



Yoshi,  
The Hungriest Dinosaur in Show Business



## Super Smash Brothers Brawl

Character Strategy Guide 30

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Initially appearing as simply a mount for Mario and Luigi in Super Mario World, Yoshi has since evolved into a co-star in the series. While not appearing as often as any of the other main cast members he is still quite popular. This fiesty little dinosaur has gone on his own adventures a few times but he still returns to help Mario and friends whenever they need it.

Yoshi has always been something of a frustrating character to use. While he has a number of powerful, and useful, moves he isn't the easiest character to learn to use properly. A lack of any real discernable strength and no recovery move leaves him seeming like an afterthought type character. However with plenty of practice he can become one of the more powerful characters.

### **Game Appearances**

<i>Yoshi's Island DS – DS.....</i>	<i>2006</i>
<i>Mario Kart DS – DS.....</i>	<i>2005</i>
<i>Paper Mario: the Thousand Year Door – GameCube.....</i>	<i>2004</i>
<i>Mario Kart: Double Dash!! – GameCube.....</i>	<i>2003</i>
<i>Super Mario Sunshine – GameCube.....</i>	<i>2003</i>
<i>Mario Kart: Super Circuit – GBA.....</i>	<i>2001</i>
<i>Paper Mario – N64.....</i>	<i>2001</i>
<i>Super Smash Bros. Melee.....</i>	<i>2001</i>
<i>Super Smash Bros. – N64.....</i>	<i>1999</i>
<i>Yoshi's Story – N64.....</i>	<i>1998</i>
<i>Mario Kart 64 – N64.....</i>	<i>1997</i>
<i>Super Mario 64 – N64.....</i>	<i>1996</i>
<i>Super Mario World 2: Yoshi's Island – SNES.....</i>	<i>1995</i>
<i>Super Mario Kart – SNES.....</i>	<i>1992</i>
<i>Super Mario World – SNES.....</i>	<i>1991</i>

## Yoshi's Moves

This is a comprehensive list of all the moves available to this character. They are broken up by the type of attack they are with the Smashes and Final Smash getting their own sections. A few notes before we begin:

- \* Red Skills are range dependant – The closer you are, the more damage you do.
- \* Blue Skills are range dependant – The farther away you are, the more damage you do.
- \* Green Skills can be charged to do more damage.

Ground Attacks	Command	Dmg.	Description
Kick	Attack Button	3%	A simple kick.
Twin Kicks	Attack x	9%	Perform a pair of kicks.
Twin Kicks	Attack (held)	9%	Perform a pair of kicks.
Tail Slap	Attack (while walking)	9%	A long range tail swat.
Rushing Attack	Attack (while running)	9%	Lunge forward with a quick headbutt.
Tail Uppercut	Up + Attack	11%	Smack enemies upwards with your tail.
Tail Sweep	Down + Attack	10%	Perform a leg sweep with your tail.
Ledge Attack	Attack (while hanging)	6%	Chase away those pesky ledge guarders.
Eat 'n Chomp	Grab / Attack repeatedly to attack foes	2%	Swallow foes and chew on them.
Spit Upwards	Up + Grab	5%	Swallow and then spit foe upwards.
Spit Down	Down + Grab	4%	Spit foe towards the ground.
Sideways Spit	Left or Right + Grab	7%	Spit foe to either direction.

Airborne Attacks	Command	Dmg.	Description
Leaping Boot	Attack	12%	Deliver a big kick to opponents.
Tail Flip	Up + Attack	13%	Flip upwards with your tail out to hit foes.
Rapid Kicks	Down + Attack	2-13%	Kick rapidly underneath yourself.
Lunging Headbutt	Toward Opponent + Attack	15-16%	Headbutt forward, flipping as you do so.
Tail Swipes	Away from Opponent + Attack	4-14%	Sweep your tail behind you rapidly.

Smash Attacks	Command	Dmg.	Description
Upward Headbutt	Up + Attack together	16-22%	Headbutt your opponent, knocking them away.
Tail Sweeps	Down + Attack together	14-19%	A long range tail sweep in both directions.
Headbutt	Left or Right + Attack together	16-22%	Dive forward with a headbutt.

Special Attacks	Command	Dmg.	Description
Egg Lay	Special Button	7%	Immobilize enemies inside an egg.
Egg Throw	Up + Special	9%	Fling an egg in an arc at your foes.
Yoshi Bomb	Down + Special	4-16%	Drop down buttom first on foes.
Egg Roll	Left or Right + Special	9-15%	Encase yourself in an egg and roll around the field.



Final Smash	Damage	Description
Super Dragon	8-75%+	Fly around the battlefield, spitting fire at your opponents for 18 seconds.



## **Combat Strategies**

Yoshi can be a bit difficult to use, mostly due to the fact that most of his attack animations are a bit odd and his specials are somewhat difficult to use. Many of his moves are fairly powerful but learning to actually use them properly can be a trying experience on newcomers especially. With a bit of patience Yoshi can be quite a useful Brawler, it just takes some effort to learn how.

- Making combos with Yoshi can be a bit hard thanks to the fact that many of his attacks have simply peculiar attack animations. A good start combo to pick up is to leap in with a Lunging Headbutt and then perform a Tail Sweep. It's a fairly solid 25% damage and it will usually end with the opponent pushed back outside of easy melee attack range.

- Yoshi has very few attacks that rely on range and none that rely on sweet spots. This means that you can use his moves however you choose, not needing to consider the smaller details. No worrying about "can you time the attack just right" or any of that rubbish. Simply use whatever attack that you so choose although I do suggest that you stay mindful of his most damaging attacks in any situation. So when jumping you want to try to use the Jumping Headbutt, when using smashes you want to stick to the Headbutt smash, etc.

- You will find that Yoshi has the biggest double jump in the game but this is made up for by his total lack of a third jump / recovery type move. Sure, you can get some minor assistance from Egg Throw attack but that is mostly limited to turning around in mid-air and a slight vertical hop. Due to this you are definitely going to need to be careful with how you get back on the stage, one solid hit and you could fall to your doom.

- A good technique to help you get back on the stage is to use the Egg Roll attack. If it is countered you will be knocked to your death most of the time but many will have problems with timing that attack and you will usually roll past them to safety. Just don't expect it to be 100% fool proof or as effective as some of the other recoveries.

- The Yoshi Bomb attack has been weakened in this game. Previously when you used the Bomb you would send out stars to either side that could stun enemies. Now you no longer have that, the attack is pretty much just Yoshi diving bottom first onto opponents. It can be hard to hit, it doesn't do as much damage as it did before and you're vulnerable if you miss. However it does do some good damage and it usually comes as a surprise to opponents so don't neglect it totally.

- Egg Throw is a sometimes hard to use special attack. Once you start the move you can charge it to increase distance by holding down the button and you can change the angle of the throw with the analog stick. Make sure to use these and keep some distance between yourself and foes when using it since it doesn't hit straight in front of yourself. Throwing a few of these, making sure to arc them right into a fight between the other enemies, works wonders though.

- When using the Egg Lay attack there is a cheap little use you can get out of it. Keep your back to the edge of the platforms and when your opponent comes close enough, grab him with it and pop out his egg. Since he can't move to save himself he will often plummet to his doom. This works better when your enemies have a moderate damage percent, otherwise they might just escape and save themselves before falling far enough. It might seem cheap but it works.

- Yoshi's tongue cannot act like a tether, like Samus and even Ness', ranged grabs can. Don't even bother with trying and simply use your double jump to save yourself.



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