the Vs. Screen

### Remaining Eggs

Your own character is displayed on the Touch Screen. As with all ground areas, you control your character using touch action on the Touch Screen.



### Distance to the Goal

Your opponent and his or her information is displayed on the Top Screen.

The host player plays as Baby Mario. The guest player plays as Baby Luigi.

## Vs. Rules

The first player to reach the goal wins.

If you get hit by an enemy or fall into a hole, you lose.

Hit enemies with eggs to defeat them. If you defeat three or more enemies with a single egg, enemies will appear in your opponent's path.

## The Results Screen

Once the victor has been determined, a screen like the one on the right will appear. Choose continue to play against your opponent again.



You cannot save your win/loss record.

## Rankings and Saving

### Rankings

If after playing any mode your score ranks among the highest scored in that mode, your score will be saved in the rankings list. You can also check the rankings for all modes at any time from the main menu.

Date the score was earned and the color of the Yoshi the score was earned with.

Touch any mode name to check the highest scores for that mode.

Touch this icon to erase all scores for the selected mode. Once scores have been erased, they can never be recovered.

### Currently Selected Mode

Rank	Yoshi	Score	Date
1	Red Yoshi	317 Points	01/18/2005
2	Blue Yoshi	300 Points	---
3	Yellow Yoshi	250 Points	---
4	Light Blue Yoshi	200 Points	---
5	Pink Yoshi	100 Points	01/18/2005

6	Light Blue Yoshi	180 Points	---
7	Red Yoshi	172 Points	01/19/2005
8	Light Blue Yoshi	160 Points	---

Score Attack Marathon Time Attack Challenge

Erase Data Back Touch to Choose!

Return to the Main Menu

## Options

The Options screen is where you go to change game settings. Touch ◀ and ▶ to adjust settings for any option.



Return to the main menu.

- Sound** Set audio output to surround, stereo, or headphones.
- Backlight** Turn the backlight on or off.
- Mic Sensitivity** Set microphone sensitivity or turn the microphone off.
- Yoshi's Direction** Change the direction Yoshi runs in. Left-handed players may want to try playing with Yoshi running from right to left.

### PictoChat Search

Turn this function on to receive an audio or visual cue indicating when other Nintendo DS players are PictoChatting nearby. See page 23 for details.

## Saving

Yoshi Touch & Go features an auto-save feature. Your high scores, the dates you earned them on, and the icons you've chosen for them will be saved automatically, as will option settings. (**Note: Backlight and PictoChat option settings will not be saved.**)

When the screens on the right are displayed, press and hold **A** + **B** + **X** + **Y** + **R** + **L** to erase all saved data. Note that once data is erased, it cannot be recovered.

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## PictoChat Search

Your Yoshi Touch & Go game can search for nearby occupied PictoChat chat rooms and notify you if one is nearby—even while you're playing the game! This feature functions in all modes except Vs.

To use this function, you must go to the Options screen and turn the PictoChat search option on. PictoChat search still functions when you close your DS and activate Sleep Mode, resulting in more battery consumption than standard Sleep Mode.

## Touch the Chat Icon




PICTOCHAT™

If you're playing Yoshi Touch & Go when PictoChatters are nearby...



will appear in the upper-left corner of the Touch Screen. Touch the to join PictoChat.

## Joining PictoChat

After touching the , tap the word "Yes" if you'd like to join the PictoChat session. Choosing "Yes" will power-off your Nintendo DS, and you will not be able to resume the game of Yoshi Touch & Go that you were playing. Tap the word "No" to continue playing your game.



After your Nintendo DS has powered-off, you will need to turn the power on again and choose PictoChat from the system menu. Note that in some cases a PictoChat session may end in the time it takes to power-off your Nintendo DS and turn it back on to start PictoChat.



## Items

Get items by guiding Baby Mario into them or hitting them with one of Yoshi's eggs. † The only way to get fruit, though, is to get it in front of Yoshi so he can eat it.


### COINS


 Yellow Coins (1 point)

 Blue Coins (2 points)

 Red Coins (4 points)


### OTHERS

 POW Block (Destroys all on-screen enemies.)


 Super Star (Become Super Baby for a while.)


### FRUIT

 Apple (1 egg)

 Banana (3 eggs)

 Watermelon (5 eggs)

 Grapes (10 eggs)

 Melon (20 eggs)



## Super Baby

Whenever you get a Super Star, Baby Mario becomes Super Baby and is invincible for a while. Super Baby moves very quickly, and in the ground area he can shoot an unlimited number of stars.



## Enemies

You can defeat enemies by drawing clouds around them to trap them in bubbles or by hitting them with one of Yoshi's eggs.

### Blusty

These creatures fly across the screen at varying speeds.

### Shy Guy

Shy Guys walk along the ground until they encounter a hole blocking their path—then they turn around.

### Brier

These critters don't move, but because they are covered in spikes, they can't be trapped in bubbles. Hitting them with eggs is the only way to defeat them.

### Gusty

These creatures mull about in one place. Watch their movements carefully before trying to defeat them.

### Toady

These little pests always home in on Yoshi and Baby Mario. Keep an eye out for them, because they're pesky and persistent.

### Fly Guy

These propeller-enhanced Shy Guys patrol the skies. They come in different colors, with different movements to match.

### Spiked Fun Guy

Hit this little guy with an egg to send him rolling backward along the ground. Knock him into other enemies to defeat him.

**Look for other enemies besides these!**

## Q&A

**Q** Sometimes when I hit fruit or enemies with eggs a starburst with a number appears. What is this?

**A** This shows how many enemies or objects you hit with a single egg. When one of these appears, you earn bonus points.



**Q** How do I defeat Kamek when he appears in Challenge mode?

**A** Kamek appears when time runs out, and there is no way to defeat him. Pay attention to the timer and try to make sure he doesn't appear.

**Q** In some modes I can draw clouds of a different color. What do these clouds do?

**A** The different colored clouds in Vs. and Challenge modes allow Yoshi to walk faster when he walks on them.



## Credits

### PRODUCER

Takashi Tezuka

### DIRECTOR

Hiroyuki Kimura

### GAME CONCEPTION

### & PROGRAM DIRECTOR

Keizo Ohta

### PRODUCT MANAGEMENT

Masahiro Imaizumi

### MAP & LEVEL DESIGN DIRECTOR

Shigeyuki Asuke

### MAP & LEVEL DESIGN

Yasuhisa Yamamura

Masataka Takemoto

### MAIN SYSTEM PROGRAMMING

Jin Nakanose

### ENEMY & OBJECT PROGRAMMING

Kenichi Nishida

### CHAPTER & GAME SYSTEM

### PROGRAMMING

Kenta Satoh

### ARCHITECT PROGRAMMING

Yusuke Shibata

### DESIGN DIRECTOR

Masanao Arimoto

### CHARACTER DESIGN

Akiko Hirono

Yasuyo Iwawaki

### BACKGROUND DESIGN

Miki Watanabe

### SOUND DIRECTOR

Kazumi Totaka

### SOUND PROGRAMMING

Taiju Suzuki

### MUSIC

Asuka Ohta

Toru Minegishi

### VOICE

Charles Martinet

Kazumi Totaka

### PROGRESS MANAGEMENT

Keizo Katoh

### TECHNICAL SUPPORT

Hironobu Kakui

Yoshito Yasuda

Toru Inage

### PROGRAMMING SUPPORT

Masato Kimura

Hirohito Yoshimoto

Taro Bando

Tetsuya Sasaki

Satoru Osako

Tetsuya Nakata

Shinji Okane

Koji Yoshizaki

### ARTWORK PACKAGE

Fumiyoshi Suetake

Masanori Sato

Keisuke Kadota

### DEBUG

Yoshinobu Mantani

Kyle Hudson

Eric Bush

Sean Egan

Robert Johnson

Mika Kurosawa

Patrick Taylor

### NORTH AMERICAN

### LOCALIZATION

Nate Bihldorff

Bill Trinen

### LOCALIZATION MANAGEMENT

Leslie Swan

Jeff Miller

### SPECIAL THANKS

Yoichi Kotabe

Tomoaki Kuroume

Hisashi Nogami

Takahiro Hamaguchi

### EXECUTIVE PRODUCER

Satoru Iwata



## Notes



## Notes



# Notes



## 12 MONTH WARRANTY FOR NINTENDO DS™ (GAME CARD)

REV-A

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  - (a) If the GAME CARD has been modified and/or tampered with.
  - (b) If a repair has been made or attempted to the GAME CARD by the purchaser or their agent.
  - (c) If the unit fails due to causes unrelated to defective materials, workmanship or manufacturing.
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### NINTENDO AUSTRALIA HEAD OFFICE

Scoresby Industrial Park, 804 Stud Road, Scoresby Victoria  
3179 Australia

### NINTENDO HELPLINE 190 224 1001

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