I'm not a bot



Video game character This article is about the Nintendo character. For other uses, see Yoshi (disambiguation). This article has multiple issues. Please help improve it or discuss these issues on the talk page. (Learn how and when to remove these messages) This article possibly contains original research. Please improve it by verifying the claims made and adding inline citations. Statements consisting only of original research should be removed. (April 2024) (Learn how and when to remove this message) This article may need to be rewritten to comply with Wikipedia's quality standards. You can help. The talk page may contain suggestions. (June 2024) (Learn how and when to remove this message) Fictional character YoshiMario characterPromotional art by Shigehisa Nakaue (2019)First gameSuper Mario World (1990)Designed byShigefumi Hino[1]Voiced byKazumi Totaka (1997–present)[2][3] Others: Andrew Sabiston (Super Mario World) Chika Sakamoto, Ikue Ōtani and Tamayo Hayashi (Super Mario World: Mario & Yoshi's Adventure Land; Japanese)[4] Junko Hori (Yoshi's Cookie commercial; Japanese)[5] Kathy Fitzgerald (Mario Is Missing!)[6] Frank Welker (Super Mario Bros.) In-universe informationSpeciesYoshi Yoshi[a] is a fictional dinosaur who appears in video games published by Nintendo. Yoshi debuted in Super Mario World (1990) on the SNES as Mario and Luigi's sidekick. Throughout the mainline Super Mario series, Yoshi typically serves as Mario's trusted steed. With a gluttonous appetite, Yoshi can gobble enemies with his long tongue, and lay eggs that doubly function as projectiles. Yoshi is the title character of the Yoshi series and a supporting character in the Mario franchise. He has appeared in Mario Party and Mario Kart, as well as many Mario sports games. He also appears as a playable character in the crossover fighting game series Super Smash Bros. Yoshi is a member of the same-named species, which is distinguished for its wide range of colors. Yoshi has been well-received, with some critics noting that he is one of the most recognizable characters and one of the best sidekicks in video games. Yoshi's image has also appeared on a range of products, including clothes and collectibles. Considered after the development of Super Mario Bros., Yoshi's early design differs greatly from his finished appearance.[10] Shigeru Miyamoto, the video game designer at Nintendo credited with inventing the Mario series, had wanted Mario to have a dinosaur companion ever since the first release of Super Mario Bros.; however, Nintendo engineers could not add such a character into the game due to the limitations of the Nintendo Entertainment System (NES).[11][12][13] The inspiration for Yoshi can be traced back further, to the green dragon Tamagon in the 1984 video game Devil World: also designed by Miyamoto, both are green lizards that hatch from eggs and can eat enemies with their large mouth, and also emit the same noise when they hatch.[14][15] During the development of Super Mario Bros. 3, Miyamoto had a number of sketches around his desk, including an image of Mario riding a horse.[16][17] Takashi Tezuka, a Mario series developer, speculated that Miyamoto's love of horse riding as well as country and western themes influenced Yoshi's creation.[14][18] The concept of Mario riding a dinosaur also came from the NES video game Excitebike, which featured people riding motorcycles.[14] Once the more powerful Super NES was released, Miyamoto was finally able to implement Yoshi into the series, putting Yoshi into the video game Super Mario World.[19] As development of Super Mario World progressed, the team opted to set the game in a "dinosaur land", so Tezuka asked designer Shigefumi Hino to draw a reptile-like creature based on Miyamoto's sketches.[16] Hino originally produced a design that Tezuka deemed too reptilian, and "didn't really fit into the Mario world", so he encouraged the designer to create a "cuter" character.[16] According to Hino, Yoshi's tongue attack was originally conceived as Yoshi sticking out his tongue in surprise when Mario hit the back of his head. This was later "passed off" as Mario merely pointing forward to signal Yoshi to stick out his tongue.[20][21] Alongside the individual Yoshi, Super Mario World also introduced other members of the Yoshi species, characterized by their variety of colors.[22] Yoshi proved to be popular in this debut, which caused the next game in the series, Super Mario World 2: Yoshi's Island, to focus on the Yoshi species.[11][23] At Miyamoto's prompting, Hino landed on the idea of using Yoshi as the main character of a platforming game, with the goal of being more accessible than previous games in the Mario series.[24] To give the gameplay a more "gentle and relaxed pacing", the levels lack time limits and feature more exploration elements than previous games; Yoshi's flutter jump also makes him easier to control in the air than Mario.[25] In this game, he is responsible for Baby Mario, which leads him to Bowser's Castle, where he is reunited with Baby Luigi. Yoshi successfully pulls the twins together just in time to go home after beating a huge Baby Bowser.[23] The version of Yoshi seen in the live-action Super Mario Bros. film was realized using a 0.91-metre-tall (3.0 ft) animatronic dinosaur. Yoshi was designed in the film by Dave Nelson. The animatronic had nearly 60 meters (200 ft) of cable and hundreds of moving parts inside of it and was controlled by nine puppeteers. The body was cable-controlled, while the head was radio-controlled. Nelson described the overall process as being "difficult."[26] The creation of Yoshi was handled by a company independent from the filmmakers.[27] This section may be too long and excessively detailed. Please consider summarising the material. (March 2024) Super Mario World featured Yoshi's first video game appearance (left). The inspiration for Yoshi can be traced back even further; Miyamoto designed a green dragon for the 1984 game Devil World which shared many similarities with Yoshi.[15] Super Mario World was the first video game to feature Yoshi as a companion to Mario. Yoshi's rideability was inspired by Miyamoto's love for horseback riding.[28] Super Mario World released during a console war between Nintendo and Sega; Sega's mascot, Sonic the Hedgehog, was considered a "cooler" alternative to Mario, for which Miyamoto apologized.[29][12] In Super Mario 64, Yoshi makes a minor cameo. A cannon outside the castle becomes available if Mario collects all 120 Power Stars, which can be used to access the Mushroom Castle's roof. There, the player can chat with Yoshi, who congratulates the player on finishing the game by delivering a message from the developers before rewarding Mario with 100 extra lives and a better Triple Jump.[30] Yoshi is one of the primary protagonists and the first playable character in Super Mario 64 DS, alongside Mario. Princess Peach initially invites Mario to her palace. Yoshi is sleeping on the roof when Mario, Luigi, and Wario arrive at the castle. During this time, Bowser kidnaps Princess Peach, steals the castle's Power Stars, and confines everyone within by placing them in the worlds inside the castle's paintings. The crew reclaims the castle's Power Stars after Yoshi saves Mario, Mario saves Luigi, and Luigi saves Wario, and Mario defeats Bowser and rescues Princess Peach.[31] In Super Mario Sunshine, Yoshi appears as a mount for Mario, and will only come out of his egg if offered a specific tropical fruit. This fruit gives him the ability to spit a finite stream of juice, though with the tradeoff that he dies as soon as he touches water.[32] Yoshi makes another cameo in New Super Mario Bros. Wii and New Super Mario Bros. U, this time as a rideable character, as he did in his initial appearance. Yoshi sounds just like he does in Super Mario World. Yoshis in the colors yellow, light blue, and pink also appear in multiplayer.[33] Yoshi's appearance is a prominent selling point for Super Mario Galaxy 2, as his gained abilities while eating various fruits aid Mario and Luigi in gathering power stars to foil Bowser's plan to take over the universe. These fruits give him the ability to float, to run on water and against gravity, and to illuminate intangible walkways.[34][35] Yoshi appears in Super Mario Odyssey as a capturable character. In the Mushroom Kingdom, he may be found on top of Peach's Castle, just like in Super Mario 64. He can also be discovered in Yoshi Eggs in secret locations accessed via the Dark Side, where he must eat Berries in order for a Power Moon to form. He can also be found in one of the Darker Side's sections. Yoshi may employ his characteristic Flutter Jump and eating powers if captured, similar to his appearance in Super Mario Galaxy 2.[36] Yoshi appears in Super Mario Bros. Wonder as a playable character for the first time since Super Mario 64 DS, with red, yellow, and blue variants. He brings his signature Flutter Jump to the game, along with other abilities like the ability to be ridden by other players.[37][38] The Yoshi egg used to represent the character Yoshi's initial appearance in the Yoshi series was in the puzzle game named after him, where he counted the number of eggs hatched on the side of the screen.[39] In another puzzle game, Yoshi's Cookie, Yoshi appears as a character in V.S. mode. Yoshi has to make horizontal and vertical rows of the same kind of cookie to proceed to the next level. In the Nintendo Puzzle Collection version, there is now a story mode in the game, where Mario and Yoshi are making cookies but get exhausted from the many cookie deliveries.[40] Bowser conquers Jewelry Land during the events of Yoshi's Safari (It is the only Mario franchise game to feature first-person shooter gameplay and requires the SNES's Super Scope light gun.[41]), kidnapping its rulers, King Fret and Prince Pine, and removing the twelve mystical jewels that gave the kingdom its name and stability, forcing it to split into two realms: the Dark Realm and the Light Realm. Princess Peach then summons Mario and Yoshi to restore order. To help the two, Peach provides Mario a new weapon, the Super Scope, an energy pistol. Mario and Yoshi enter a Warp Pipe with this new weapon, which transports them to Jewelry Land.[41] The Magikoopa sorcerer Kamek foresees that two newborn brothers will bring ruin to the Koopas and attempts to capture them as the stork carries them to their mother and father in the Mushroom Kingdom one morning years before the events of most Mario games, during the events of Super Mario World 2: Yoshi's Island. While Kamek captures Baby Luigi, his twin brother, Baby Mario, escapes to Yoshi's Island unseen. Fortunately, Yoshi is out walking in the woods that day, and Baby Mario lands unharmed on his saddle, along with a map to Bowser's Castle, where Kamek has stolen Baby Luigi.[42] Baby Mario was entirely absent in the next Yoshi game, Yoshi's Story, in which Baby Bowser steals a tree that is the source of the Yoshis' happiness, and turns their world into a picture book. Six eggs survive, and hatch into baby Yoshis, the protagonists.[43] Kamek and Bowser travel back in time in Yoshi's Island DS to try to capture the famous star children (Mario, Luigi, Wario, and Donkey Kong), who had special energy in their bodies that, once in Bowser's hands, would let him to take over the world. Without knowing who the star children were, Kamek and Bowser went out to kidnap all of the Mushroom Kingdom's youngsters, only to have their prey escape their hands and join Yoshi in a journey to save the other kids.[44] In Yoshi's New Island, Yoshi reappears alongside Baby Mario and Baby Luigi. The game takes place between Super Mario World 2: Yoshi's Island and Yoshi's Island DS.[45] In Yoshi's Woolly World, Kamek tries to transform all of the Yoshis on Craft Island into Wonder Wools in order to assist Baby Bowser in building a new castle, but he misses Yoshi and Red Yoshi. After that, the two embarked on a quest to restore Craft Island to its former splendor.[46] Yoshi and the rest of his kind are gathered around the Sundream Stone in Yoshi's Crafted World, which is claimed to make anyone's dream come true. Kamek and Baby Bowser try to get their hands on the stone. The Sundream Stone breaks into five diamonds, which spread around the island for the Yoshis to collect.[47] Yoshi has appeared in nearly all of the Mario spin-off games, including every game in the Mario Kart series as a playable character[23] (usually as a middleweight or light middleweight) and every Mario Party game to date as a playable character.[48] Yoshis have also made appearances in multiple Mario sports games, such as Mario Tennis,[49] Mario Golf,[50] Mario Super Sluggers,[51] Super Mario Strikers,[52] and Mario & Sonic at the Olympic Games.[53] Yoshi appeared as a supporting cast member in Mario is Missing for NES, SNES, and MS-DOS in 1993.[54] The Yoshi species makes its Paper Mario series debut in the fifth chapter of Paper Mario when Mario comes across a village of Yoshis and rescues a group of Yoshi kids after they become lost in the surrounding jungle outside of the village. In the sequel Paper Mario: The Thousand-Year Door Mario rescues a Yoshi egg that hatches into a baby Yoshi, who then joins his team during the third chapter of the game and can be named upon doing so. He also appears in Mario & Luigi: Partners in Time.[32] Yoshi is a playable character in Mario + Rabbids Kingdom Battle, and he arrives late in the story. After fighting Mecha Jr. in the Lava Pit, he is unlocked.[55] Outside of Super Mario and Yoshi series, Yoshi makes a cameo appearance in Metal Gear (The Twin Snakes and Metal Gear Solid: Snake Eater 3D).[56] In Metal Gear Solid: The Twin Snakes, Yoshi and Mario appears as a dolls that stand on a desk.[57] Additional video game series in which Yoshi has made a cameo appearance includes The Legend of Zelda series (Link's Awakening and Ocarina of Time) as a collectible doll and as a framed photo in Hyrule Castle.[58] Yoshi is the main character in the English localization of Tetris Attack.[59] Yoshi also appears as a playable character in every installment of the Super Smash Bros. series. He is one of the more unique characters in the series' early history, most notably in how his recovery is a single interruption-resistant Flutter Jump, as opposed to most characters having multiple jumps and special moves to use in sequence. Yoshi's moveset mostly consists of kicks, headbutts, tail attacks, and tongue grabs.[60] The animated series Super Mario World produced by DIC Entertainment is based on the game of the same name, and similar in plotline to the previous series The Adventures of Super Mario Bros. 3, and The Super Mario Bros. Super Show, except with a different setting. The show features Yoshi as a regular character, voiced by Andrew Sabiston. In the cartoon, Yoshi is a young, friendly, and fleet-of-foot dinosaur who occasionally talks in 3rd person until speaking coherent English from slightly later in the episode "A Little Learning".[61] Yoshi is featured in the Super Mario Adventures comic serial printed in Nintendo Power, the Nintendo Adventure Books, and the 1993 Super Mario Bros. movie (taking the form of a realistic animatronic dinosaur). Yoshi is King Koopa's pet, and is referred to as a "throwback" by a gang of Koopas. He later joins Princess Daisy's side and selflessly takes a stabbing for her. However, he does reappear at the end of the film in good health. Yoshi first debuts in the first volume of Super Mario-Kun and has since become a frequent companion to Mario. Yoshi is prone to making surprising behaviors and mistakes, prompting Mario to chastise him. Yoshi abandons Mario, Luigi, and Wario in volume 23 when they take advantage of him.[62] Additionally, Yoshi makes an off-screen vocal cameo in The Super Mario Bros Movie during the post-credits scene, with archival audio of Kazumi Totaka being utilized.[63] Yoshi is also prominently featured within Universal Destinations & Experiences' immersive Super Nintendo World areas. Yoshi appears within the Mario Kart: Bowser's Challenge attraction, and the Universal Studios Japan iteration of the land features a Yoshi's Adventure attraction that is themed to the Yoshi's Island series.[64] Yoshi is one of the most recognizable characters in the Mario series and is featured in a myriad of Mario merchandise, such as toys, shirts, and figures. Yoshi also appeared in two of Happy Meal promotions of Mario toys, which only featured Mario, Donkey Kong, and Yoshi.[65] Yoshi was also one of the 12 initial amiibo figurines.[66] As part of the release of Yoshi's Woolly World, Yoshi Amiibo made out of yarn are either bundled with the game or sold separately.[67] In addition to the regular-sized green, pink and light blue yarn Yoshi Amiibo, an 8-inch tall, green "Mega Yarn Yoshi" has been released.[68] Since debuting in Super Mario World, Yoshi has received largely positive reception. An article in Electronic Gaming Monthly commented, "Maybe it was the undeniable dino charm. Maybe it was the insatiable appetite that put fellow foe-eater Kirby to shame. Or maybe it was the status of being Mario's newest best buddy. Whatever the reason, gamers took an immediate liking to Yoshi and his multicolored kin when Super Mario World hatched him into the pantheon of classic game characters."[69] The 2011 issue of the Guinness World Records Gamer's Edition ranked Yoshi at 21st place in their list of the "Top 50 Video Game Characters of All Time", making him the second highest-ranked Mario character on the list, of which Mario himself is ranked first.[70] In a poll conducted in 2008, Yoshi was voted as the third-favorite video game character in Japan, with Cloud Strife and Mario placing second and first, respectively.[71] GameTrailers created a special tribute video for Yoshi for the release of Super Mario Galaxy 2.[72] Yardbarker included Yoshi in their "The most memorable characters from old school Nintendo games", stating that "Yoshi began life in Super Mario World. However, the dinosaur with the lengthy tongue was swiftly spun off into his own video games. There's Yoshi's Island, Yoshi's Cookie, and more. Yoshi is off doing his own thing a lot of the time."[73] Chris Carter of Destructoid described Yoshi, along with Poochy, as "cute as hell" in the "Poochy & Yoshi's Woolly World" promotion.[74] Yoshi was voted one of the finest dinosaurs of pop culture by Jim Vorel of Paste, who stated that "Yoshi has been a fan favorite since he first appeared alongside Mario on the Super Nintendo Entertainment System. That's why he's the most famous dinosaur in the world."[75] Yoshi was also praised for being the best video game sidekick. GameSpy ranked Yoshi as the seventh-best video game sidekick, above Luigi by reasoning that only Yoshi can pull off being green and still be cool.[76] Complex ranked Yoshi at fourth place among "The 25 Most Kickass Dragons in Video Games", adding "Yoshi would have to be one of the best sidekicks of all time".[77] Australia's Official Nintendo Magazine called Yoshi a "cute, trustworthy, a plumber's best friend" and compared Yoshi's loyalty to that of a dog.[14] Yoshi is ranked at 52nd place on GamesRadar's Top 100 video game heroes.[78] 4,228 gamers from all over the world were asked to choose their favorite "most loved sidekick characters in video games." Yoshi from Super Mario World came in top place and was voted the most popular sidekick character with 71 percent of the voting.[79] Yoshi was included in IGN's "The Best Video Game Wingmen Ever", stating that "Always ready to give his plumber friend a ride, Yoshi doesn't shy away from putting in extra effort, whether that means holding a Koopa shell in his mouth for an entire level or kicking his feet to get a little extra air during a jump, Yoshi has Mario's back."[80] Yoshi has been named one of the best-supporting characters in video games by Kevin Wong of Complex, stating that "Yoshi has everything Mario and Luigi need in a sidekick – a monstrous appetite, boots that can walk on Munchers, and the ability to breathe fire, fly, and cause earthquakes, depending on the Koopa shell's color. You have to love a sidekick that hatches with a built-in saddle."[81] Alyssa Mercante of GamesRadar also included Yoshi in their list of "The ten best video game animal companions," stating that "Yoshi is another companion that has achieved a level of fame virtually unrivaled by video game sidekicks."[82] "Yoshi Committed Tax Fraud", an internet meme that began in May 2018, is a reference to jokes about Yoshi dodging taxes.[83] ^ Yosshī (Japanese: ヨッシー; pronounced [joɕːiː]; English: /ˈjoʊʃi, ˈjɒʃi/). In Japan, it was once romanized as Yossy.[7][8][9] ^ "Super Mario World originally had Yoshi getting punched in the head". Polygon. Archived from the original on 2023-04-05. Retrieved 2019-09-24. ^ HAL Laboratory. Super Smash Bros. Nintendo. Scene: Ending credits, 0:51 in, Voice. ^ HAL Laboratory. Super Smash Bros. Melee. Nintendo. Scene: Ending credits, 0:25 in, Voice. ^ Archived at Ghostarchive and the Wayback Machine: "マリオとヨッシーの冒険ランド". YouTube. January 2018. 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Yoshi's first real appearance was in Super Mario World. He was the character that needed help from Mario, and he was able to help Mario by letting him take a ride on Yoshi's back. In this game, Yoshi is found in 4 total colors (Red, Blue, Yellow, Green), all of which have different abilities to help throughout the game. With the high first-appearance success, Yoshi went on to star in Yoshi's Safari which was released in 1993. In this game, Yoshi leads Mario on a first person shooter type journey against Bowser and the Koopa Kids. This remains one of the most unique Mario games out there, with Yoshi starring as a major character. This is the only Mario game using the famed Super Scope. After Super Mario World and Yoshi's Safari, Yoshi made headlines as the main character of the latest Mario game, Super Mario World 2: Yoshi's Island. In this game, Yoshi is the main character - His goal is to save Baby Luigi with the aid of Baby Mario. 8 total Yoshis made their appearance in this game - there was a different color Yoshi for every level. Afterwards, Yoshi made a minor appearance in Super Mario RPG: Legend of the Seven Stars. A whole level, Yo'ster Isle, is the home to many different Yoshis. Here, races are held for Yoshi Cookies, which help aid Mario and friends when used as items. When 3D gaming hit in the form of Super Mario 64, Yoshi made another cameo appearance. Yoshi was able to aid Mario with 99 lives, only after all 120 stars were obtained. He was found on top of the roof of Peach's Castle and can be reached by using the cannon outside. The Nintendo 64 was a true launching pad for Yoshi's mainstream success. After Super Mario 64, Yoshi went on to star as one of the main characters in the 3 Mario Party games. Paper Mario also had an area dedicated to Yoshi, but Yoshi was never a playable character. In Super Smash Bros., Yoshi was one of the playable characters. Yoshi's Story was another main Yoshi game, where each different color Yoshi helped to destroy Baby Bowser. Yoshi hit portable afterwards, taking roles in a remake of Super Mario World 2: Yoshi's Island, Mario & Luigi: Superstar Saga, and Yoshi's Topsy Turvy. In Mario & Luigi, there's a whole theatre of Yoshis, and their eggs become vital to Mario/Luigi's mission. In Yoshi's Topsy Turvy, Yoshi stopped Bowser from his destruction taking place in Yoshi's Island. When the Gamecube hit, Yoshi's stardom and popularity reached all time highs. He once again was featured in the Mario Party series, being in every single game. He was also a key part for Mario in Super Mario Sunshine - some missions couldn't be done without him. In this game, we also learned that different types of fruit causes different color Yoshis to hatch. Yoshi also appeared in Paper Mario: The Thousand Year Door as a partner to aid Mario. He was a huge hit for the fans with his snappy attitudes and fighting spirit. Super Smash Bros. Melee also saw Yoshi returning as a playable character with a few more stages. Today, Yoshi appears in many games. For the Nintendo DS, we have Yoshi's Touch & Go, which is a game in itself with its uniqueness. A sequel to Super Mario World 2: Yoshi's Island was released in November of 2006: Yoshi's Island DS. Yoshi, of what we know, we also be in Mario Party 8, an upcoming game for the Nintendo Wii. Yoshi was also a playable character in Super Mario 64 DS. A group of Yoshis were in Mario & Luigi: Partners in Time as a major part of the game. Yoshi has appeared in all the Mario Kart games as well, generally as one of the fastest racers. Yoshi has also appeared in all the Mario Tennis and Mario Golf games as a Speed Character in the Tennis games and a straight shooter/balanced character in the Golf games. Yoshis, who debuted in Super Mario World, are one of the most prominent allied species in the Super Mario franchise. While the character Yoshi appears the most, he is often alongside the other Yoshis. The other Yoshis are used across the video games of franchise in a number of ways, such as being background characters or being alternate versions of Yoshi. In some appearances, they have tweaked stats or abilities compared to Yoshi. In the Yoshi's Island series, each level has the player use a different Yoshi, though in that series Yoshis are all identical in playstyle. The Yoshi species is also present in adaptions of the Mario franchise into other mediums, like literature and animation. Super Mario series Super Mario World Mario and three colors of Yoshis in Star World Yoshis debut in Super Mario World. During the events of the game when Bowser invades Dinosaur Land with his Koopalings, they trap many Yoshis in enchanted eggs and steal seven unhatched Yoshi Eggs, which then have to be rescued by Mario and Luigi. This is also how the brothers meet Yoshi, whom they befriend very early in the game. Red, Blue, and Yellow Yoshis appear in Star World, exclusively found as Mini-Yoshis, which can grow into adult Yoshis if they eat enough enemies or fruits or a power-up. However, Blue Yoshis can be obtained elsewhere if a player grabs Yoshi's Wings while riding any Yoshi in a level in the SNES version. While they all share the same functions as Yoshi himself, they each specialize in Yoshi's special abilities regardless of what colored Koopa Shell is eaten; sometimes allowing the Yoshi to use two abilities at the same time, depending on the shell. When they hold any shell in their mouths, Red, Blue, and Yellow Yoshis always experience the abilities of Red, Blue and Yellow Shells respectively, in addition to that shell's specific ability if it is of a different color than the Yoshi. Super Mario Sunshine Orange Yoshi is one of the Yoshi colors in Super Mario Sunshine. Yoshis are allies in Super Mario Sunshine. They can be ridden by Mario on his quest to recover the Shine Sprites. To get a Yoshi, Mario must first find a Yoshi egg and give it the specific fruit it wants, the Yoshi will then hatch and Mario can ride on it. Yoshis typically require a random choice from papayas

onward. Yoshis also make a small appearance in the opening of Super Smash Bros. Melee during a stampede, and as stickers in Super Smash Bros. Brawl. Yoshi gained Purple and Black Yoshi color schemes in Super Smash Bros. for Nintendo 3DS / Wii U, although Super Smash Bros. Ultimate replaced his Black Yoshi color scheme with a costume based on the Green Yoshi's appearance in Yoshi's Crafted World. Yoshis also appear during Yoshi's Final Smash in Super Smash Bros. Ultimate, Stampede!, which is based on the Super Smash Bros. Melee opening. Yoshi's alternate costumes in Mario Golf In Mario Golf, Yellow, Red, and Light-Blue Yoshi can be selected as Yoshi's alternate costume on the character select screen. The player can choose the colors by using , , and , and each Yoshi can be chosen multiple times if there is more than one player. Mario Golf: Super Rush Yoshis are non-playable characters in Mario Golf: Super Rush. A Pink Yoshi appears in Bonny Greens in the qualifying round. It is then never seen again unless the player plays the qualifying round again. As of the version 2.0.0 update: If the player achieved a rank of A- or higher in the Ranked Match during August 2021, they would be able to unlock Red Yoshi, Blue Yoshi, and Yellow Yoshi as variants for Yoshi. If the player achieved a rank of A- or higher in the Ranked Match during April 2022, they would be able to unlock Pink Yoshi, Light-Blue Yoshi, and Orange Yoshi as variants for Yoshi. Mario Tennis series Mario Tennis (Nintendo 64) Yellow Yoshi in Mario Tennis In Mario Tennis, if both players select Yoshi in the Short Game or Tiebreaker Game, the second player will have a Yellow Yoshi as Yoshi's alternate costume. Mario Power Tennis In Mario Power Tennis, if players play the doubles tournament and complete the Mushroom Cup and the Flower Cup, they can power up the Rolling Egg Return, making Yoshi change into one of eight colors every time he uses it. The eight colors are Red, Yellow, Green, Light-Blue, Blue, Pink, Black, and White. An image of the Yoshis also appears in the mini-game Artist On the Court on Expert Mode. Mario Tennis Open Most of the colored Yoshis (excluding the Purple, Orange, and Brown varieties) make an appearance in Mario Tennis Open as downloadable QR characters. The different colors, and their playing types, are listed below. Red Yoshi - Technique Blue Yoshi - Speed Light-Blue Yoshi - Speed Yellow Yoshi - Power Pink Yoshi - Technique Black Yoshi - All-Around White Yoshi - Tricky Mario Tennis Aces Colored Yoshis return as alternate colors for Yoshi in Mario Tennis Aces, in the October 2018 update. Unlike in Mario Tennis Open, all Yoshis have the same green tennis racket as Green Yoshi in this game. Paper Mario series Paper Mario The Yoshis living in Yoshi's Village. Mario and his partners visit Yoshi's Village on Lavalava Island in Paper Mario. They are there looking for a Star Spirit that Bowser has trapped in a playing card and given to a minion to guard within the island's volcano, but they find they cannot get into the mountain on their own. The Yoshi Village Leader says he will help Mario and the others if they help round up five missing Yoshi Kids. With the help of their Cheep Cheep babysitter, Sushie, Mario and co. soon find the young Yoshis and can continue on with their quest. When Mario and his current set of partners visit Glitzville in Paper Mario: The Thousand-Year Door, they soon find themselves with custody of a Yoshi's Egg, after its initial owner, Mr. Hoggle, decides against cooking and serving it once he realizes it could move on its own accord. For a while, the egg follows Mario and his partners. Then, after the match with The Iron Adonis Twins, Mario returns to find that the egg has hatched into a Yoshi Kid, the color of whom varies depending on how much time has passed between Mario's acquisition of the egg and its hatching. Mario names the Yoshi, who then travels with him and the other partners for the remainder of the game, before becoming a fighter in the Glitz Pit after the quest is over. One of the Yoshi's attacks involves summoning a stampede of Green Yoshis to trample the enemy, and another Green Yoshi businessman can be found on the Excess Express. “Listen here, dino-dragon things! It's not OK to go around eating people whole. I mean, you don't even know where Mario has been! I'd go brush my teeth if I were you.” —Huey, Paper Mario: Color Splash The Yoshis in Paper Mario: Color Splash. For the first time in the Super Mario franchise, nonspecific Yoshis appear as enemies in Paper Mario: Color Splash, even though they cannot be targeted or defeated. They are found in the Emerald Circus. When Mario first arrives, the Yoshis are locked in a cage around the corner of the main entrance. If Mario attempts to open the cage, one of the Yoshis will swallow him and spit him out, dealing 5 points of damage to him. After Lemmy flees from the stage, the Yoshis escape from the cage. During the battle on the stage, they will randomly appear out of a curtain to try to eat Mario. Mario has to block their tongues, or they will waste his next card. The Yoshi will then run back into the curtain. Yoshi also appears in the Dark Bloo Inn, albeit invisible at first. If Mario tries to mount him, he runs off to the Emerald Circus, where Mario can talk to him once the Yoshis escape from their cage. A picture at Tangerino Grill appears to be the silhouette of a Toad riding a Yoshi. Paper Mario: The Origami King Although Yoshis do not appear in Paper Mario: The Origami King, the specifications of the Boot Car mention that it outputs 150 Yoshis, equivalent to the real-life horsepower for motor vehicles. Mario Kart series Mario Kart: Super Circuit The Yoshis in Mario Kart: Super Circuit Using the Single-Pak multiplayer functionality of Mario Kart: Super Circuit, up to four players can race together where players 2, 3, and 4 control a red, light-blue, and yellow Yoshi respectively. Artwork for Red Yoshi and Black Yoshi in Mario Kart Arcade GP DX In Mario Kart Arcade GP DX, Red and Black Yoshis appear as downloadable color swaps of Yoshi, with their own exclusive Special Items: Egg Bazooka, and Rolling Egg respectively. Mario Kart 8 / Mario Kart 8 Deluxe The playable Yoshis in Mario Kart 8 and Mario Kart 8 Deluxe. In Mario Kart 8 and Mario Kart 8 Deluxe, Yoshis can be seen as spectators jumping and waving in Sweet Sweet Canyon, Mount Wario, GBA Mario Circuit, SNES Donut Plains 3, N64 Yoshi Valley, GCN Yoshi Circuit, Excitebike Arena, GCN Baby Park, and Super Bell Subway. In the latter game, they appear in Merry Mountain, as well as the battle courses Sweet Sweet Kingdom, SNES Battle Course 1, and 3DS Wuhu Town. Some are seen sitting in their seats. Occasionally, some of these Yoshis will hum Totaka's Song.[4] Additionally, three different-colored Yarn Yoshis (green, pink, and light blue) are seen in the background of GBA Ribbon Road. Also, several differently colored Yoshis are playable as variants of Yoshi, namely Light Blue, Black, Red, Yellow, White, Blue, Pink, and Orange Yoshis. In Mario Kart 8, these variants are unlocked when both DLC packs (The Legend of Zelda × Mario Kart 8 and Animal Crossing × Mario Kart 8) have been purchased, while in Mario Kart 8 Deluxe, they are available from the start in the base game. Red Yoshi is the Staff Ghost for GCN Yoshi Circuit and Orange Yoshi is the Staff Ghost for GBA Cheese Land; additionally, in Mario Kart 8 Deluxe, White Yoshi is the 200cc Staff Ghost for Shy Guy Falls, Yellow Yoshi is the 200cc Staff Ghost for 3DS DK Jungle, and Blue Yoshi is the 200cc Staff Ghost for Super Bell Subway. Red, Blue and White Yoshi tricking on Paris Promenade 3 in Mario Kart Tour In Mario Kart Tour, Yoshis can be seen as spectators on many courses in the game such as GCN Yoshi Circuit. All of Yoshi's alternate colors from Mario Kart 8 return as playable drivers, separate from Yoshi himself, those being Red, Black, Blue, White, Pink, Orange, Light-blue, and Yellow Yoshi, who were respectively introduced in the 2020 New Year's Tour, 2020 Yoshi Tour, 2021 Yoshi Tour (blue and white), September 2021 Sydney Tour, 2022 Autumn Tour, 2023 Yoshi Tour, and Sunshine Tour and have the Yoshi's Egg (red, orange, light-blue, and yellow), Double Bob-ombs, Dash Ring, Triple Mushrooms, and Heart as their respective special skills. Red, Blue, Pink, Orange, Light-Blue and Yellow Yoshi are classified as Super drivers while Black and White Yoshi are classified as High-End drivers. Black Yoshi and White Yoshi were originally exclusive to their debut tour and several subsequent tours but became regular High-End drivers starting with the Berlin Tour and September 2021 Sydney Tour, respectively. Yoshi (Kangaroo) and Yoshi (Gold Egg) take the appearance of a Yellow Yoshi (albeit with orange shoes instead of green). While most of the colored Yoshis retain a similar coloring as the one seen in Mario Kart 8, Blue Yoshi features a brighter, more saturated blue coloring instead. Mario Kart World Yoshi and his color/outfit variations in Mario Kart World Yoshis appear as spectators once again in Mario Kart World. Yoshi himself has outfits that turn himself into different-colored Yoshis wearing clothing, including Red Yoshi wearing a racing outfit, Blue Yoshi wearing sunglasses and a spiked collar (resembling Boshi), Light-blue Yoshi wearing a "Food Slinger" outfit (a Yoshi's uniform with a headset), Pink Yoshi wearing a visor, Purple Yoshi wearing an outfit similar to King Boo's "Aristocrat" outfit, Orange Yoshi wearing a "Swimwear" outfit, White Yoshi wearing a "Touring" outfit, and Yellow Yoshi wearing a "Matsuri" outfit (a happi). The only one of the nine Yoshi colors available in Mario Kart 8 and Mario Kart 8 Deluxe that has not been seen is Black Yoshi. Unlike in those games, the Yoshi costumes are separate from the character Yoshi, as with the rest of the characters in the game. Yoshis can also be seen operating the drive-throughs, trucks, and boats of their fast food chain Yoshi's. Mario & Luigi series Mario & Luigi: Superstar Saga / Mario & Luigi: Superstar Saga + Bowser's Minions In Mario & Luigi: Superstar Saga and its remake, Yoshis are shown living in the Beanbean Kingdom. They are found at the Yoshi Theater and Mario and Luigi must find Bean Fruit for seven hungry Yoshis to earn Neon Eggs and ultimately obtain a Beanstar piece. They can be seen in the credits in Yoshi Theater watching the events of the game at the conclusion of the end credits; the remake instead shows a similar scene during a pre-intro cutscene. Regardless of their color, the Yoshis in the original GBA version all have orange or yellow shoes. In the 3DS remake, the Yoshis have their normal shoes, depending on their skin color. This section needs additional citations for verification. Unsourced material may be challenged and removed. Specifics: Where does this White Yoshi come from? The game only seems to show green, red, blue, pink, light blue, and yellow (replaced by black during the Sunnycide boss battle in NA releases). Was white ever used?Please help improve this section by adding citations from reliable sources. The Yoshis in Mario & Luigi: Partners in Time In Mario & Luigi: Partners in Time, the Shroobs drop a Giant Egg on Yoshi's Island. It then becomes a tourist attraction, but later hatches into a Yoshi-like creature known as Yoob, which proceeds to eat every Yoshi with its tongue. A factory in its belly then encases the eaten Yoshis in eggs, so that they will also hatch as Yoobs. The plan is stopped by Yoshi, who is aided by Baby Mario, Baby Luigi, and their adult counterparts, who had both traveled back in time to save Peach and stop the Shroobs. Yoshi discovers a way to escape through Yoob's digestive tract and the four Mario Bros. free the captured and imprisoned Yoshis to help him. They also defeat the guardian of the factory, Sunnycide, by pushing a large rock on him, and once the Yoshis escape and the factory is destroyed, Yoob falls asleep. In the North American version of the game, a Black Yoshi appears in the Sunnycide boss battle, the only instance of one appearing, while the other international releases shows a Yellow Yoshi instead.[5] After Yoob falls asleep, the Yoshis all think that Baby Bowser rescued them, until the Cobalt Shards send him flying, and Toadbert tells the Yoshis that the Mario Bros. saved them. The Yoshis in Mario & Luigi: Dream Team. Yoshis appear in Mario & Luigi: Dream Team as one of the many species invited to Pi'illo Island. Many Yoshis can be seen in various places such as Pi'illo Castle, Mushrise Park and Wakeport, coming in Green, Red, and Yellow. Mario & Luigi: Paper Jam The Yoshis in Mario & Luigi: Paper Jam. In Mario & Luigi: Paper Jam, Yoshis act as minor NPCs throughout the game and can be found in the various Toads Villages throughout the Mushroom Kingdom. One Yoshi appears in the Gloomy Woods Village, and has to be beaten in a footrace to win the melon he has so it can be given to Wiggler. Later on, this Yoshi's brother appears in Mount Brrr, and challenges the trio to a more difficult race, giving them the Speed Gloves as a prize if they win. In Super Mario Strikers, Yoshis can be seen as spectators in stadiums during gameplay. Mario Strikers: Battle League The available Yoshi colors in Mario Strikers: Battle League Yoshis return as spectators in Mario Strikers: Battle League. Sometimes, one Yoshi will throw a ? Block to one of the teams' members during gameplay. The player can select up to four Yoshis on the character select screen per team. Different colored Yoshis will be playable based on the corresponding team color, excluding the lime-green team using Green Yoshis and the purple and light-purple teams using Blue Yoshis (though originally Purple Yoshi was seen on the purple team in the overview trailer for the game, but was scrapped in the Mario Strikers: Battle League First Kick pre-release demo and the final game).[6] Regardless of the color chosen though, all Yoshi colors excel best at Passing and Shooting, while their other stats are low. Mario Super Sluggers Five colored Yoshis (Red, Blue, Yellow, Light Blue, and Pink) along with Yoshi himself appear in Mario Super Sluggers as unlockable characters. Unlike Yoshi himself, however, they do not have Star Skills nor can they be selected as a team captain. Mario Sports Mix Blue Yoshi and Red Yoshi are non-playable characters in the Dodgeball game in Mario Sports Mix, assisting the blue and red teams on the sidelines, respectively. Yoshi also has three unlockable alternate colors (Light-blue, Yellow, and Pink). Seven different Yoshi colors, as seen in Mario & Sonic at the London 2012 Olympic Games. Yoshis appear as a species in certain games of the Mario & Sonic series. In Mario & Sonic at the London 2012 Olympic Games, Dream Equestrian involves players carrying a wagon full of seven color Yoshi eggs, all hatching into Yoshis upon reaching the goal. In the Nintendo 3DS version of Mario & Sonic at the Rio 2016 Olympic Games, five differently colored Yoshis (red, blue, light blue, yellow, and pink) accompany the playable Green Yoshi as his teammates in the Football event, and the Yellow and Light Blue Yoshis operate shops in the Road to Rio mode, with Yellow Yoshi's shop being used to trade apples for Mii outfits, and Light Blue Yoshi's shop being used to trade melons with sports gear. In the Wii U version of Mario & Sonic at the Rio 2016 Olympic Games, Yoshis appear in the Mario League, where Team Mario does not have enough non-guest characters to create three teams of four for any of the events, so Red and Yellow Yoshi are featured alongside Yoshi himself as one of the members of Team Mario, with each Yoshi occupying a team. The Super Mario Bros. Movie Yoshis in The Super Mario Bros. Movie A herd of Yoshis appears in Illumination's The Super Mario Bros. Movie when Mario, Toad, and Peach go on a quest to seek the Kongs' aid to defeat Bowser. Yoshi himself makes a brief appearance in a post-credits scene, where he begins to hatch from his egg. Since no green Yoshis make an appearance during their brief cameo early on, this also appears to foreshadow Yoshi's hatching at the end of the movie. WarioWare: Move It! In the Super Mario World 2: Yoshi's Island microgame in WarioWare: Move It!, playing in 2-player mode substitutes the green Yoshi with a light-blue Yoshi for player 1, and a yellow Yoshi for player 2. In the Super Mario All-Stars and Super Mario Advance 4 adaptations of Super Mario Bros. 3, the king of the Pipe Maze is transformed into a Green Yoshi by Ludwig von Koopa (whereas in the NES version of the game, predating Yoshis, the king was transformed into a Piranha Plant). In Super Mario Chess, Yoshis appear as knights on Mario's team. In addition, many Yoshi-themed Mario Kart racecourses have appeared: Mario Kart 64 has Yoshi Valley, Mario Kart: Super Circuit has Yoshi Desert, Mario Kart: Double Dash!! has Yoshi Circuit, Mario Kart DS has Yoshi Falls and reuses the GameCube course Yoshi Circuit, Mario Kart Arcade GP 2 has a two-course Yoshi stage, and while it does not introduce a new course, Mario Kart Wii reuses Yoshi Falls from the DS title. Yoshis also spectate a few courses in Mario Kart 8 and Mario Kart 8 Deluxe. Yoshi Valley from Mario Kart 64 and Yoshi Circuit from Mario Kart: Double Dash!! also reappear as retro courses in these two games. A track based on Yoshi's Island appears in both the Mario Kart 8 Deluxe – Booster Course Pass DLC and Mario Kart Tour under the same name, as well as Yoshi Circuit from Mario Kart: Double Dash!!, Yoshi Valley from Mario Kart 64 and Yoshi Desert from Mario Kart: Super Circuit all returning as classic courses. Although Yoshis do not appear in Super Paper Mario, a stone statue of one appears in Chapter 5: Land of the Cragnons. There is also a Sammer Guy called "Belly of the Yoshi", which is a reference to how Yoshis can eat as much food as they want without getting full. Yoshis were also referenced in Super Mario Galaxy by a planet shaped like a Yoshi's Egg in the Good Egg Galaxy and by a planet shaped like a Yoshi head in the Space Junk Galaxy. Similarly, in Paper Mario: Sticker Star, there is a sphinx in World 2-2 called the Yoshi Sphinx, whose head is shaped exactly like a Yoshi's head. Mario & Luigi: Bowser's Inside Story and its remake are the only games in the Mario & Luigi series that does not feature Yoshis. Yoshi noises can be found in audio files within the original game's code, but they are unused. It is unknown if Yoshis themselves were going to appear in the game or its remake or it was left over from Partners in Time (as the game's engine was based off this game's). Also, the Fawful Guy and its dark variant have an attack where a roar very similar to Yoob's can be heard in the original game; a long tongue then snags them, turns them into an egg and throws the egg at their target using a Yoshi's Island-style targeting cursor. In Fortune Street, many Yoshis can be seen in the background on the Yoshi's Island board. A majority of the Dragon Quest characters refer to them as "dragons." In the Yoshi's Island Zone DLC level of the Wii U version of Sonic Lost World, all Yoshi Eggs collected by the player will hatch into Yoshis at the end of the level and give three extra lives each. References ^ Nintendo of America (June 21, 2023). Super Mario Bros. Wonder - Nintendo Direct 6.21.2023. YouTube (American English). Retrieved June 21, 2023. ^ Arrowstotle. Do You Know These Mario Wonder Secrets?. YouTube (April 25, 2025). Retrieved on April 26, 2025. ^ Swiftjar (September 30, 2021). Yoshi’s Tropical Island Analysis & Comparison (N64 Vs Switch) - Mario Party Superstars. YouTube (English). Retrieved June 27, 2024. ^ GameXplain (January 12, 2015). Totaka's Song in Mario Kart 8 (Secret). YouTube (English). Retrieved June 27, 2024. ^ Mario & Luigi: Partners in Time/Regional Differences. The Cutting Room Floor. Retrieved April 4, 2023. ^ Nintendo of America (May 12, 2022). Mario Strikers: Battle League – Overview Trailer – Nintendo Switch. YouTube (American English). Retrieved June 27, 2024. This article is about Yoshi, a main character in the Super Mario franchise. For Yoshis as a species, see Yoshi (species). For other uses, see Yoshi (disambiguation). "Super Yoshi" redirects here. For the transformation from Yoshi's New Island, see Super Yoshi (form). For the kart referred to as Super Yoshi in Mario Kart Live: Home Circuit, see Turbo Yoshi. “You saved me! I was trying to save my friends, but then I got turned into an egg and trapped! I know! We should team up! Come on! Hop on my back!” —Yoshi, Super Mario Galaxy 2 Yoshi is a dinosaur-like character that acts as an ally of Mario and Luigi and is the protagonist of his own franchise. Among members of the Yoshi species hailing from Yoshi's Island, any Yoshi may be identified as the "Yoshi" character, and as such, not all iterations of the character are necessarily the same one. According to the Super Mario World manual, he got his name from Yoshi's Island because he was first discovered there.[3] In the Super Mario series, he often acts as a rideable character for the heroes, while in most of the spin-off games, he is a playable character on his own. Yoshi's defining traits include his cutesy appearance, his cheerful and friendly personality, his flutter-jumping and egg-laying abilities, his rideability as a steed, and exclaiming his own name. Creation and development Early concept art of Mario riding on a dinosaur-like creature Shigeru Miyamoto has stated in interviews that he wanted Mario to ride a horse after the completion of Super Mario Bros.[4] However, technical limitations on the NES kept this from being possible. The inspiration for Yoshi can be traced back to the green dragon Tamagon, whom Miyamoto designed, in the video game Devil World, since both green characters hatch from eggs (in addition to emitting the same sound upon doing so) and can eat enemies with their large mouths.[5] With the development of the Super Famicom, an animal partner for Mario could be added. The character of Yoshi was specifically created by Shigefumi Hino, a graphic designer, with the help of Takashi Tezuka.[4] According to Yoichi Kotabe, Yoshi's name (alternately romanized as "Yossy")[6] is a portmanteau of female staff member Mie Yoshimura's nickname and "Nessie."[7] His name also resembles the Japanese interjection 良し (yoshi), meaning "good!", "okay!", or "all right!" Preliminary sprite sheets for Super Mario World, including various early sprites of Yoshi Since Super Mario World was supposed to take place in Dinosaur Land, Hino initially designed a reptile similar to a large lizard. Since the initial design felt out of place, Tezuka redesigned Yoshi by making a rough sketch that Hino then polished. During the redesign, Tezuka tried making Yoshi related to the Turtle Tribe, with the saddle actually being his shell.[4][7] According to Hino, Yoshi's tongue attack was originally thought of as Yoshi sticking out his tongue in surprise when Mario hit the back of his head. This was later "passed off" as Mario just pointing forward to signal Yoshi to stick out his tongue.[8][9] Kotabe had previously sketched a chameleon that would eat by sticking out its tongue, and he suggests that the drawing may have helped inspire the concept of Yoshi.[7] Yoshi's design has been altered and refined between games over the course of the SNES and Nintendo 64 eras, gradually becoming more turtle-like.[7] In his earliest appearances, Yoshi is shown as having a long neck and back and small arms. In later games, such as Super Mario World 2: Yoshi's Island and Mario Party, Yoshi is shorter and stouter, with longer arms and more human-like hands. In Mario Kart 64, he is given a more upright appearance. The Mario Kart 64 design has been used for his general design ever since, with a few minor alterations from Mario Party 4. Main article: History of Yoshi Yoshi has had a substantial history since his debut in Super Mario World. Like with Mario and all other characters, his appearances are not limited to the core series, with him appearing in many spin-offs, literature, and animation. General information Physical description and traits Yoshi's original design (left), his standard modern design (center), and his alternate modern design (right) Yoshi, like all other Yoshis, is a dinosaur-like character with a large round nose, a row of orange spines along his head, orange shoes, and a saddle-shaped shell on his back, which is used by Mario and company when being ridden on. Yoshi's initial design is more dinosaur-like, with a narrower, longer, more hunched appearance and shorter arms.[10] He is also noticeably taller than Mario.[11] In a Super Smash Bros. commercial, Yoshi is 6 ft (183 cm) tall.[12] Beginning with Super Mario World 2: Yoshi's Island and later Mario Kart 64, however, Yoshi's build has been adjusted to be more anthropomorphic, with an upright posture, longer arms, a bigger head, and a stouter build, although he is still taller than Mario (comparable to Luigi's height). This newer depiction has slowly replaced the older depiction, although by Mario Party 4, the older depiction is generally replaced (it was last used in 2005's Yoshi Touch & Go). Yoshi's initial design is used in the Paper Mario series, with the design used in Paper Mario: The Thousand-Year Door following the original design more strictly, while Paper Mario: Color Splash uses a redesign that matches more with his current design. In recent times, dating at least back to the Mario Hanafuda cards, an alternate modern design of Yoshi was introduced. It features more defined nostrils, eyelids clearly distinct from the brows, a smaller white region on the cheeks, crest spikes pointing downwards and being nearer each other, and a bigger protrusion behind the eyes. Most of these features stem from the original Yoshi design. Said alternate design has been partially adapted into a 3D model only in Super Mario Bros. Wonder; as a result, the artwork used in most games uses the standard modern design, with the main exceptions so far being Mario Party: Star Rush, Super Mario Maker 2, and the launch artwork of Mario Kart Tour (that then uses the standard modern design in its badges and icons). Yoshi's saddle is considered his shell. A few sources, such as Mario & Sonic at the Olympic Winter Games[13] and the official Japanese bio from Nintendo's own site, have stated that it is actually a shell, and more recent depictions show it as a shell-like swelling rather than a flat or inwardly curved saddle. In 2017, an interview on Super Mario World confirmed that Yoshi's saddle has always been a shell from the beginning.[14] Nonetheless, specific depictions of Baby Yoshi from Super Mario World and New Super Mario Bros. U are shown without a saddle, although other depictions of Baby Yoshi, such as from Yoshi's Story, do include this saddle. Yoshi is known for having a long red tongue, often used for picking up objects or swallowing them, although it is capable of assisting acrobatic maneuvers, such as its interaction with flowers in Super Mario Galaxy 2. Yoshi can also use this tongue as a physical weapon, shown in Mario Strikers Charged, and as a custom move in Super Smash Bros. for Nintendo 3DS / Wii U. Even though he is usually shown without visible teeth aside from his hurt sprite from Super Mario World 2: Yoshi's Island, in his older design, he actually has a set of both upper teeth and lower teeth as shown in Super Mario Story Quiz Picture Book 2: Mario's Sports Day,[15] and Super Mario Chie Asobi Ehon ④ Larry No Itazura (Super Mario Wisdom Games Picture Book ④ Larry's Mischief),[16] with Yoshi's Island DS and Super Mario Bros. Wonder showing that his new design still has a full set of teeth.[17] Yoshi without his right shoe Yoshi is always seen wearing his orange shoes, although in Super Mario Story Quiz Picture Book 5: Mario's Amusement Park (「スーパーマリオおはなしクイズえほん 5 マリオの ゆうえんち」), a book published by Shogakukan and written in collaboration with Nintendo,[18] it was revealed that he has green feet with three toes and a single white pad on each of them. The orange shade in this shoe has varied across appearances, from brownish to reddish. Some games call these shoes "boots," such as the equipment Yoshi can wear in Super Smash Bros. for Nintendo 3DS / Wii U. These shoes protect Yoshi from obstacles normally harmful to Mario, such as Munchers and spikes (although in Super Mario World 2: Yoshi's Island and its successors, spikes can defeat Yoshi in one hit), so Yoshi can allow Mario to safely cross them. Additionally, Yoshi, when stomping on enemies, typically defeats them in one hit with a special sound effect, similar to Mario's Spin Jump. Like every other Super Mario character in the Super Smash Bros. series, Yoshi's appearance is heavily altered. In the first Super Smash Bros., Yoshi's design takes after his Super Mario 64 appearance, though with minor adjustments. In Super Smash Bros. Melee, Yoshi's color scheme is darker, and he stands with a more realistic dinosaur stance; additionally, his skin is also mottled. In Super Smash Bros. Brawl, Yoshi is redesigned to match his current appearance, with him standing in a more upright posture, though his color scheme is even darker than before; also, many of his actions are still performed in a hunched stature. Super Smash Bros. for Nintendo 3DS / Wii U gives Yoshi a more vibrant, cartoonish color scheme (the same applies to his alternate skins), while further adjusting his posture, which also extends to some of his attacks involving his legs. In Super Smash Bros. Ultimate, Yoshi's color scheme is subdued (though mostly vibrant overall). Normally, Yoshi does not wear clothes (shoes notwithstanding), although exceptions can be found with the Yoshi Kid from Paper Mario: The Thousand-Year Door, who wore polka-dotted pants of varying colors; his Reindeer outfit in Mario Kart Tour, which had Yoshi wearing reindeer antlers, a jingle-bell collar, red shoes with a white trim, and a red circular nose on his snout; and his Egg Hunt outfit in the same game, where he wears the cracked top and bottom halves of an Easter egg. In Mario Party 2, he wears a costume on all boards except Bowser Land, the only board in the game where characters do not wear costumes. Prior to the SNES version of Yoshi's Cookie and later Yoshi's Story, with the last game to use it being Mario Party 3, Yoshi's "speech" was a sound effect consisting of two pitch-bent orchestra hits.[19] Although it has been largely retired to some extent for Yoshi's current appearances, it does appear to a certain extent in Yoshi's Island: Super Mario Advance 3 when Yoshi retrieves Baby Mario, and out-of-series in Metal Gear Solid: The Twin Snakes as well as Metal Gear Solid: Snake Eater 3D. Yoshi's speech capabilities are rather limited since his most common phrase is his name (sometimes adding exclamations or tones of surprise to make his speech sound different depending on his emotions). Yoshi's voice actor, Kazumi Totaka, also provides him with various grunts and yells, though almost none of them are actual words. The only known instances that Yoshi was shown to speak in the Super Mario games are Super Mario World (when Mario is introduced to him and, to a lesser extent, with the message box at his house), Super Mario Galaxy 2 (when he is freed from his egg and, to a lesser extent, with the sign at his house), Super Mario RPG: Legend of the Seven Stars (which also has him acting as the translator of various Yoshis), the initial release of Super Mario 64 (where he gives Mario a message congratulating him on 120 Stars), and Tetris Attack (where he provides tutorials and tips for the player and has more lines than any other character in the game). However, all of these were given in text. In Yoshi's Story, Yoshi still says his name, but like the rest of his species, he also uses nonsensical words such as "Ho hup" and "Blum," which have no true discernible meaning. However, Yoshi is capable of saying exclamations such as "Yeah!", "Oh, yeah!", and "Woo-hoo!" as well as "No!!!" in various Super Mario spinoffs, though this trait is somewhat rare. Yoshi is known to be capable of saying the word "Smash!" as heard in Mario Power Tennis. In DIC Entertainment's Super Mario World television series, Yoshi can speak intelligibly, with his exclamations completely ignored. Yoshi exhibits the ability to speak intelligibly in Super Mario-kun, where he is depicted as a more childish character; as a result, he is easily excitable and yells frequently. In stark contrast, Yoshi cannot speak fully in Nintendo Power's Super Mario comic series (most particularly Super Mario Adventures), where he reverts to solely saying his name. However, Friendly Floyd has a translation book of the Yoshi language, so it is (somewhat) possible to understand what Yoshi is saying. Yoshi also speaks intelligibly in the Club Nintendo comics. In a commercial for Yoshi, Yoshi speaks in "meeps," similar to Beaker from The Muppet Show.[20] Nature Yoshi signing himself as Yoshi the space dragon in Super Mario Galaxy 2 In the West, Yoshi is known to be a dinosaur since his introduction in Super Mario World.[21] Likely due to dinosaurs being known in Japan as scary dragons (「恐竜」), in the original Japanese manual of said game, he was introduced as a dragon (「ドラゴン」),[22] and in the game, Yoshi himself signed his message at Yoshi's House referring to him as Super Dragon Yoshi (「スーパードラゴン ヨッシー」).[23] He was as well explicitly referred to as a dinosaur in the Nintendo Official Guidebook of Super Mario World.[24] Yoshi being a dragon was reconfirmed as well in Super Mario World: Super Mario Advance 2[25] and Super Mario Galaxy 2, since in the mission "Peewee Piranha's Speed Run" of Sky Station Galaxy, on the sign that Yoshi has put up, Yoshi states that he is a space dragon (「スペースドラゴン」). Nonetheless, in his commentary in the Super Mario History Booklet, released in 2010, Takashi Tezuka stated that "Yoshi was originally supposed to be a type of Koopa."[26] Him possibly being a turtle rather than a dinosaur was then suggested in his official bio of the Kids section of Nintendo Co., Ltd.'s site, published in 2016,[27] with Tezuka eventually confirming in a 2017 interview about Super Mario World and reconfirming in a 2019 interview about Yoshi's Crafted World that Yoshi is indeed a turtle.[4][28] The Mario Kart Tour badge earned by using a driver wearing a shell in the Holiday Tour In Mario Kart Tour, several badges that can be obtained by using drivers with a shell can be obtained by using Yoshi, marking the first time his having a shell has affected gameplay while indirectly grouping him among the other turtles featured in the game as well. Powers and abilities Physically, Yoshi is very proficient with jumping and ground-pounding abilities, rivaling the capabilities of world-renown jumper Mario. However, in Super Mario World, Yoshi's jump attacks are much more powerful than Mario's normal jump attacks. Yoshi can destroy most enemies in one hit (i.e., a Koopa would be completely destroyed, not sent flying out of its shell). However, this may be due to the combined weight of Mario and Yoshi, as when Yoshi steps on enemies on his own in Super Mario Bros. Wonder, certain enemies behave as normal. Because Yoshi has similar jumping proficiency, Yoshi's jump has the same power as Mario's special Spin Jump technique. Yoshi is also proficient of the Flutter Jump technique, allowing him to jump with great horizontal distance. Yoshi can also wall-jump like Mario and the rest of the cast; in Super Mario Odyssey, Yoshi can use his tongue to grab walls from afar and cling to them without sliding down. Yoshi is also capable of creating shockwaves with his Ground Pound, which can be seen when the player uses the Team Jump technique in Mario + Rabbids Kingdom Battle. Yoshi is a speed character in several sports games, such as the Mario Tennis series, which shows that he is a fast runner. However, he is not particularly fast in every game, such as Super Mario 64 DS, where his speed is the same as Mario and Luigi's (according to the instruction booklet). According to Super Mario RPG: Legend of the Seven Stars, Yoshi is one of the few members of his species who can speak the language of the other characters; however, it seems that this is not his first language, since, as in other games, his statements are translated through parentheses. Unique abilities Yoshi eating a Shy Guy in Yoshi's Crafted World The Yoshi species has a unique physiology that lends them access to some unique abilities inaccessible to Mario and friends. Like other Yoshis, Yoshi has a long tongue that he uses to eat almost anything, even things much larger than himself. Yoshi can transform any enemies and objects he eats into eggs. Despite his egg-laying abilities, Yoshi is considered male in most regions. However, Shigeru Miyamoto has gone on record and stated he is not sure if Yoshi is male or female.[29] It could be that Yoshi does not officially have an assigned gender, as the original Japanese does not use gender pronouns. However, on several occasions that he has dialogue, such as his rescue in Super Mario World and the story mode of Mario Party 3, he uses the masculine pronoun ぼく (boku) in the Japanese versions. The eggs that Yoshis lays after consuming something can then use as projectile weapons; In Super Mario World 2: Yoshi's Island and Yoshi's Island DS, Yoshi can keep up to six eggs at a time or up to four Huffin' Puffins, which return to him, similar to a boomerang, and are renewable. These eggs can also hatch into items, and as such, Yoshi can transform things that he eats into other objects. For example, in Super Mario World, after Yoshi eats an enemy, one coin is added to Mario's coin total. Yoshi can also transform berries into eggs. However, instead of using them as projectiles, these eggs can break apart and reveal items, including Super Mushrooms and Yoshi Clouds that drop Bonus Coins. In Super Mario RPG, Yoshi can eat enemies to produce eggs that can break apart to reveal a variety of helpful (and often rare) items. In Super Mario Galaxy 2, Yoshi can eat enemies to produce Star Bits. Yoshi has a hard time swallowing Koopa Shells. In fact, in Super Mario World 2: Yoshi's Island, Yoshi has to spit out Koopa Shells before he can eat another enemy. In Super Mario World, Yoshi can swallow a Koopa Shell but can also use it to boost his own abilities. While Yoshi can only spit out a Green Shell, he can instead shoot three large fireballs after ingesting a Red Shell. A Yellow Shell allows Yoshi to create sand clouds whenever he jumps and hits the ground, destroying nearby enemies. A Blue Shell provides one of the two ways to turn Yoshi into his Winged Yoshi form, allowing him to fly for a limited amount of time. However, if a shell is left in Yoshi's mouth for too long, he inevitably swallows the shell and, as such, loses any abilities he possessed at this moment. Alternate forms Throughout the games, Yoshi has acquired a variety of alternate forms to help him combat his foes. Most of these transformations are a result of special morph bubbles that can transform Yoshi into a helpful vehicle. Super Mario World Super Mario 64 DS Super Mario Run Super Mario World 2: Yoshi's Island Car Helicopter Mole Tank Submarine Train Yoshi Topsy-Turvy Balloon Yoshi Ship Yoshi Ball Yoshi Boat Yoshi Super Mario Galaxy 2 Dash Yoshi Bulb Yoshi Blimp Yoshi Yoshi's New Island Yoshi's Woolly World Mermaid Yoshi Mole Yoshi Moto Yoshi Sky Pop Yoshi Umbrella Yoshi Personality LINE sticker of Yoshi drooling at a Goomba Yoshi has a very similar personality to Mario, being brave and kind, albeit underdeveloped. Yoshi is a friendly individual who always lends a helping hand to those in need. He can be considered a hero and has helped his friends, defeated Bowser, and saved his island more than once. He is also very courageous, allowing him to stand and fight enemies much larger than himself, including Yoob, an enlarged Bowser, Nep-Enuts, Tap-Tap the Golden, and the gigantic form of Baby Bowser. As a result of this courage, Yoshi often takes on a leadership position to the Yoshi clan, although Yoshi has no official political status (unlike the Village Leader from Lavalava Island). In fact, when Yoshi is offered a leadership position in Super Mario RPG: Legend of the Seven Stars, the humble character declines the position. Like Mario, Yoshi has a large appetite, to the point of outright gluttony. While Yoshi eats mostly fruits (mainly melons), he eats almost anything, including enemies (except peppers and certain inedible enemies). In volume 3 of Super Mario-kun, Yoshi gets hurt and begins to cry while red liquid is seen. It turns out to be juice from Yoshi's fruit, to which he glumly states, "What a waste." Relationships Friends Yoshi is one of Mario's closest friends, with their relationship stretching back to Mario's birth, when Yoshi helped reunite the newborn Baby Mario with his kidnapped brother, Baby Luigi. Mario, as an adult, has returned the favor in Yoshi's New Island by handing Yoshi powerful items if Yoshi is struggling in levels. Later, Mario helps free Yoshi's homeland