



Animal Crossing Community

Issue 7 - December 2019

Welcome to lucky issue #7 of the ACC Newsletter! With winter just beginning, there are still a few months to wait until we're all playing *Animal Crossing: New Horizons*. We've got a lot in store for this issue, so in the meantime, why don't you grab a snack, get cozy by the fire, and enjoy!



In This Issue...

amiibo Story: Happy Holidays.....	3
Nintendo News	
<i>Animal Crossing: New Horizons Update.....</i>	4
<i>The Legend of Zelda: Link's Awakening Review.....</i>	5
<i>Luigi's Mansion 3 Review</i>	9
<i>Pokémon Sword and Shield Review.....</i>	13
Recent & Upcoming Releases.....	15
Retro Corner	
<i>Yoshi.....</i>	17
Trivia Challenge.....	22
Collector's Cranny.....	23
Franklin's Fantastic Foods: Christmas Cookies.....	26
Crafty Creations: Christmas Cards.....	28
Community Bulletin	
Fashion Showcase	31
Puzzles.....	32
Spotlight Advertisements.....	33

amiibo Story: Happy Holidays

Brought to you by: kikiat



Happy holidays, guys and dolls! Ya know, as much as I love the holidays I'm even more excited for March, we're gonna get to see all our favourite friends but this time on a deserted island?! Way far out man. Now that I think of it, this is gonna be our last holiday season without it, kinda makes me all teary-eyed, what will the new year bring for us all..? Will I be a DJ again? What about a travelling musician with my infamous guitar? Or.. Maybe something brand new? A famous musician that the islanders just can't get enough of? Haha tune in my dudes and

time will tell. I know you're all dying to find out but we've only got ourselves about three months left. Maybe I'm getting ahead of myself here so let's just pour some eggnog and sing some of our favourite carols - I mean K.K. songs for the time being and enjoy the spirit of the holidays, folks! See you all very soon!

Animal Crossing: New Horizons News

Brought to you by: Devin2600

While we are still a few months away from the release of *Animal Crossing: New Horizons* there have been some slight details presented to us since the last Nintendo Direct (September).

During an event in Mexico, Nintendo revealed new screenshots from the upcoming *Animal Crossing* title. Not only did we get screenshots, but they also mentioned that *Animal Crossing: New Horizons* will be translated into Latin America Spanish (different from the Spanish translations meant for European audiences). Nintendo also revealed that many new Mexican cultural items/clothing will be included in *New Horizons* (seen above).



One final addition we noted is that players will now get to choose from a wider array of nose and mouth types. As seen in the image (left), the player's nose is round (something we've never seen in the series before) and their mouth is more cat-like (rather than a simple smirk

that has been the standard for years). With *New Horizons* a little more than 3 months away, it's likely by the time Newsletter #8 rolls around we will have a huge new wave of new information. So be sure to stay tuned!

The Legend of Zelda: Link's Awakening

Brought to you by: Devin2600

While no game is perfect, *The Legend of Zelda: Link's Awakening* might be the best remake of a *Zelda* game to date. Not only does this 26 year old game shine bright in today's standards, but it also reminds us of how well the *Zelda* formula works (even after *Breath of the Wild* redefined it over 2 years ago).



While this is a remake, it's very likely that many people have never played *Link's Awakening* before. That's because this game originally released on the Game Boy back in 1993. At the time portable gaming was far more limited. The Game Boy only had two buttons, a d-pad, and a monochromatic screen. Even with these limitations in 1993, *Link's Awakening* not only redefined what it meant to be a *Zelda* game, but introduced a lot of the silly and unique aspects the series is well known for today.

The Switch version is no different and is almost perfectly faithful to the original version. Puzzles, dungeon layouts, map locations, etc. are all flawlessly translated onto the Switch version ... with new graphics of course. For those not familiar, the adventure set out for our hero involves escaping the island of Koholint, which Link seems to find himself stuck on after being caught in a storm at sea. To do so Link must awaken the mysterious Wind Fish by exploring the island and its dungeons. But can you really trust everything as it is made out to be? I guess you'll have to play for yourself!



What I will say is that the story of *Link's Awakening*, and the secrets of Koholint Island will truly stick with you upon its completion. It is one of the most interesting and thought provoking endings to a game in the *Zelda* franchise.

Visually, *Link's Awakening* is no doubt the best looking "2D" *Zelda* game to date. Its toy-like appearance fits Koholint Island and its inhabitants to a T. The details included in the games dungeons, houses, and overworld only add to the charm of this title. Koholint Island is not only one of the most charming places in the *Zelda* universe, but one of the best looking.

The opening and ending animated features are one of a kind as well and make the adventure on Koholint even more grand. The game runs at 60fps / 1080p in docked mode and 720p in handheld mode (for the most part ... we'll touch on that in a bit).

While some people complained that the music of *Breath of the Wild* was lackluster, *Link's Awakening* uses its already established 8-bit soundtrack and reworks it into the 21st century. Right as the opening cutscene plays, you are immediately introduced to the style of music of this game. A personal favorite is "Sword Search on Koholint Island", "Tal Tal Heights", and of course the "Staff Roll". What makes the music in *Link's Awakening* so unique is that it uses instruments not normally heard in Zelda soundtracks, while also quite subtly introducing snippets of its 8-bit versions when you're least expecting it.



While the game looks amazing, it doesn't always mean it plays and performs perfectly. While *Link's Awakening* has no loading zones between areas on the overworld, there are often times of very noticeable slow down. I'm no frame-rate snob and can usually handle a few drops here and there, but I've never seen a Zelda game have such visible slow-down. I would

have hoped this issue would have been patched, but months later there has been no update on the issue. Framerate dips aside, the game performs perfectly almost everywhere else.

The only other downside is that the game isn't as long as you would think. Especially after the colossal giant that was *Breath of the Wild*. That is not the remakes fault of course, as it's just using what it was given from the Game Boy 26 years ago. While it is shorter, it packs a punch and leaves you wanting more. To me that is a good thing, and does not take away from the experience at all. If anything, it makes the game even more memorable.



Overall, *Link's Awakening* is a masterful remake and has truly shined bright in our post *Breath of the Wild* world. Something that not many people thought the game would accomplish. It has shown us that the “old” (maybe not old ... but rather “overused”?) *Zelda* formula is still relevant to today's gaming world. If you're on the fence about getting *Link's Awakening* for yourself, let this be the final push. Go out and purchase it now! Koholint Island and the Wind Fish are waiting.

Luigi's Mansion 3

Brought to you by: Devin2600

Just as *Splatoon* is Nintendo's version of the modern 3rd person shooter, *Luigi's Mansion* takes the place as Nintendo's key entry in the "horror" genre. *Luigi's Mansion 3* is the latest entry in the *Luigi's Mansion* franchise, which started all the way back in 2001 on the Nintendo GameCube. While at the beginning *Luigi's Mansion* was a controversial game, it has grown with fans over the past decade and has become one of Nintendo's hidden gems. *Luigi's Mansion 3* takes what was loved about both the first game and *Luigi's Mansion: Dark Moon* (aka *Luigi's Mansion 2*) and made a truly delightful and downright beautiful game.



Luigi's Mansion has always been about capturing ghosts, and this entry in the series is no different. Luigi is now using the most recent Poltergust model, the Poltergust G-00. This new model allows Luigi to do an array of new moves such as the suction shot, which allows Luigi to shoot a plunger at items, suck up the rope, and slam the items onto the ground. The other moves include the slam and burst functions. Burst allows

Luigi to shoot out a burst of air out around him, while the slam function allows Luigi to slam ghosts he is sucking up onto the ground to deal extra damage. Returning capabilities from previous games include the strobule, which stuns ghosts, and the dark light which uncovers hidden items.

One of the most important additions to the game is Gooigi. Gooigi is



more or less a goo-shaped clone of Luigi. What is unique about this is that Gooigi can slip through tight spaces that Luigi normally couldn't pass through. This opens up not only Multiplayer capabilities in *Luigi's*

Mansion 3, but also some very unique puzzles. Gooigi's only weakness though is water, so be careful!

All of these gameplay features allow the player to have more control over their environment than ever before. It makes the hotel feel real and tangible, even more so than the previous *Luigi's Mansion* titles. You can suck up, blow away, and interact with almost every item or piece of furniture in the game. It's quite remarkable. The team behind *Luigi's Mansion 3* really thought of everything!

There are also many different types of environments that you will visit. It's not just all a hotel here at the Last Resort Hotel! While there are normal hotel floors like the hotel shops, rooms, etc. there are some very unique floors as well. I won't spoil them all, but some that stood out to me were the The Great Stage, and the Twisted Suites.

The visuals of this game are downright breathtaking. I would have never imagined a Switch game could look as good as *Luigi's Mansion 3*. The cutscene are a shining example of how expressive and beautiful the

Luigi's Mansion 3 team has made the world and environments. Dare I say Luigi and his gang show more emotion in their expressions than any other game before it? From the lighting of each room, to how Luigi's flashlight casts shadows of the walls for every individual item that he is shining his light on. There is no other game on the Switch with a better lighting engine than this game. I can't say enough how blown away I was when playing this game. It's almost hard to go back to other *Luigi's Mansion* games.

The audio and music in this game are rather forgettable though. While there are some nice tracks, and atmospheric tracks, I honestly can't remember more than

2 or so tracks from this game upon completing it. I think one of the tracks that stood out most is the main theme (which has grown on me ... though nothing can truly live up to the main theme from the



original game). The only other track that I could say really stood out to me was music that plays when there is a Boo in a room. It has that perfect *Luigi's Mansion* feel. Other than the tracks listed above (and a few others), the music did disappoint me slightly. The music in the original game was so iconic, that I was hoping for something along the same lines.

On another note *Luigi's Mansion 3* did a lot in fixing some of its issues from the second game. The second game was mission based, which a lot of fans disliked. This was thankfully scrapped in this game, as it returned to the open style like the first game. The only main issues I had with the game was some of the linearity, and combat system. As for linearity, I would have liked to move between floors more often and had things more connected (similar to the first game). What really helped the

first game is that the Mansion felt like a real haunted mansion, with a story behind it and ghosts inhabiting it. At times the hotel felt so large it lost its identity as a hotel.

My one other issue with the game is its combat system. While it has



overall seemed to perfect the ghost catching system it created, the slam function listed above is too powerful. What was so great about past games is that you really had to strategically take out the ghosts in each

room. Sucking up the ghosts could become a real challenge! The slam feature though after a few uses becomes obviously overpowered. You never truly feel overwhelmed by ghosts as if you can suck one ghost up, you can likely just slam it into the other ghosts. It then sorta makes the Poltergust seem useless. If I can just slam the ghosts onto the floor and they disappear, why do I even need to suck them up?

Though it is not a perfect game, *Luigi's Mansion 3* has pushed the series in a positive direction. Refocusing on what made the original game so great has given the franchise the boost it needed. The Last Resort Hotel was a blast to explore, a beauty to look at, and while the story is familiar, it was still thrilling to reach the final boss and save all of Luigi's friends. If anything this game has made me more excited for what the *Luigi's Mansion* team will bring to the table in the future!

Pokémon Sword and Shield

Brought to you by: ASUtown

Pokémon Sword and *Pokémon Shield* are refreshing new ways to play the classic Pokémon games we love. While there was much controversy over the lack of a fully inclusive national pokédex, the game makes up for it in many of the other features it has provided. While you may not be able to catch every single Pokémon, the game does have plenty of new Pokémon to catch. Some are even limited to certain weather conditions and trade. The game brings new graphics and designs allowing



more customization with characters and even allowing characters to create their own “league cards” which can be traded with friends. As you get further into the game, the more popular you become, until eventually you reach an almost celebrity status with the NPCs in the game.

This game is quicker than other *Pokémon* games in aspects such as egg breeding and hatching, obtaining fly and surf, and the early access of the wild area. While there are many Pokémon outside of your level when you first begin, you can still go to the first gym with a full and diverse party due to the early access to the wild area. This game also provides a lot of convenience in the way items and TMs are scattered in many areas across the map, and also many trainers readily available to heal you before large battles. Much like *Let's go Pikachu* and *Let's go Eevee*, Pokémon can be seen walking in the overworld rather than at random when entering the grass. An exciting aspect is that even evolved Pokémon forms can be found in the overworld, allowing for additional ways to obtain Pokémon

rather than the typical leveling up. The only downfall is shiny Pokémon can only be seen after encountering the Pokémon in battle, which does differ from the *Let's Go* series.

Dynamaxing Pokémon is a fun and grand way to see the Pokémon you know and love turn into giant forms of themselves. For three rounds they become larger and more powerful versions of themselves, creating a great and exciting



new way to battle. Max raids are another fun way in which you can pair with your friends, or random other trainers in order to battle and potentially catch specific Pokémon. Sometimes rare Pokémon may even spawn in a max raid allowing a more exciting experience.



Overall, despite many fans being concerned in regards to the lack of Pokémon included in the game, the gameplay is fun and engaging. The new design and techniques provided bring a new, exciting twist to a timeless classic. There are 400 Pokémon to catch in

these titles, which can prove to be a challenge to beginners. However, if you are a seasoned Pokémon trainer, then catching all 400 will not be hard!

Recent & Upcoming Releases

Brought to you by: ASUtown

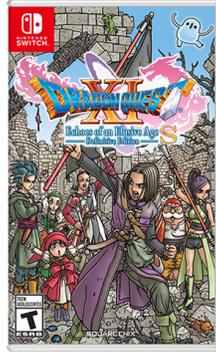
Upcoming releases:



The Legend of Zelda: Link's Awakening



Ni no Kuni: Wrath of the White Witch



Dragon Quest XI S



Call of Cthulhu



Ring Fit Adventure



Vampyr



Luigi's Mansion 3



Mario and Sonic at the Olympic Games



Layton's Mysterious Journey



Pokémon Sword & Shield

amiibo:



Squirtle (Smash), Link (Link's Awakening), Snake (Smash), Ivysaur (Smash), Incenroar (Smash), Chrom (Smash), Simon (Smash), Plague Knight (Shovel Knight), King Knight (Shovel Knight), Specter Knight (Shovel Knight)

Upcoming Releases:



*Animal Crossing:
New Horizons*
March 20th 2020



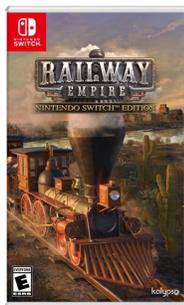
*Richter amiibo
Smash*
January 17th 2020



*Dark Samus
Smash*
January 17th 2020



*Tokyo Mirage
Sessions #FE
Hardcore*
January 17th 2020



Railway Empire
February 14th 2020



*Snackworld
The Dungeon Crawl*
February 14th 2020



*Warhammer Quest
2: End Times*
December 23rd 2019



*Warhammer 40,000:
Space Wolf*
January 23rd 2020



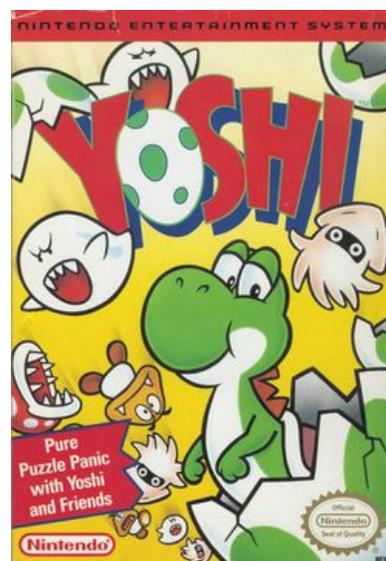
Doom 64
March 20th 2020

RETRO CORNER

Brought to you by: DaBraxMan



Region	Release Date
Japan	December 4, 1991
North America	June 1, 1992
PAL	December 10, 1992

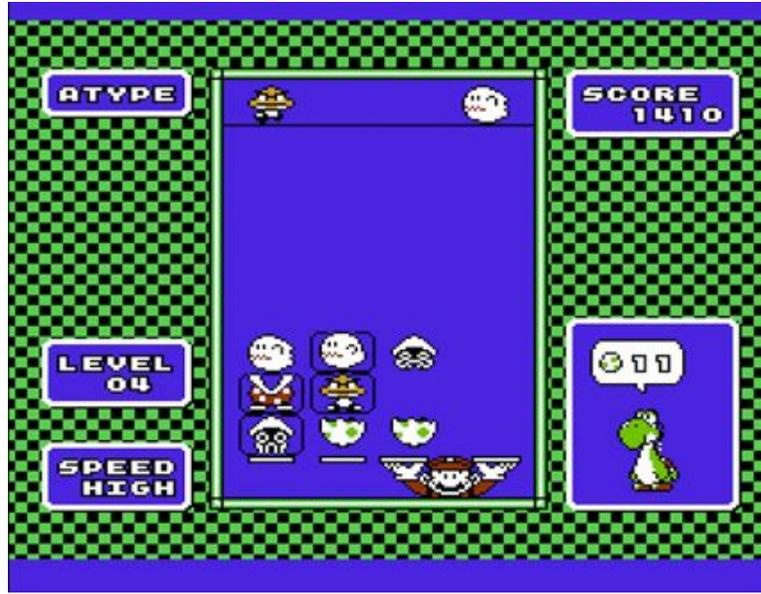


It seems like hardly anyone ever talks about this game. It tends to get overshadowed by *Yoshi's Cookie*, another cross-platform puzzle game featuring Mario and Yoshi... but *Yoshi* is a great puzzle game in its own right!



Yoshi is heavily-inspired by – you guessed it – Yoshi, the helpful, horse-like hero who had just recently debuted in *Super Mario World*. Interestingly, this game wasn't released on the latest-generation console of the time; for about three or four years since the SNES was released, the ol' NES was still chugging out colorful games like these.

This cute little puzzle game is all about stacking objects, like many of the Mario series' other puzzle games; connect two of the same kind of enemies vertically and they'll disappear. But what makes this game unique are the eggshells: squeeze a whole bunch of enemies between a bottom half and a top half of an egg and they'll get sandwiched into a single egg, hatching into a Yoshi of a different size depending on how many enemies you squashed. Yoshi watches you intently in the bottom-right corner in the single-player mode, getting fatter and stronger the more eggs you make... for some reason. I guess he's supposed to be eating these stacked enemies.



The play area is divided up into four columns; one enemy or eggshell half will go down one or more of these columns at a time. But instead of moving the falling objects, you move the piles they're falling on, swapping the columns on what appear to be plates. (See Mario underneath?) It takes some getting used to, but eventually the swapping feels quite natural – all it takes is the press of a button. The control pad positions Mario (or Luigi, in multiplayer) from left to right; holding down moves the objects down faster.

In the single-player mode, you can choose between two types of play: "A Type" and "B Type." The former is just an endurance mode – rack up as many points and make as many eggs as you can before your play area overflows. The latter is an elimination challenge – clear the play area as quickly as you can to win. Each mode also has different levels, or rounds; Level 1 is obviously the slowest and easiest, but later levels are more and more challenging – in "B Type," you also start off with more enemies to clear! Additionally, in single-player mode, you get the option to set your speed and choose your background music: each tune is indicated by a mushroom, fire flower, or star (or you can turn it off if you hate music). Each song varies in mood: the fire flower song is very slow, the star song is fast and active, and the mushroom song is somewhere in the middle.



But you don't have to have fun with this game alone! Grab a friend (or mortal enemy) and compete against them in the two-player mode. Two-player mode is limited to the "B Type" style of gameplay: rather than just surviving as long as you can, you can win the game by clearing your play area. Both players may start at different levels of difficulty – 1 through 5. As in "B Type," overfilling your play area will cause you to lose, so be careful!

Yoshi is an obscure little title, but it's a fun game to pick up and play, much like *Tetris* or *Wario's Woods*. Its premise is simple and charming, which is both good and bad – it's not very difficult to understand, but it's not always particularly exciting. The egg-squash concept is really clever, though, and so satisfying to see when closing a whole column full of enemies!



Want to try it for yourself? You can purchase the game on the Nintendo eShop for \$4.99 on Wii U & 3DS. It's also included in the NES Online app for Nintendo Switch Online members.

A few other fun facts about Yoshi:

🍄 This game was also released for the Game Boy around the same time, with some minor differences (most notably, the game was in grayscale on the Game Boy Color).

🍄 The number of eggs you make in endurance mode will affect the results screen you see after you inevitably get overwhelmed and your game ends. There's even a reward for getting more than 100 eggs! Although rather than celebrating, you should probably be concerned you had that much free time... and spent it playing *Yoshi* alone...

🍄 *Yoshi* was developed by Game Freak. Yes, *that* Game Freak – the same company that developed the *Pokémon* games. Junichi Masuda even composed the music! Does it sound like *Pokémon* to you?

🍄 Luigi has his own sprites – he isn't just a palette swap of Mario.

🍄 For those who purchased their Nintendo 3DS early, this title was available for free as part of the Ambassador Program.

-Source: Wikipedia and Mariowiki

Trivia Challenge

Brought to you by: StarlitGlitch

1. What does *Animal Crossing* staple Rover's Japanese name translate to in English?

- a. Suspicious Cat
- b. Unknown Cat
- c. Friendly Cat
- d. Blue Cat

2. What is the first game to have Mario's mustache be fully animated?

- a. *Super Mario Galaxy*
- b. *Super Smash Bros. for Wii U*
- c. *Mario Kart 8*
- d. *Mario Odyssey*

3. What is the reason behind bug type Pokémon being strong against dark type?

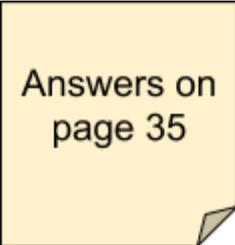
- a. Japanese mythology
- b. Bugs being nocturnal
- c. Bugs' exceptional sense of sight
- d. Bug superheroes

4. Which of these video game genres has Yoshi been officially featured in?

- a. First person shooter
- b. Visual novel
- c. Life simulation
- d. Sandbox RPG

5. Who was originally going to be the star of *Kirby's Epic Yarn*?

- a. Yoshi
- b. Waddle Dee
- c. Prince Fluff
- d. Chef Kawasaki



Answers on
page 35

Collector's Cranny

Brought to you by: ACWWFreakazoid, ASUtown, and StarlitGlitch

Join us as we look at some Nintendo merchandise, both local and abroad!

Ornaments



Decorate with some Nintendo flair! These ornaments, released exclusively at GameStop several years ago, represent *Super Mario Galaxy 2* and *The Legend of Zelda: Ocarina of Time 3D*. Flip the switch on the bottom to light them up with the built in LED lights. The quality is a bit variable, as evidenced by the pictures, but they're still a great holiday addition.

Plushes



Celebrate the holidays with these festive Pikachu plushies! The TOMY Pikachu plush (pictured on the left) has an adorable santa hat sewn onto the plush. This festive plush can be found at any Wal*Mart where Pokémon cards are located. Holiday Lights Pikachu (pictured on the right) is a Pokémon Center exclusive. It is equipped with an adjustable hood and beard. While both are sewn on, they can be lowered to create a more casual appearance for Pikachu. He even comes holding a special gift for his new trainer! Many GameStops serve as Pokémon Centers and hold this special Pikachu plush within them.

Ichiban Kuji



Ichiban Kuji is a lottery system in Japan where you buy tickets in order to try to win a variety of merchandise. These can be found at places such as convenience stores and game centers. Each ticket guarantees a win, but prizes have different levels of rarity so if you buy several tickets you may end up with mostly lower ranked items. Luckily most low ranked items have multiple designs to choose from. *Animal Crossing* had merchandise available last spring, with items being ranked from A to G. There is also a special item for the last ticket purchased, meaning that there is only one of that item per store. This time, the item was an apron styled after the one seen in Nook's Cranny.

Another item available was a bento box, which was the D rank item. Included were two stackable plastic containers, chopsticks, an elastic band to hold it together, and a divider. It seems to be durable, so it could probably see a lot of use throughout its lifetime!

Franklin's Fantastic Foods

*Brought to you by: ASUtown * recipe by twosisterscrafting.com*

Hi everyone, Franklin here! Today I have a simple but delicious recipe for you today! What is a very common dessert everyone likes during the holiday season? You guessed it! Sugar cookies!!!

Ingredients

- ❖ 2 cups (450 grams) sweet cream salted butter (softened)
- ❖ 2 cups (400 grams) sugar
- ❖ 2 eggs
- ❖ 2 tablespoons vanilla
- ❖ 4 teaspoons baking powder
- ❖ 6 cups (~750 grams) all-purpose/plain flour

Instructions

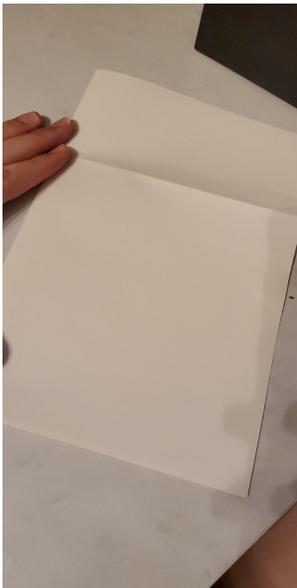
- 1) Add butter and sugar to your mixer. Cream the butter and sugar until it is completely mixed. Do not over-mix.
- 2) Add vanilla and eggs and mix until completely incorporated.
- 3) Add baking powder and mix.
- 4) Mix in the flour two cups at a time. Sift the flour if desired.
*Do not chill the dough, the cookies will bake better if the dough is at room temperature.
- 5) Roll a handful of the dough out on a prepared surface until it's about 3/8" thick and cut out shapes with cookie cutter.
- 6) Bake at 350 degrees (gas mark 4) for 6-8 minutes, depending on the size of the cookies. Do not over-bake.
- 7) Once cooled, frost or decorate with cookie icing as desired



Crafty Creations

Brought to you by: ASUtown

Want a unique way to share a photo or gift card with your favorite *Animal Crossing* lover in your life? Here is a cute and quick project for you!



1. Fold a white piece of construction paper or cardstock into a square shape, and cut out the square shape.



2. Using red cardstock or construction paper, cut out a rectangle for the wrapping, a bow design and a balloon shape. You can print a picture of a bow & balloon and cut around the image to make it easier.



3. Take another smaller red rectangle and paste it on the back. Only paste the two sides, and the bottom to create a pocket. Tape a ribbon to the bottom of the back, to the card/photo you want to attach and to the balloon. See image for spacing recommendations.



4. Tuck in the card/photo, ribbon, and balloon into the pocket. The top of the balloon will likely stick up on the other side. You can write "pull up" or leave it blank depending on your preference. If you want to hide the tape and ribbon you can glue another piece of red paper over the pocket.



5. Pull the balloon up and it should pull the photo/card up and imitate the present in *Animal Crossing*. Taping the bottom of the ribbon on the backside will prevent the string from coming up completely.

Enjoy!

Fashion Showcase

Brought to you by: ASUtown.

We're getting you ready for the holidays with some warm fashion ideas. Whether you play *New Leaf* or *Pocket Camp*, we've got you covered! Get some inspiration from this month's designs below!



Puzzles

Brought to you by: ASUtown.

We've hidden some festive items in the picture below! Take a look and see if you can find: 3 trains, 2 cupcakes, 2 snowmen, 3 candy canes, 2 sets of bells, and 3 gingerbread houses.



Spotlight Advertisements



Hybrid Heaven

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Trivia challenge answers:

1. b - Rover's Japanese name is みらねこ (Mishiranu Neko), which could be literally translated as "cat who is a stranger." *Suspicious Cat* is the meaning of Blanca's name.
2. c - The Wii U's graphics are taken advantage of to give Nintendo fans what they've always dreamed of.
3. d - The popular Japanese children's show *Kamen Rider* features superheroes styled after insects.
4. a - The game *Yoshi's Safari* came out in 1993 on the SNES. In it, you shoot enemies as Mario riding on Yoshi's back.
5. c - Prince Fluff was going to be the main character of the game, but when development wasn't going well Nintendo suggested that Kirby be added.