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[1] VERSION HISTORY [0100]
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FAQ/Walkthrough #14

Version 1.0 (06/08/06) - FAQ/Walkthrough complete and submitted.

=====
[2] CONTROLS [0200]
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- BATTING CONTROLS -

Control Stick	Move Player
Start	Pause
A Button	Swing (Hold to Charge Up)
B Button	Bunt
L Button	Reset to Default Position
R Button	Use Star Power

- FIELDING CONTROLS -

- PITCHING CONTROLS -

Control Stick	Move Player
A Button	Throw
B Button	Check Runners
L Button	Reset Pitcher
R Button	Use Star Power

Control Stick	Move Player
A Button	Throw, Jump/Dive
B Button	Dash

[3] THE BASICS

[0300]

BATTING

Batting is, of course, the main aspect of Mario Superstar Baseball. As the batter is up, you are given some time to move your character around the batting square before the pitch is thrown.

The main purpose of moving your character is if you wish to find their sweet spot. More on that later. As the pitch comes to you, press A to swing the bat (and hopefully hit the ball). Hitting the ball normally will send it flying into the field.

You are given the option to charge your swings as well. Press and hold A to charge up your swing. As the ball comes to you, release to swing the bat and hit a more powerful shot. You may notice a shockwave emanating from the player's feet. Try to time your charge so the shockwave is created just as you hit the ball. This will allow you to hit the ball at its maximum capacity, sending it MUCH farther than a normal hit.

As for the sweet spots of batting. For each batter, there is a special spot on the bat that will deliver a much more powerful hit when the ball is hit in that spot. This is called the sweet spot. Some are pretty obvious (the "M" on Mario's bat).

When you hit the sweet spot, you will get a perfect hit (signaled by the giant "PERFECT" on screen). Charge up a swing and hit the sweet spot of your bat to almost guarantee a home run.

PITCHING

Pitching is very similar to batting in the game. You can move the pitcher around the plate to position yourself.

Press A to throw the ball; use the Control Stick to move the ball as it

reaches the batter. You can also charge your pitch. Press and hold A, then wait for the same shockwave at the pitcher's feet. Let go at the moment that it starts to spread out to throw a fastball.

Another special pitch is called a change-up. To throw one, hold down A and Down on the Control Stick. Let go earlier than normal (before the shockwave is created) to throw a change-up. A change-up is basically a quick pitch that slows down considerably, confusing the batter and most likely making him miss. You can throw some mean curveballs by using the Control Stick to move the ball; it takes some time getting used to.

FIELDING

When fielding, You have little to no control over your players. Once a ball is hit, you will be 'assigned' to a player in the field to control. The game is designed to let you control the person closest to the ball, but that rarely works out.

The player with the hand over their head is the one that you can control. You're basically given the chance to control a character immediately after the ball is hit. When the ball is in the air, press A to jump or dive (depending on the character). Fielding is a relatively simple process.

RUNNING

There isn't much to running either. When a player is on base, you're given the option to run to the next base when another player gets a hit. If a player gets a hit, the other players will automatically run to the next base.

If you wish to stop, press X. Press X again to turn around and run back to the previous base. For example, if you begin to run to a base and you think the ball will be caught, press X twice to return to the base before getting out. When on a base, press Y to steal and run towards the base as the pitch is thrown.

STAR POWERS

Star Powers are a really neat asset added to the game to make it a bit more interesting. Star Powers are viewed on the screen (the icon with the stars on the bottom of the screen). Star Powers basically add some muscle to whatever position you're at.

Team captains all have special Star Powers for batting and pitching. For example, Mario and Luigi can both hit and throw fireballs.

When batting with either bro, press R and you will hit the ball with such speed, it turns into a fireball that's hard to catch. When pitching, they will throw an ultra-quick fastball. All team captains have special Star Powers to help them aid in the game.

All of the other players don't really have their own Star Powers, but you can

still use them. When one of these players uses a Star Power when batting, they will simply hit it farther. When pitching, they will either throw a fastball or a change-up. Basically, Star Powers are useless unless used by team captains.

STAR POWER NAME	DEFINITION
Fireball	Ball turns into a fireball; moves very fast
Heart/Flower Ball	Disguises ball as it drops to the ground
Egg/Weird Ball	Ball bounces around the field; hard to hit/catch
Phony/Liar Ball	Ball splits in two; fake one disappears as it lands
Banana Ball	Ball curves severely when thrown or hit
Killer Ball	Bullet Bill substituted for ball, powerful hit

A totally different power, Star Abilities, are specific abilities assigned to players. They are used mostly when in the field. All players have them; some players have more than one.

STAR ABILITY NAME	DEFINITION
Wall Jump	Lets you jump on the walls to catch a ball
Sliding Catch	Dives for the ball in an attempt to catch it
Super Jump	Jumps a lot higher than normally
Quick Throw	Throws ball immediately after catching it
Clamber	Lets you climb walls to catch a ball
Body Check	Tackles basemen so they drop the ball
Super Catch	Increases your chances to make a catch
Laser Beam	Throws the ball incredibly fast
Ball Dash	Runs faster when in possession of the ball
Tongue Catch	Stretches out tongue to catch a ball
Suction	Uses vacuum-like abilities to catch a ball
Magical Catch	Uses magical forces to catch a ball

TEAM CHEMISTRY

Team Chemistry is a neat aspect of Mario Superstar Baseball. Certain players have a type of connection towards each other that helps them improve better

when they are on the same team. For example, Mario and Luigi have team chemistry, as to Peach and Toad. Team Chemistry is symbolized by a music note appearing at a player.

Basically, team chemistry boosts certain stats when a player performs an action to a player whom they have chemistry with. For example, if Mario throws the ball to Luigi (they both have chemistry), then the ball will travel farther and faster. You know, little tidbits like that. I find it to be somewhat useless, but it helps improve the game slightly.

[4] CHARACTERS

[0400]

BALANCED

MARIO

Everyone's favorite hero. When Peach is in trouble, he always saves the day! A kart racer, tennis player, golf enthusiast, doctor... The list goes on and on, showing he's a jack-of-all-trades. His trademark Fireball will help him in his first foray into baseball.

Batting: 7/10

Star Power: Fireball

Pitching: 7/10

Abilities: Wall Jump, Sliding Catch

Fielding: 7/10

Trajectory: Center-Middle

Running: 6/10

Sweet Spot: 'M' on bat

Compatible With: Luigi, Peach, Yoshi

COMMENTS: Mario is your basic "all around" character in the game. All of his stats are very balanced, but he's a tad slow. The fact that you should be smashing hits pretty much contemplates for his low speed.

LUIGI

The younger Mario bro. He's a better jumper than Mario but lacks good traction. Always in Mario's shadow, Luigi tends to be low-key but is always a dark horse in athletic contests. Despite perpetually finishing second, his excellent form and green Fireball make him a force.

Batting: 6/10

Star Power: Fireball

Pitching: 7/10

Abilities: Wall Jump, Sliding Catch

Fielding: 7/10

Trajectory: Center-Middle

Running: 7/10

Sweet Spot: 'L' on bat

Compatible With: Mario, Peach, Daisy

COMMENTS: Luigi is basically the same as Mario in terms of stats. He has a lower batting (not by much), but he makes up for it in speed. The similarities between the two ends with your preference on which you should use.

=====
DAISY
=====

Sarasara Land's princess. Mario rescued Daisy from the nasty villain Tatanga. While often compared to Peach, Daisy is both stronger and more tomboyish than her blonde counterpart. She uses a Flower Ball that scatters confusing petals.

Batting: 6/10

Star Power: Flower Ball

Pitching: 7/10

Abilities: Quick Throw, Sliding Catch

Fielding: 5/10

Trajectory: Center-Middle

Running: 5/10

Sweet Spot: Flower pattern on bat

Compatible With: Luigi, Peach

COMMENTS: Wow, I was surprised how much of a powerhouse Daisy is, despite her average batting stats. When charged up, you can really smack the ball with her. Her power and good pitching makes her a great asset.

=====
BIRDO
=====

A dinosaur that spits eggs from her huge mouth. Birdo is very particular when it comes to fashion, though her reliance on the color pink is a bit limiting. Her bow and ring are her pride and joy. Birdo's mouth has massive suction that can even catch a ball by sucking it in.

Batting: 6/10

Star Power: Weird Ball

Pitching: 4/10 Abilities: Suction, Body Check

Fielding: 4/10 Trajectory: Center-Middle

Running: 4/10 Sweet Spot: Purple spot on bat

Compatible With: Yoshi, Shy Guy, Petey Piranha

COMMENTS: Birdo is a pretty bad player. She is somewhat powerful when batting and her Suction ability is pretty useful, but pass her for another more useful character.

TOAD

Princess Peach's subject. Though he tries to protect the princess from the evil Bowser, she gets kidnapped with disturbing regularity. There are many Toads who look just alike, and though they are generally small and look cute, they are actually quite powerful.

RED TOAD

Batting: 5/10 Star Power: N/A

Pitching: 4/10 Abilities: Body Check

Fielding: 5/10 Trajectory: Center-Middle

Running: 6/10 Sweet Spot: Toad face on bat

Compatible With: Peach, Toadsworth, Toadette

BLUE TOAD

Batting: 4/10 Star Power: N/A

Pitching: 3/10 Abilities: Body Check

Fielding: 4/10 Trajectory: Center-Middle

Running: 8/10 Sweet Spot: Toad face on bat

Compatible With: Peach, Toadsworth, Toadette

YELLOW TOAD

Batting: 4/10

Star Power: N/A

Pitching: 4/10

Abilities: Body Check

Fielding: 4/10

Trajectory: Center-Middle

Running: 8/10

Sweet Spot: Toad face on bat

Compatible With: Peach, Toadsworth, Toadette

GREEN TOAD

Batting: 5/10

Star Power: N/A

Pitching: 3/10

Abilities: Body Check

Fielding: 4/10

Trajectory: Center-Middle

Running: 6/10

Sweet Spot: Toad face on bat

Compatible With: Peach, Toadsworth, Toadette

PURPLE TOAD

Batting: 5/10

Star Power: N/A

Pitching: 5/10

Abilities: Body Check

Fielding: 4/10

Trajectory: Center-Middle

Running: 5/10

Sweet Spot: Toad face on bat

Compatible With: Peach, Toadsworth, Toadette

COMMENTS: Toads are pretty balanced characters (considering they are in the
'Balanced' section). Their stats are pretty average for all Toads,
but I think that the Purple Toad is the best one.

SHY GUY

A charming, masked soldier. Shy Guys used to serve an evil king named Wart,
but they nowadays make a lot of cameo appearances as friendly rivals of Mario.
That said, they aren't always good... On the baseball mound, Shy Guys are
consistent players with a few weaknesses.

RED SHY GUY

Batting: 5/10

Star Power: N/A

Pitching: 3/10

Abilities: Sliding Catch

Fielding: 5/10

Trajectory: Center-Middle

Running: 4/10

Sweet Spot: Shy Guy mask on bat

Compatible With: Birdo, Monty Mole

BLUE SHY GUY

Batting: 4/10

Star Power: N/A

Pitching: 3/10

Abilities: Sliding Catch

Fielding: 5/10

Trajectory: Center-Middle

Running: 5/10

Sweet Spot: Shy Guy mask on bat

Compatible With: Birdo, Monty Mole

YELLOW SHY GUY

Batting: 3/10

Star Power: N/A

Pitching: 4/10

Abilities: Sliding Catch

Fielding: 5/10

Trajectory: Center-Middle

Running: 4/10

Sweet Spot: Shy Guy mask on bat

Compatible With: Birdo, Monty Mole

GREEN SHY GUY

Batting: 4/10

Star Power: N/A

Pitching: 4/10

Abilities: Sliding Catch

Fielding: 5/10

Trajectory: Center-Middle

Running: 4/10

Sweet Spot: Shy Guy mask on bat

Compatible With: Birdo, Monty Mole

BLACK SHY GUY

Batting: 4/10

Star Power: N/A

Pitching: 4/10

Abilities: Sliding Catch

Fielding: 6/10

Trajectory: Center-Middle

Running: 4/10

Sweet Spot: Shy Guy mask on bat

Compatible With: Birdo, Monty Mole

COMMENTS: Shy Guys are pretty useless characters in Mario Superstar Baseball.
I find them to be somewhat powerful batters, but not good enough
compared to others. The Black Shy Guy is the best, with his good
fielding and all, but overall they are junk.

=====

GOOMBA

=====

Though Goombas once lived in peace in the Mushroom Kingdom, they betrayed their homeland to side with Bowser. Exactly how Goomba uses his baseball gear is a bit of a mystery. Maybe you can spot the secret technique if you watch closely as he makes plays in the field...

Batting: 4/10

Star Power: N/A

Pitching: 3/10

Abilities: Ball Dash

Fielding: 4/10

Trajectory: Center-Middle

Running: 5/10

Sweet Spot: Purple spot on bat

Compatible With: Diddy Kong, Paragoomba, Monty Mole

COMMENTS: Goomba is an alright player. I think his stats may be off, because I find myself hitting numerous home runs with this guy. He's pretty quick, and overall you should give him a try.

=====

KOOPA TROOPA

=====

A familiar face of the Mario series, this member of the Koopa clan can pull his feet inside his shell to protect himself. Long ago, he didn't even walk upright, but now he's even playing baseball! Though he can do just about everything, he's slow because...well, you know.

GREEN KOOPA TROOPA

Batting: 5/10

Star Power: N/A

Pitching: 4/10

Abilities: Sliding Catch

Fielding: 5/10

Trajectory: Center-Middle

Running: 5/10

Sweet Spot: Shell design on bat

Compatible With: Bowser, Dry Bones, Paratroopa

RED KOOPA TROOPA

Batting: 6/10

Star Power: N/A

Pitching: 4/10

Abilities: Sliding Catch

Fielding: 5/10

Trajectory: Center-Middle

Running: 4/10

Sweet Spot: Shell design on bat

Compatible With: Bowser, Dry Bones, Paratroopa

COMMENTS: Koopa is pretty good at batting overall, especially the Red Koopa Troopa. They are decent players, but Red Koopa Troopas are just above average because of their power.

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TECHNIQUE

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PEACH

The Mushroom Kingdom's princess. Mario has come to her rescue every time she's been kidnapped...which has happened no less than 10 times! Some speculate that an all-Toad security force may be the problem... She joins the game with a Heart Ball as her weapon.

Batting: 4/10

Star Power: Heart Ball

Pitching: 8/10

Abilities: Quick Throw, Super Catch

Fielding: 7/10

Trajectory: Right-Bottom

Running: 5/10

Sweet Spot: Crown pattern on bat

Compatible With: Mario, Luigi, Daisy, Toad, Toadsworth, Toadette

COMMENTS: Peach is a weak batter, but do not fear. She is a great pitcher and very good in the field. Her Quick Throw ability makes her a very valuable asset to the team.

WALUIGI

Luigi's eccentric rival. Waluigi is a hardworking player who has been training night and day to gain enough power to best Luigi. The eggplant that his Liar Ball delivers is said to have the power to make those who touch it lose their lunches.

Batting: 3/10

Star Power: Liar Ball

Pitching: 9/10

Abilities: Laser Beam, Super Jump

Fielding: 4/10

Trajectory: Left-Bottom

Running: 4/10

Sweet Spot: Upside-down 'L' on bat

Compatible With: Wario, Magikoopa

COMMENTS: Waluigi is downright terrible at bat. His other stats are pretty low as well, but his pitching is outstanding. In fact, he's tied for the best pitcher in the game. Stick him on your team for that reason.

BOO

Bowser's underling ghost. Behind the scary face lies a very shy soul. Look most Boos in the eyes and they'll cover their faces...but turn around and they'll attack you! Boos confuse their enemies by flickering in and out of the visible realm, appearing at inconvenient times.

Batting: 3/10

Star Power: N/A

Pitching: 8/10

Abilities: Super Jump

Fielding: 2/10

Trajectory: Center-Middle

Running: 4/10

Sweet Spot: Boo face on bat

Compatible With: Wario, Magikoopa, King Boo

COMMENTS: Boo is a pretty good pitcher and his other stats are below average. I'm not sure; I like Boo as a batter. He can indeed hit the ball far and his hits have a real nasty curve, making them very hard to catch. I think Boo is a pretty good player despite bad stats.

TOADSWORTH

Princess Peach's attendant. Though he says his life gets shorter every time Princess Peach gets abducted, he is always in good health and full of energy. While he lacks in stamina, he makes up for it by making cool plays that take advantage of his long life's worth of experience.

Batting: 4/10

Star Power: N/A

Pitching: 4/10

Abilities: Super Catch

Fielding: 6/10

Trajectory: Center-Middle

Running: 4/10

Sweet Spot: Mushroom design on bat

Compatible With: Peach, Toad, Toadette

COMMENTS: Toadsworth is the epitome of average. His fielding isn't bad, but other stats are pretty low. I find him to be alright when batting, but there are so many better players out there.

=====

KOOPA PARATROOPA

=====

Another longtime underling of Bowser. Paratroopa flies through the sky and delivers body checks to Mario and others, but he's vulnerable to a good stomping, which takes away his wings and turns him into a garden-variety Koopa. His wings allow him to leap up and make great catches.

GREEN KOOPA PARATROOPA

Batting: 2/10

Star Power: N/A

Pitching: 3/10

Abilities: Super Jump

Fielding: 4/10

Trajectory: Center-Bottom

Running: 6/10

Sweet Spot: Shell design on bat

Compatible With: Bowser, Koopa Troopa, Paragoomba

RED KOOPA PARATROOPA

Batting: 4/10

Star Power: N/A

Pitching: 4/10

Abilities: Super Jump

Fielding: 4/10

Trajectory: Center-Bottom

Running: 6/10

Sweet Spot: Shell design on bat

Compatible With: Bowser, Koopa Troopa, Paragoomba

COMMENTS: The Koopa Paratroopas pretty much suck, especially the green one.
They are fast runners, but your best bet is to leave them behind for
better players.

=====

MAGIKOOPA

=====

A resident magician of the Koopa clan. The best of the Magikoopas, Kamek, once attempted to abduct the baby Mario brothers, but Yoshi and Baby Mario thwarted his sinister plan. The magic powers of the Magikoopa wand also come in handy in the game of baseball.

BLUE MAGIKOOPA

Batting: 3/10

Star Power: N/A

Pitching: 2/10

Abilities: Magical Catch

Fielding: 8/10

Trajectory: Left-Top

Running: 2/10

Sweet Spot: Middle of gem on end of wand

Compatible With: Wario, Bowser Jr, Boo

RED MAGIKOOPA

Batting: 6/10

Star Power: N/A

Pitching: 2/10

Abilities: Magical Catch

Fielding: 8/10

Trajectory: Left-Top

Running: 2/10

Sweet Spot: Middle of gem on end of wand

Compatible With: Wario, Bowser Jr, Boo

GREEN MAGIKOOPA

Batting: 4/10

Star Power: N/A

Pitching: 3/10

Abilities: Magical Catch

Fielding: 8/10

Trajectory: Left-Top

Running: 2/10

Sweet Spot: Middle of gem on end of wand

Compatible With: Wario, Bowser Jr, Boo

YELLOW MAGIKOOPA

Batting: 4/10

Star Power: N/A

Pitching: 3/10

Abilities: Magical Catch

Fielding: 8/10

Trajectory: Left-Top

Running: 2/10

Sweet Spot: Middle of gem on end of wand

Compatible With: Wario, Bowser Jr, Boo

COMMENTS: Magikoopas are great fielders, what with their Magical Catch ability and all. All of the Magikoopas except the red one are all average. Red is a strong hitter that can pack home runs. In fact, he was the first player I ever hit a grand slam with!

=====

DRY BONES

=====

A bony underling of Bowser. Some mysterious power binds the skeletal bodies of Dry Bones together, but they shatter to pieces when they take damage. Of course, over time, they go right back to the way they were without ill effect. Dry Bones throws cursed balls when he pitches.

WHITE DRY BONES

Batting: 5/10

Star Power: N/A

Pitching: 4/10

Abilities: Sliding Catch

Fielding: 3/10

Trajectory: Center-Middle

Running: 4/10

Sweet Spot: Fat end part of bone

Compatible With: Bowser, Koopa Troopa

GREEN DRY BONES

Batting: 6/10

Star Power: N/A

Pitching: 4/10

Abilities: Sliding Catch

Fielding: 3/10

Trajectory: Center-Middle

Running: 4/10

Sweet Spot: Fat end part of bone

Compatible With: Bowser, Koopa Troopa

RED DRY BONES

Batting: 6/10

Star Power: N/A

Pitching: 4/10

Abilities: Sliding Catch

Fielding: 3/10

Trajectory: Center-Middle

Running: 4/10

Sweet Spot: Fat end part of bone

Compatible With: Bowser, Koopa Troopa

BLUE DRY BONES

Batting: 5/10

Star Power: N/A

Pitching: 4/10

Abilities: Sliding Catch

Fielding: 4/10

Trajectory: Center-Middle

Running: 3/10 Sweet Spot: Fat end part of bone

Compatible With: Bowser, Koopa Troopa

COMMENTS: Dry Bones are one of my favorite characters in the game. They are average players and the Green and Red Dry Bones are heavy-hitters. I would definitely stick one of those two on my team.

DIXIE KONG
=====

Diddy Kong's partner and girlfriend. Her trademark golden ponytail is familiar to monkey fans everywhere. Dixie Kong is just as adventurous as both Diddy Kong and Donkey Kong. Combining great techniques with fast legs, she is a very dependable player.

Batting: 1/10 Star Power: N/A

Pitching: 6/10 Abilities: Clamber

Fielding: 7/10 Trajectory: Left-Bottom

Running: 7/10 Sweet Spot: Middle of stick

Compatible With: Donkey Kong, Diddy Kong

COMMENTS: Dixie Kong flat out sucks. Sure, she has great fielding and running, but she can not hit. I mean, SHE CAN NOT HIT THE BALL. Her batting is the worst in the game. If you do put her on your team, just try bunting the ball every time.

=====
SPEED
=====

YOSHI

A denizen of Yoshi's Island. Mario's dependable buddy always helps him out of jams. Yoshis use their tongues to eat anything and everything. It's said that Yoshis can turn anything they swallow into eggs. On the diamond, Yoshi's fast legs and accurate tongue make him a great fielder.

Batting: 5/10 Star Power: Egg Ball

Pitching: 4/10 Abilities: Clamber, Tongue Catch

Fielding: 7/10

Trajectory: Center-Middle

Running: 9/10

Sweet Spot: Green spot on bat

Compatible With: Mario, Birdo, Baby Mario, Baby Luigi

COMMENTS: Yoshi is a pretty good player once you get used to him. His batting is alright, but there are better hitters. His fielding and running are very great. In fact, Yoshi is tied for the best runner in the game. Pick him if you're good with stealing bases.

DIDDY KONG

DK's partner and buddy. Diddy's trademark is his red baseball hat. While Donkey Kong boasts incredible power, Diddy's forte is his nimbleness. Using his prehensile tail to great effect, Diddy Kong is a natural fielder who won't ever boot routine balls.

Batting: 2/10

Star Power: Boomerang Ball

Pitching: 7/10

Abilities: Clamber, Super Catch

Fielding: 8/10

Trajectory: Center-Bottom

Running: 8/10

Sweet Spot: Middle of stick

Compatible With: Donkey Kong, Dixie Kong, Goomba

COMMENTS: Diddy Kong is basically the same as Dixie, but a tad more powerful in terms of batting. He is still atrocious at it. Just like Dixie, Diddy is a fantastic fielder and runner. If you want him on your team for those two reasons, then it's best to simply bunt.

BABY MARIO

The elder of the baby Mario brothers. After arriving in a stork-related calamity, he and Yoshi rescued his little bro. Though he's supposed to be Mario in his youth, you can play them both at the same time for some reason. He has excellent foot speed but lacks power due to his diminutive size.

Batting: 3/10

Star Power: N/A

Pitching: 5/10

Abilities: Wall Jump

Fielding: 3/10

Trajectory: Center-Bottom

Running: 7/10

Sweet Spot: 'M' on bat

Compatible With: Yoshi, Baby Luigi

COMMENTS: Baby Mario isn't very useful on your team. All of his stats are way below average, with batting and fielding being the worst. You might as well ditch him for someone else.

=====

PARAGOOMBA

=====

A Goomba with wings. Just like Koopa Paratroopa, Paragoombas lose their wings and turn into Goobmas if they get stepped on. The Goomba family is made up of expert bunters, although no one really makes a big deal about it. Bunting, after all, isn't all that glamorous.

Batting: 3/10

Star Power: N/A

Pitching: 2/10

Abilities: Super Jump

Fielding: 5/10

Trajectory: Center-Bottom

Running: 7/10

Sweet Spot: Middle of bat

Compatible With: Goomba, Paratroopa, Monty Mole

COMMENTS: Well, the character description does talk about how good Paragoomba is at bunting. His batting and pitching stats suck, but he's a quick runner. Use him for bunts if you put him on your team.

=====

NOKI

=====

A mysterious member of a clan living on the southern paradise of Delfino Island. Nokis evolved from shellfish, and their ancestors are believed to have lived in the sea. While they are skillful and fast runners, they are hampered by a lack of power.

BLUE NOKI

Batting: 3/10

Star Power: N/A

Pitching: 4/10

Abilities: Sliding Catch

Fielding: 3/10

Trajectory: Center-Bottom

Running: 7/10

Sweet Spot: Fat part of shell

Compatible With: Pianta

RED NOKI

Batting: 5/10

Star Power: N/A

Pitching: 3/10

Abilities: Sliding Catch

Fielding: 4/10

Trajectory: Center-Bottom

Running: 6/10

Sweet Spot: Fat part of shell

Compatible With: Pianta

GREEN NOKI

Batting: 4/10

Star Power: N/A

Pitching: 3/10

Abilities: Sliding Catch

Fielding: 4/10

Trajectory: Center-Bottom

Running: 6/10

Sweet Spot: Fat part of shell

Compatible With: Pianta

COMMENTS: Noki really is a below average player. He is a fast runner for the most part, but there are better choices. Pick the Red Noki if you really want to use one; he's the best choice.

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MONTY MOLE

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A lively, sometimes surly mole who lives underground and leaps out whenever someone approaches his den. He usually keeps to himself but always gets fired

up for a good baseball game. In fact, when he gets the ball, he almost gets TOO fired up.

Batting: 3/10 -----	Star Power: N/A -----
Pitching: 3/10 -----	Abilities: Ball Dash -----
Fielding: 5/10 -----	Trajectory: Center-Bottom -----
Running: 7/10 -----	Sweet Spot: Middle of bat -----

Compatible With: Shy Guy, Goomba, Paragoomba

COMMENTS: Monty Mole is a fast and weak character, hence him being in the 'Speed' category. He is a really weird batter and I have trouble getting hits off of him, but his Ball Dash ability is amazing.

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BABY LUIGI

=====

The younger of the baby Mario brothers. After being abducted by Kamek, he was rescued by Yoshi and Baby Mario. If you see him and Luigi in the same game, try to ignore the temporal paradox. Baby Luigi is quick around the bases but doesn't hit for power. He is, after all, a baby.

Batting: 2/10 -----	Star Power: N/A -----
Pitching: 5/10 -----	Abilities: Wall Jump -----
Fielding: 3/10 -----	Trajectory: Center-Bottom -----
Running: 8/10 -----	Sweet Spot: 'L' on bat -----

Compatible With: Yoshi, Baby Mario

COMMENTS: Baby Luigi is basically the same as Baby Mario, except with better running and worse batting. He is pretty fast compared to other characters, but just forget about him.

=====

TOADETTE

=====

A cute Toad girl with plaited locks. Though her profile is relatively unknown, she is definitely a cheery, upbeat girl who's full of energy. Taking advantage of her fast legs and light weight, Toadette can make all sorts of difficult plays look completely routine.

Batting: 2/10

Star Power: N/A

Pitching: 3/10

Abilities: Wall Jump, Sliding Catch

Fielding: 4/10

Trajectory: Center-Bottom

Running: 9/10

Sweet Spot: Toadette face on bat

COMMENTS: Toadette is terrible with all of her stats except running. She is actually tied with Yoshi as the fastest runner. If you're able to get hits, then stick her on your team. It's pretty amazing how easy it is to hit in-the-park home runs with her.

Compatible With: Peach, Toad, Toadsworth

=====
POWER
=====

DONKEY KONG

A gorilla known for raw power, DK leads a pretty carefree jungle life... unless someone messes with his bananas, in which case he just loses it. His ancestor, the original Donkey Kong, wore no necktie. His talents lie in beating on primate foes and kart-racing. Fear his Banana Ball!

Batting: 8/10

Star Power: Banana Ball

Pitching: 7/10

Abilities: Clamber, Laser Beam

Fielding: 4/10

Trajectory: Right-Top

Running: 4/10

Sweet Spot: Middle of glove

Compatible With: Diddy Kong, Dixie Kong, Petey Piranha

COMMENTS: Donkey Kong is a pretty sweet player. If you don't stick him on your team for his power, then at least use him as a pitcher. He is great at both, but he can really crack the ball if hit correctly.

BOWSER
=====

Mario's archrival and the king of the Koopa clan. He's challenged Mario and

his friends to battles countless times, but his ambitions tend to get crushed every time. His lethal Killer Ball is powerful enough to drag anyone catching it across the field!

Batting: 9/10

Star Power: Killer Ball

Pitching: 9/10

Abilities: Body Check, Laser Beam

Fielding: 1/10

Trajectory: Right-Top

Running: 1/10

Sweet Spot: Spike ring on bat

Compatible With: Bowser Jr, Koopa Troopa, Paratroopa, Dry Bones, Hammer Bro

COMMENTS: Bowser is without a doubt one of the strongest batters in the game. He is actually tied for the highest batting stats and for the highest pitching stats. His fielding and running are the worst in the game as well. On top of that, it's very hard to hit the ball with him. You can try him out, but I had a lot of trouble simply hitting the ball.

=====

KING BOO

=====

The king of the Boos. The golden crown is his trademark, and while he looks similar to other Boos, it's obvious that he's much larger than the others. Not only is he powerful, but he's also a fast runner that gets his speed by hovering over the base paths.

Batting: 7/10

Star Power: N/A

Pitching: 5/10

Abilities: Super Jump

Fielding: 4/10

Trajectory: Center-Middle

Running: 3/10

Sweet Spot: Boo pattern on bat

Compatible With: Boo, Petey Piranha

COMMENTS: King Boo is my second favorite power hitter. He is a strong batter (despite his somewhat low batting stats) and he's a decent pitcher as well. Like Boo, the ball tends to drastically curve when he hits the ball, so it's more difficult to catch. I definitely suggest putting King Boo on your team.

=====

WARIO

According to Wario, he's both Mario's rival and childhood friend. (This is unconfirmed.) He actually runs his own video-game company and has produced many hot sellers. Garlic is Wario's favorite food. It may lend him his incredible stamina, which makes him excellent at daring plays.

Batting: 8/10

Star Power: Phony Ball

Pitching: 3/10

Abilities: Body Check, Sliding Catch

Fielding: 4/10

Trajectory: Center-Middle

Running: 3/10

Sweet Spot: 'W' on bat

Compatible With: Waluigi, Boo

COMMENTS: Wario is a very powerful hitter (one of the stronger ones). Despite his impressive batting stats, his other stats pretty much suck. I would recommend more rounded 'Power' players to use instead.

BOWSER JR.

Bowser's exuberant son. Bowser lied to him and convinced Jr. that Peach was his mom, resulting in a chaotic adventure for Mario and company. Bowser thinks the Koopa clan is in good hands with his son. He's not just powerful but also surprisingly skilled.

Batting: 8/10

Star Power: Killer Jr. Ball

Pitching: 5/10

Abilities: Body Check, Wall Jump

Fielding: 3/10

Trajectory: Center-Top

Running: 4/10

Sweet Spot: Spike ring on bat

Compatible With: Bowser, Magikoopa, Hammer Bro

COMMENTS: Bowser Jr. is a pretty good 'Power' player. He has some useful star abilities and his stats are average for the most part. He is a good batter, so I'd find a place for him on your team.

PIANTA

A cheerful islander living on the southern paradise called Delfino Island. Piantas are said to be born on the mountains and they are distinguished by the palm tree growing from their heads. Their power makes them flashy, but they're clumsy and slow runners.

BLUE PIANTA

Batting: 6/10

Star Power: N/A

Pitching: 5/10

Abilities: Laser Beam

Fielding: 3/10

Trajectory: Left-Bottom

Running: 2/10

Sweet Spot: Middle of stick

Compatible With: Noki

RED PIANTA

Batting: 7/10

Star Power: N/A

Pitching: 5/10

Abilities: Laser Beam

Fielding: 3/10

Trajectory: Left-Bottom

Running: 1/10

Sweet Spot: Middle of stick

Compatible With: Noki

YELLOW PIANTA

Batting: 6/10

Star Power: N/A

Pitching: 5/10

Abilities: Laser Beam

Fielding: 3/10

Trajectory: Left-Bottom

Running: 2/10

Sweet Spot: Middle of stick

Compatible With: Noki

COMMENTS: Ah, Pianta. I really don't understand why the designers had to make him so horrible. His batting and running are downright despicable and his fielding is pretty darn bad. He's hard to hit with as well, so if you had to use him, use him as a pitcher or fielder.

=====

PETEY PIRANHA

=====

A mutation created this boss of the Piranha Plants. Petey can fly in the air for a short while, flapping the leaves that he has developed into primitive arms. When Petey spits a ball out of his toothy mouth, it is lightning-fast.

Batting: 9/10 -----	Star Power: N/A -----
Pitching: 4/10 -----	Abilities: Body Check -----
Fielding: 3/10 -----	Trajectory: Right-Top -----
Running: 1/10 -----	Sweet Spot: Middle of hand -----

Compatible With: Birdo, Donkey Kong, King Boo

COMMENTS: Petey Piranha flat out rocks. Sure, all of his stats really suck with the exception of batting. He's tied with Bowser for the most powerful batting. I find Petey to be better than Bowser simply because he's a lot easier to hit with. Definitely put him on your team if you enjoy getting a massive amount of home runs.

=====

HAMMER BRO

=====

One of Mario's oldest and most annoying foes. The Hammer Bro is said to be the mightiest warrior of Bowser's army. Besides the hammer-throwing variety, there are also Boomerang and Fire Bros as well. Teams fear his aggressive play and lethal bat.

HAMMER BRO

Batting: 8/10 -----	Star Power: N/A -----
Pitching: 3/10 -----	Abilities: Body Check -----
Fielding: 3/10 -----	Trajectory: Left-Bottom -----

Running: 3/10 Sweet Spot: Middle of hammer

Compatible With: Bowser, Bowser Jr

BOOMERANG BRO

Batting: 8/10 Star Power: N/A

Pitching: 3/10 Abilities: Body Check

Fielding: 3/10 Trajectory: Left-Bottom

Running: 3/10 Sweet Spot: Middle of boomerang

Compatible With: Bowser, Bowser Jr

FIRE BRO

Batting: 8/10 Star Power: N/A

Pitching: 3/10 Abilities: Body Check

Fielding: 3/10 Trajectory: Left-Bottom

Running: 2/10 Sweet Spot: Middle of bat

Compatible With: Bowser, Bowser Jr

COMMENTS: Hammer Bro is my favorite character in the game (Boomerang Bro to be exact). Other than batting, their stats are average compared to the other powerful players. Boomerang Bro also has a massive curve when he hits the ball, so that's always a plus.

Mario Stadium is the default field and the most generic area. There are no objects or hazards in the stadium, making it either loved or hated by players. I, for one, love it.

PEACH GARDEN

Peach Garden not only has the best music in the game (IMO), but it has a nasty obstacle in the course. Many blocks are scattered high up in the air above the outfield. If a fly ball hits a block, it will ricochet off of it, sometimes resulting in home runs. Some blocks will also give away stars needed for Star Powers.

WARIO PALACE

There are two different sets of traps in the stadium. The most obvious ones are the floating contraptions in the left and right field. If a ball is launched into one, a tornado will appear and it will spin the ball, launching it to a different area.

Chain Chomps are also found on the foul lines. If anything approaches it, a ball or a player, it will lunge at it. It can hit a ball and send it flying across the field or knock out a player.

YOSHI PARK

Yoshi Park is an upbeat stadium with some nasty intruders. Piranha Plants inhabit the outfield, hiding underground. If one pops out next to a ball, it will eat the ball and spit it out somewhere else. If one pops out next to a player, then it will snap at them and knock them out.

D.K. JUNGLE

There are a couple hazards in this dense jungle. Klap Traps run around near the stream that stretches through the field. If a player runs into one, they will clamp onto their legs and slow them down considerably. Barrels are also launched across the outfield. If a player is hit by a barrel, they will drop the ball (if they're holding it) and be temporarily knocked out.

KOOPA CASTLE

Bowser's ultimate stadium for the ultimate showdown. There are numerous lava pits all over the field. Not only are they a hazard alone, but they shoot out fireballs that can burn a player, causing them to drop the ball (if they're holding it).

There are also giant Thwomps on the back wall that prevent anyone from hitting home runs for the most time. It's possible to do so, but the Thwomps usually block it. How disappointing...

[6] CHALLENGE MODE

[0600]

The Challenge Mode is the main part of Mario Superstar Baseball, and it is used to unlock characters. You start off choosing a team captain and you roam around the Mario world, defeating other rival teams.

After defeating all three (yep, that's it), you will reveal the path to Bowser's Castle, where you can fight his evil team. Once you beat the Koopa king, you finish Challenge Mode. You can buy items from the shop by using coins.

To get coins, you can participate in mini-games or fight Baby Bowser in a one-inning game. You can also receive coins by beating various minigames around Challenge Mode.

You can recruit players from other teams to customize your own. There is a little thing called recruit flags. A player on the opposing team will need a certain amount of flags in order to join your team. Obviously, a team captain requires more flags than a lackey player.

Every once in a while, you will be given an opportunity to earn these flags. In order to do so, you must pass a certain "challenge". These challenges range from difficulty and originality.

Sometimes you will do something as simple as getting a player out to earn a flag. Sometimes you'll need to perform a double play. Most of the challenges required to recruit players are pretty hard to pass. A plus is that the number of flags still stay the same after you've played the game.

Also, if you happen to defeat a team by mercy (have 10 or more runs than them at the end of an inning), you will automatically recruit every team member, including the captain!

I will now list the default teams in Challenge Mode:

MARIO'S TEAM: Mario, Luigi, Monty Mole, Blue Pianta, Red Pianta,
----- Yellow Pianta, Blue Noki, Red Noki, Green Noki

PEACH'S TEAM: Peach, Daisy, Toadsworth, Toadette, Red Toad, Blue Toad,
----- Yellow Toad, Green Toad, Purple Toad

YOSHI'S TEAM: Birdo, Baby Mario, Baby Luigi, Red Shy Guy, Blue Shy Guy,
----- Yellow Shy Guy, Green Shy Guy, Black Shy Guy

WARIO'S TEAM: Wario, Waluigi, Petey Piranha, King Boo, Boo, Blue Magikoopa,

----- Red Magikoopa, Green Magikoopa, Yellow Magikoopa

DONKEY KONG'S TEAM: Donkey Kong, Diddy Kong, Dixie Kong, Goomba, Paragoomba,
----- Green Koopa, Red Koopa, Green Paratroopa, Red Paratroopa

BOWSER'S TEAM: Bowser, Bowser Jr, White Dry Bones, Green Dry Bones,
----- Red Dry Bones, Blue Dry Bones, Hammer Bro, Boomerange Bro,
Fire Bro

=====
[7] UNLOCKABLES [0700]

=====
UNLOCKABLE CHARACTERS
=====

Monty Mole: Complete Challenge Mode with Mario

Toadette: Complete Challenge Mode with Peach

Baby Luigi: Complete Challenge Mode with Yoshi

Petey Piranha: Complete Challenge Mode with Wario

Dixie Kong: Complete Challenge Mode with Donkey Kong

Hammer Bro: Complete Challenge Mode with Bowser (must unlock him first)

=====
OTHER UNLOCKABLES
=====

Bowser (Challenge Mode): Finish Challenge Mode on Special

Koopa Castle: Finish Challenge Mode once

Star Dash: Finish Challenge Mode once

Grand Prix Mode: Finish all minigames on Star Difficulty

Toy Field (Challenge Mode): Beat all minigames once, then purchase the Secret
----- Map from the Item Shop

Superstar: Buy all items

MVP Profile: Win MVP with a character (in Exhibition) to unlock their profile

[8] MINIGAMES

[0800]

Bob-omb Derby: Basically a home run derby. For every 2 or more hits in a row,
----- you'll gain bonus points. There are different speeds to the
 pitches, so be careful.

Wall Ball: Throw pitches through various walls using charge pitches. If you
----- break a music wall, you'll gain coins. If you break a Bowser Wall
 and stop, then you will lose half of your coins.

Chain Chomp Sprint: Collect gems as you run around the bases. A Chain Chomp is
----- sleeping and it wakes up at random times. If you are still
 moving when it wakes up, it will attack you and you will
 lose some gems.

Piranha Panic: Throw colored eggs at Piranha Plants. You can only throw an
----- egg at the Piranha Plant of the same color to get points. If
 you throw a Bob-omb at them, you will gain even more points.

Barrel Batter: You must hit a ball pitched at you towards the set of barrels.
----- Each barrel hit will give you points; barrels of the same color
 next to the one you hit will break as well. Hit the flashing
 barrel to destroy all barrels onscreen to get a lot of points.

Star Dash: Run around and collect coins. Avoid the Thwomps that attack and
----- collect special items to help you. Mushrooms speed you up, Stars
 steal coins from others, and Poison Mushrooms slow you down.

9] TOY FIELD

[0900]

Toy Field is similar to a normal baseball game, but the objective is to
collect coins from other players (up to 4 players at a time). There are many
ways to get coins.

Hit: Getting a hit nabs you 10 coins

Catch: Catching the ball gets you 50 coins

Strike Out: If you strike out a batter, you will get 30 coins

In Field: If coins are released on the field, run through to collect them

RBI: Takes 30 coins from other players for each RBI

Homerun: When spelled out, you will automatically earn 200 coins

? Slot Machine: Amount of coins vary

=====
[10] ITEMS [1000]
=====

Nice Bat (100-200 Coins): Increases chances of getting hits

Power Bat (100-200 Coins): Increases the power of your swings

Super Ball (100-200 Coins): Increases speed of pitches

Lucky Glove (100-200 Coins): Increases fielding abilities

Dash Spikes (100-200 Coins): Increases running stats

Buddy Emblem (100-200 Coins): Increases team chemistry between players

Superstar (600-900 Coins): Makes all players superstars (increases all stats)

Red Fireball (200 Coins): Allows Mario to use the Fireball swing and Fireball
----- pitch.

Green Fireball (200 Coins): Allows Luigi to use the Fireball swing and
----- Fireball pitch.

Lovely Heart (200 Coins): Allows Peach to use the Heart swing and Heart
----- pitch.

Pretty Flower (200 Coins): Allows Daisy to use the Flower swing and Flower
----- pitch.

Gnarly Garlic (200 Coins): Allows Wario to use the Phony swing and Phony
----- pitch.

Whiskered Eggplant (200 Coins): Allows Waluigi to use the Liar swing and Liar
----- pitch.

Egg (200 Coins): Allows Yoshi to use the Egg swing and Egg pitch.

Pink Egg (200 Coins): Allows Birdo to use the Weird swing and Weird pitch.

King Banana (200 Coins): Allows Donkey Kong to use the Banana swing and Banana
----- pitch.

Chimp Banana (200 Coins): Allows Diddy Kong to use the Boomerang swing and
----- Boomerang pitch.

Bullet Bill (200 Coins): Allows Bowser to use the Killer swing and Killer
----- pitch.

Jr. Mask (200 Coins): Allows Bowser Jr. to use the Killer Jr. swing and Killer
----- Jr. pitch.

Secret Map (500 Coins): Allows you to access the Toy Field.

[11] GAME REVIEW

[1100]

With the recent trend of slapping Mario in every single sport and making a game out of it (I wouldn't be surprised if Mario Shuffleboard is next in line); there is no doubt that a baseball game would be released some time. With great hits like Mario Tennis and Mario Golf, Mario Superstar Baseball looked to be yet another great sports title. While I feel that it not downright terrible, many aspects of the game still need improving.

Graphics

The graphics in Mario Superstar Baseball are pretty good. The opening cinema looks outstanding to boot. The graphics for the characters are nice and very

detailed. What's good is that you can change the color of some characters, which gives them a little bit of variety and even changes their looks beyond a simple color change. For example, as opposed to a normal Dry Bones, you can choose to be a black and red Dry Bones covered in spikes. Very sweet. The stadiums all look great (yeah, the audience is bad, but they're like that in all games). Overall, I have nothing to complain about with the graphics; they are good. Not perfect or outstanding, but good.

Controls

To put it lightly, the controls in this game are split down the middle. I find nothing wrong with batting controls; it's very easy to move around the plate, and you can press L to reset your batting position to the default location. Hitting the ball is simple to do and there is no problem about it. On the other hand, the fielding controls are pretty much abysmal. You have little to no control over your players. Once a ball is hit, you will be "assigned" to a player in the field to control. The game is designed to let you control the person closest to the ball, but that rarely works out. You end up controlling a character nowhere near the ball which gets frustrating because you will give up runs. And giving up runs makes you lose, which in turn frustrates people.

For example, a ball is hit and softly rolls to first base. I don't control the first baseman; not even the shortstop. I end up controlling the guy in the right outfield, so I end up frantically running towards the ball while my other players are gawking at the ball. Another cheap control scheme is throwing. When in the field, you can throw the ball to any of the bases or another person on the field. Press Right while throwing to chuck the ball at first base, Up to second, Left to third, Down to home, and don't use the D-Pad to throw it to another player on the field. While the concept is simple, you will most likely find yourself accidentally pressing Left instead of Up, which screws up everything. I enjoyed the batting controls, but loathed the fielding controls.

Sound

Another rare sight; the game has great sound and music. All of the players have their own signature sounds and all sound differently while playing throughout the game. The baseball effects are great, such as a ball getting hit or a player catching a ball. The only peeve that I have about the sound is the announcer. The announcer sounds very strange/annoying and most of the time you would have no idea what they're saying aside from the giant words on the screen when you get someone out or something like that. The music is superb in this game. New tunes, some old ones, and even remixed versions. My personal favorite is the orchestrated version of the Mario Bros. theme in Peach Gardens. Overall, the sound and music in Mario Superstar Baseball is excellent.

Gameplay

I really didn't want to give it such a low score, but I had to and it's unfortunate. The best part of this game was a real shocker for me; the cast of characters. I was surprised at the massive amount of characters in this game. You can play as 32 different characters from the Mario universe. The range of characters is ridiculous (in a good way); you can have a team with Luigi, Monty Mole, Dixie Kong, and a Paragoomba. Some of the characters thrown into this game (i.e.: Noki, Dixie Kong, Paragoomba) seem downright random as they play such a little role in the Mario games. Like I said earlier, you can change the colors of some characters. Not only do their colors change, but their stats change as well! So that's basically another 8-10 characters thrown into the game. They are a nice aspect to the game and I enjoy the range of characters in the game.

The gameplay is very simple to get used to. Pitching is straight-forward and simple to do. You can throw a variety of pitches. Use the control stick to move the ball, setting you up for some mean curveballs. Hold A to charge up your pitch so you can throw faster. If you let go at a certain time, you will throw a fastball. Batting is also simple. You can move around the base at first, and use L to reset to your default location. Press A to swing the bat. You can charge up your swing by holding A. But beware; the longer you hold it down, the better chance you have of hitting a fly ball (making it a lot easier to catch). If you hit the sweet spot of your bat, the ball will go faster. Charge up and hit the sweet spot to almost guarantee yourself a home run. I explained the fielding and how bad it earlier, so no need to repeat myself entirely; the fielding is very bad.

Team Chemistry is a neat addition to the game, but it's useless. If you have two similar characters on the same team (Mario and Luigi, Peach and Toad), they will have chemistry, allowing them to (supposedly) do better than normal. Team Chemistry is uncommon among players and they really do not change the game that much at all. Sure, you can throw a tad faster, but nothing drastic.

The Challenge Mode is the main part of Mario Superstar Baseball, and it is used to unlock characters. You start off choosing a team captain and you roam around the Mario world, defeating other rival teams. After defeating all three (yep, that's it), you will reveal the path to Bowser's Castle, where you can fight his evil team. Once you beat the Koopa king, you finish Challenge Mode. You can buy items from the shop by using coins. To get coins, you can participate in mini-games or fight Baby Bowser in a one-inning game. The items are dumb and not only can you use them once, they do not help you that much at all.

You can recruit players from other teams, but the process is bland and challenging at times. There is a little thing called recruit flags. A player on the opposing team will need a certain amount of flags in order to join your team. Obviously, a team captain requires more flags than a lackey player. Every once in a while, you will be given an opportunity to earn these flags. In order to do so, you must pass a certain "challenge". These challenges range from difficulty and originality. Sometimes you will do something as simple as getting a player out to earn a flag. Sometimes you'll need to perform a double play. Some of the challenges are tricky to do and some aren't even understandable for people that don't follow baseball. When the challenges occur randomly, the challenge is a lot harder to do than normally. For example, if you get the challenge "don't let them score a run!" and you only have a guy on first, then the opponent will frantically steal bases and miraculously hit great shots. Of course they never do this normally; only when the challenge occurs. So in short, it's very hard to recruit players, and without players, it's nearly impossible to succeed.

The difficulty in Mario Superstar Baseball is ridiculous. There are four settings: Weak, Regular, Strong, and Powerful. Weak and regular is self explanatory. Facing a "Strong" team is obnoxiously hard to beat as they are very skilled. A "Powerful" team is near impossible team to beat, making later Challenge Mode difficulties to be almost impossible to finish (leaving you with a few more characters that you will struggle to unlock). The AI in all modes are insanely terrible and annoying. On Weak mode, you can throw a ball at minimal speed in front of the player, and they don't even bother swinging. Most of the time your runs will be in the double digits and they have nothing. But on Powerful, the players end up having unstoppable strategies and unmatched skills. They can hit anything you give them and end up getting a double or triple. The players can smash home runs, even with weak players like Dixie Kong or Waluigi. Even if you find yourself up 6-0, the opposing team

will somehow suck the whole game, yet score a massive amount of runs on the last inning, causing you to tie or lose.

Replay Value

I'll admit, there is quite a bit of stuff to do aside from Challenge Mode. After unlocking the stages and characters, you can participate in Toy Field and various mini-games. The downside is that the mini-games aren't fun. The main objective of the mini-games is to improve various baseball skills. Unfortunately, they seem more of a hassle than a privilege. You can improve your records as well. You can unlock character bios for all 32 characters by having them win MVP in an Exhibition game. Pathetically, that is the most fun I have playing this game. There is a lot of stuff to do in Mario Superstar Baseball, but it doesn't really matter considering it is simply not fun.

Overall (not an average): 6/10

Pros

- + Graphics are pretty nice
- + Sound is very well put together
- + Large cast of characters is a real pleasure

Cons

- Controls need a lot of tweaking; fielding controls downright terrible
- Gameplay is not what it is all put up to be
- Difficulty and cheapness of the game is obnoxious
- Mini-games are all bad
- Extras are simply not fun at all

I was really disappointed by Mario Superstar Baseball. It seemed to be unpolished and a lot of different areas need desperate tweaking. Too many things went wrong, and it simply is unacceptable. The sound is very good though, especially the few remixed tracks. The graphics are like all other Mario games for the current systems; sharp, crisp, and pleasing to the eye. The controls are simple, but they just don't work out and turn out to be frustrating. Gameplay is shallow and after finally slamming the controller against some sort of wall or furniture, it also gets boring. The extras are simply unplayable, for they are so bland and annoyingly bad. In short, Mario Superstar Baseball seemed to have been rushed, because so many simple aspects of the game could have been improved. After enough minor fixations, the game would have been a blast. Unfortunately, too many small errors mar any fun produced by this game.

[12] THANKS/CREDITS

[1200]

Of course, this guide couldn't have been made without some extra help. Here is a shoutout to everyone who made this FAQ possible:

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"I hear you're somewhere in the sand, and how I wish I was an ocean, maybe then I'd get to see you again"
- The Format

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