

= Yoshi 's Island DS =

Yoshi 's Island DS , later released in Japan as Yoshi Island DS ( ????? ????? DS , Yossh? Airando D? Esu ) , is a platforming video game developed by Artoon for the Nintendo DS . Published by Nintendo , it was released in North America and Australasia in November 2006 , in Europe in December 2006 , and in Japan in March 2007 . It is the sequel to the 1995 SNES game , Super Mario World 2 : Yoshi 's Island . Announced at Nintendo 's E3 press conference in May 2006 , the game was well received by critics , scoring an average of 81 % on Metacritic 's aggregate . The game was originally to be titled Yoshi 's Island 2 , though its name was changed two weeks before its North American release . On April 1 , 2015 , the game was made available for the Wii U via the Virtual Console service shortly after a Nintendo Direct presentation .

The game 's story focuses on the Yoshi clan as they attempt to rescue newborn children who have been kidnapped by Kamek . Yoshi 's Island DS uses the same updated graphical style as Yoshi Touch & Go but retains the same core gameplay as its Super Nintendo Entertainment System predecessor ; but whereas the SNES game featured only Baby Mario , DS introduces Baby Peach , Baby Donkey Kong , and Baby Wario , while allowing the player to control Baby Bowser . Each baby bestows a different ability upon Yoshi . The objective of the game is to use these abilities to progress through various themed worlds .

= = Gameplay = =

Yoshi 's Island DS 's gameplay is the same as the previous game , with some additions . Just like in Super Mario World 2 : Yoshi 's Island the player guides various colored Yoshis through side scrolling stages . Yoshi can jump and hover ( flutter jump ) for a short time , eat enemies and turn them into eggs ( which can be used for things like hitting switches and defeating distant enemies ) and pound the ground ( to smash crates , for example ) . Some stages offer Yoshi the ability to morph into vehicles for a short time . Like the original Yoshi 's Island , the DS game differs from many platforming series in that Yoshi does not have a life bar ; when Yoshi is hit , the baby he is carrying falls off his back and Yoshi must retrieve him or her before a timer expires . ( unless Yoshi falls on something that kills him instantly , such as a lava pit or spike field )

What makes Yoshi 's Island DS different is the addition of five babies for Yoshi to carry , each bestowing a different ability ? Baby Mario allows Yoshi to dash and makes special ' M ' blocks appear , and can grab Super Stars to become Super Baby Mario , and grants ricocheting eggs ; Baby Peach allows Yoshi to float and fly on wind currents and grants a more forgiving timing to use Yoshi 's flutter jumping abilities effectively ; Baby Donkey Kong can grab and swing on vines and ropes , grants a special dash attack , allows Yoshi 's eggs to explode as per Yoshi 's Story ( but they do so on impact ) and allows Yoshi to push objects faster ; Baby Wario uses his magnet to attract metal objects and allows Yoshi 's eggs to bounce ; and Baby Bowser spits fireballs , but the Yoshi carrying him cannot make eggs , though the eggs Yoshi already carries can bounce . The last three babies tend to make the timing for Yoshi 's flutter jumping less forgiving and slow down his movement a little bit . The need to switch babies at key points adds a puzzle element to the game .

The Nintendo DS 's two screens act as one tall screen ; however , in practice , this essentially just gives the player a better view of the surroundings and , save for one boss battle , ( Hector the Reflector , where the bottom screen acts as a mirror through which to see Hector during the battle ) only provides the benefit of being able to see more ( above ) and , when the player is on the top screen , below . The game does not make use of the bottom screen 's touch sensitivity for basic gameplay , though it is an option for selecting levels and in some mini @-@ games . Each of DS 's five worlds has two bosses , each with a weakness that must be identified and exploited . Most of the time , these are simply giant @-@ sized versions of normal enemies , though some are more inventive .

Flowers and coins , as well as stars , are scattered about the game 's stages . These are totaled at the end of each stage and a score is given depending how many of each were collected ( a maximum of 30 stars , 20 red coins and 5 flowers ) . Sufficiently high scores are required to unlock

one of the two sets of secret levels . ( the other set being unlocked upon completing the game , similar to the GBA remake of the original game ) Special character coins are also introduced . Missing from the game are the power @-@ ups of sorts ? like the ability to spit seeds by eating watermelons ? which were present in the original . The fire breathing ability is retained though : Yoshi can use it when he snags a torch or fireball with his tongue . This allows him to shoot streams of fire up to three times . Keys found in the stages unlock mini @-@ games and doors that would be closed otherwise .

= = Plot = =

As in Super Mario World 2 : Yoshi 's Island , Baby Mario and the Yoshi clan must rescue Baby Luigi , who was snatched by Bowser 's minion , Kamek , who also wanted to kidnap every baby around the world . However , this time the Yoshis have the combined assistance of both Baby Peach and Baby Donkey Kong , as well as the stork , who escaped the botched capture by the Magikoopa . They later join with Baby Wario and Baby Bowser , who offer their specialized abilities so that the group may proceed . However , Baby Wario 's lust for treasure leads him to abandon his duties while Baby Bowser was captured by Kamek ( who is actually the future Kamek that appears throughout the forts and castles ) , and later kicked out by the Adult Bowser , who came from the future , for his baby counterpart insults him . Baby Bowser then joined the group until he noticed Kamek and after him , leaving Yoshi and the other babies to continue their journey . Much later in the game , Kamek 's sinister plan for kidnapping the babies around the world has been revealed . He and Bowser travels back in time in search of the star children ? seven babies whose hearts possess unimaginable power necessary for him to conquer the universe . Despite kidnapping all of the babies , they couldn 't find a single star child . Yoshi 's group later arrives at Bowser 's castle and Baby Wario and Baby Bowser , arguing for after the treasure from Bowser 's castle . They later joined the group and as they arrived at the final room , Baby Bowser betrays them , claiming that Yoshi and the other babies wanted Bowser 's treasure in his castle . Yoshi easily defeated him and Kamek arrives , along with Bowser , angered at what Yoshi did to his infant self . Despite this , the babies and Yoshis prevail , in both defeating Bowser , forces Kamek and Bowser retreats to their present time . Yoshi and the babies then retrieving Baby Luigi and the other babies . Bowser 's castle then self @-@ destructs but Yoshi and the other babies ( with the help of the other storks carrying all of the babies ) escaped unharmed and the storks continues to bring all the babies back to their respective home .

In post @-@ credit scene , the seven star children are revealed to be Baby Mario , Baby Luigi , Baby Peach , Baby Donkey Kong , Baby Wario and Baby Bowser as well as Baby Yoshi , who just hatched from an egg .

= = Development = =

Yoshi 's Island DS was announced at E3 2006 under the name Yoshi 's Island 2 , originally featuring only baby versions of Mario , Peach , and DK . The developer , Artoon , has made one other Yoshi game ? Yoshi 's Universal Gravitation ? for the GBA . Universal Gravitation veered away from the " Nintendo " design ; but for DS , Artoon stuck close to the original concept .

The game retains the classic pastel / crayon visuals from its predecessor . Small changes are noticeable ? water animation has been improved , the black outlines around objects are not as thick and the backgrounds are less cluttered ; but the visuals are still tightly @-@ centered on those of the SNES game .

= = Reception = =

Yoshi 's Island DS received critical praise , being given high scores by some of the most prominent video game critics . These include gaming websites IGN and GameSpot , who gave it 8 / 10 and 9 @.@ 1 / 10 respectively . GameSpot 's review commented that the developers have " produced a

sequel that seems fresh and new while remaining every bit as awesome as the original . " Multimedia website IGN called it " a solid recreation of the Yoshi 's Island elements in a two @-@ screen @-@ high format , " and GamePro in their review said that " it 's fun and light @-@ hearted play . " Reviewers were particularly pleased with how the core gameplay elements are the same as in the previous game . GamePro hails it as having " the classical 2D side @-@ scrolling action and colorful pastel artwork that brought Nintendo to prominence , " while IGN ? although impressed with the game in general ? wonders whether or not the developers " stuck too close to the established design in this new game , " because having played the previous game " ruins a lot of the surprises . " Other critics regard this as the best portable Yoshi 's game , with the exception of the Super Mario Advance remake of the original Yoshi 's Island because , in their context , " ( Yoshi ) Topsy @-@ Turvy was not there and ( Yoshi ) Touch & Go was incomplete . "

One problem critics identified is the blind spot created by the gap between the Nintendo DS 's two screens . IGN accepts that this blind spot is necessary for aiming eggs properly but still describe it as " bothersome . " GameSpy 's reviewer calls it " a pain " and expresses frustration at being hit by an enemy hiding in this gap . On the whole , reviewers were pleased with the way the extra babies have been implemented , but IGN felt that Baby Wario was " a last minute addition that wasn 't tested properly . " They call his magnet " wonky , " and says it " misses items that are right next to him . "

Yoshi 's Island DS was given GameSpot 's " Editor 's Choice " rating , and reached the final round for " Best Nintendo DS game . " The game sold more than 300 @, @ 000 copies in its first week of release in Japan . As of March 31 , 2008 , Yoshi 's Island DS has sold 2 @. @ 91 million copies worldwide .