

Yoshi characteristics

1. Proper Noun _____
2. First Name Of A Person _____
3. Part Of Body _____
4. Part Of Body _____
5. Animal (Plural) _____
6. First Name Of A Person _____
7. First Name Of A Person _____
8. First Name Of A Person _____
9. First Name Of A Person _____
10. First Name Of A Person _____
11. First Name Of A Person _____
12. First Name Of A Person _____
13. Onomatopea _____
14. Onomatopea _____
15. First Name Of A Person _____
16. First Name Of A Person _____
17. First Name Of A Person _____
18. First Name Of A Person _____
19. First Name Of A Person _____
20. First Name Of A Person _____
21. First Name Of A Person _____
22. First Name Of A Person _____
23. First Name Of A Person _____

24. Animal

25. Animal

26. First Name Of A Person

27. Animal

28. Animal

Yoshi characteristics

Proper Noun has a variety of abilities that make him stand out amongst other characters in the First Name of a Person series. He has a prehensile Part of Body that can extend a surprising distance, allowing him to eat almost anything; anything that can't be eaten can be spit out at enemies. In some games the Part of Body can also be used as a grappling hook to pull objects or access otherwise out-of-reach areas. Yoshi is also capable of laying distinctive spotted eggs after swallowing objects, which can then be thrown at enemies or objects; eggs are in fact the primary "logo" of Yoshi in multiplayer games. Yoshi is also capable of forming an egg around himself and rolling around. By rapidly flapping his arms and legs, Yoshi can hover in midair or even gain height (depending on the game), this "flutter jump" makes difficult jumps much easier to accomplish. Yoshi is also a heavy user of the ground pound, dropping from the air onto targets. Yoshi's large nose allows him to detect hidden collectibles by smell, and aside from kicks and tail whips, is Yoshi's main instrument of close-range combat.

Animal (plural) come in a variety of colours, including green, red, blue, yellow, cyan, pink, purple, black, white, orange, and brown. In some games the colour of a Yoshi provides additional abilities: in Super First Name of a Person World, red Yoshis can breathe fire, blue Yoshis have wings, and yellow Yoshis produce damaging dust clouds on landing. In other games, eating fruit changes a Yoshi's colour and provides an ability; Yoshis in Super First Name of a Person Sunshine can spit fruit juice to defeat enemies and create platforms, while those in Super First Name of a Person Galaxy 2 can use fruit to gain super speed, inflate like a balloon, or produce a platform-enabling glow. Yoshis of various colours appear often in multiplayer games as alternate choices, which may or may not have tweaked stats.

Another one of Yoshi's characteristics is the sounds he makes. In most games up to and including First Name of a Person Party 3, as well as New Super First Name of a Person Bros. Wii and New Super First Name of a Person Bros. U, his vocals consist of record-scratching noises for positive interactions and whistling noises for negative interactions. In First Name of a Person Story, Super onomatopea Bros., Mario Tennis, and almost every game since Super onomatopea Bros. Melee, his vocals consist of high-pitched baby-ish squeals backed with numerous unintelligible words and his own name, as well as the game's company. Because his name is one of his vocalizations, it is a common misconception that he talks by repeating it numerous times. The character's voice is played by First Name of a Person Totaka, the composer of First Name of a Person

Story.

In Super _____ First Name of a Person _____ World, Super _____ First Name of a Person _____ Sunshine, New Super _____ First Name of a Person _____ Bros. Wii, Super _____ First Name of a Person _____ Galaxy 2, and New Super _____ First Name of a Person _____ Bros. U, bongos (or other appropriate percussion instrument) are added to the level's background music whenever a player rides _____ First Name of a Person _____; also, in New Super _____ First Name of a Person _____ Bros. U, a choir is added to the level's background music whenever a player is holding a baby _____ Animal _____. While being ridden, _____ Animal _____ acts as an extra hit point; taking damage will cause _____ First Name of a Person _____ (or whoever is riding _____ Animal _____) to fly off. This makes _____ Animal _____ start to panic and run around haphazardly until he is remounted or falls off a cliff.