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Yoshi Touch & Go



PLATFORM



ESRB RATING



GAMEPAD RATING

9

Throw eggs, jump over danger, and draw circles around your enemies!

GP REVIEW**For stylus-hungry gamers**Reviewed By: [gp boogiewoogie](#)

I pick up the case for Yoshi Touch & Go, look it over, and pretty much automatically assume it's some easy kiddy game. Well it's definitely cute and cartoon-y and I like that, but it's not easy! Moral of the story: never judge a book, or in this case, a game, by its cover.

The more I play games that have heavy-stylus (or exclusive stylus) play, the more I love the DS! Sure, the DS may have buttons to press, but you know what? I don't want to press them; I want to pick up the stylus and play that way. And Yoshi Touch & Go is a great game for all you stylus-hungry gamers, like me.

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So let's go over it, shall we? Gameplay's simple and a couple of short tutorials at the intro screen get you moving into the game quickly – draw circles to make bubbles, tap your stylus at your target to shoot eggs, etc; basic stuff.

Now you're ready to play! Off the bat, you've got three options: Score Attack, Marathon, and VS (you can share a level with another DS player and go head to head). In order to play the other two modes: Time Attack and Challenge, you'll have to get the top scores in Score Attack and Marathon, which is no easy feat. I became obsessed with unlocking these two modes; hours of my day were eaten away trying to get the best scores. It was exhausting, but so much fun!

All the modes pretty much look the same and they all follow the same format: air play (guiding baby Mario to Yoshi on the ground), and ground play (guiding Yoshi and baby to the end of the level). But even if you play the same mode over and over, the environments and backgrounds are always changing; very cool. There's enough variety so you never feel like your playing the same level over and over. And basically the only difference from mode to mode is what your end goal is – best time, most points, etc.

About the only bad thing I can say about this game is levels can be long, considering this is a handheld system. It would be cool to be able to either play just an air game or just a ground game for a quicker fix. And since it's so addictive, it can be hard to put the system down once you start in to a level!

Yoshi Touch & Go is hours and hours of addictive play! It's got cute, cartoon-y graphics, great sound effects and music, challenging gameplay, and it really showcases what an awesome system the Nintendo DS is. This is definitely a keeper for your game library!

OVERALL:	GAMEPLAY:	10	SOUND:	9
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