

YOSHI'S COOKIE

GENRE(S): Puzzle

AVAILABLE ON: GB, NES, SNES

DEVELOPED BY: Tose, Bullet-Proof Software (SNES)

PUBLISHED BY: Nintendo, Bullet-Proof Software (SNES)

RELEASED: November 21, 1992 (GB, NES)

This review is a "Port in Short", a short piece of insight into a direct port of a game previously reviewed. If you want more info on *Yoshi's Cookie*, refer to the review of the NES version [here](#). *Yoshi's Cookie* for the SNES was released in the summer of 1993, nearly nine months after the original Game Boy and NES versions.

To begin with, *Yoshi's Cookie* on the SNES is a lot easier on the eyes than the original, and I'm not being shallow here, this is purely a health issue. I might as well state it's easier on the ears as well, but it's relative; no one in the right mind keeps the music on during puzzle games when there's the choice to turn the music off completely. That one time you get to choose the tune in the beginning of the game will be your last, so muting your monitor is really the best choice you have.

When it comes to visual design, *Yoshi's Cookie* is a wholly different game. Set against background art from *Super Mario World*, Mario and Yoshi – in their usual get-ups – work together towards the exact same goals as before. The cutscenes are the same, the gameplay is exactly the same, with one very fundamental difference: a new game mode, designed by none other than *Tetris* creator Alexey Pajitnov.

The Puzzle Mode takes the basic gameplay concept and challenges the player to remove all cookies from the screen in a preset amount of moves, or less. The mode was specifically designed to appeal to more mature players, and of course, to provide the younger ones with an ultimate lesson in logic. This mode alone makes the game much harder than the original, and provides it with more lifespan, easily making

this version of *Yoshi's Cookie* the most essential one available. As far as Mario (and/or Yoshi)-related puzzle games go, *Yoshi's Cookie* on the SNES is one of my favourites; not the best there ever was, but easily the best out of the three different titles released at that time.

8.0