



Yoshi

Will you leave your teammates behind?

Overview

- ★ # of Participants: **8 to 20**
- ★ Where to Play: **Indoors / Outdoors**
- ★ Age of Participants: **Any**
- ★ Approximate Time to Play: **10-30 minutes**
- ★ Materials: **Painter's Tape (optional), Bandanas (optional)**

Summary

- ★ Divide your gym in half and establish a "Yoshi's Island" on each team's side.
- ★ Have your whole team make it to Yoshi's Island without being tagged by the other team.
- ★ Rescue your tagged teammates and get a free walk back to your side to get back in the action!

How to Play

To play Yoshi, each team will start on their own half of a large space, with one of the teams wearing pennies or bandanas to keep track of who is on which team. The goal of the game is to try to get your whole team into the designated zone along the back wall of the opponent's side. The instant that everyone from your team is standing in this zone, your team wins! We'll call this area Yoshi's Island, and you can just use cones or painter's tape to denote this area. In order to make it to your target safely, you need to run from your safe half, past all of the opponents on their side without being tagged, and place at least one foot onto Yoshi's Island.

If you are tagged during this journey, you will sit down where your opponent got you, and you'll need to wait for a teammate to rescue you. To get rescued, one of your teammates must manage to make it to you without being tagged themselves, at which point you both stand up and walk back to your own half, safe from being tagged again. This safe walk back to your side isn't just a helpful option, though, it's actually a mandatory part of freeing your teammate. This rule exists because the teammates who frees you may not be someone who departed from your team's side... someone who has already made it to Yoshi's Island may choose to leave in order to get you back in. This creates an interesting decision for someone who has already made it to safety: Do you give up some of your own progress in order to free a teammate who has been tagged? After all, the game is only over once your entire team is on Yoshi's Island, so what good is your progress if you've left someone behind?

If at any point the game is going slow, or there are a few people who have been sitting down for a long time, the leader may choose to yell the name "Yoshi!" (preferably in the same voice as the actual Mario character). This means that everyone immediately gets a free walk back to their side, and they're back in.

This whole game is a big rush to get your team to the other team's Island first, and as more and more players start to make it, the play area really starts to open up. What this means is that every round is super close, as the last few players make a dash for their island at virtually the same time, but the instant that a team has all of their players on the island, they win!

Watch the
Video Explanation Here!

