

Mario SuperStar Baseball Character Compatibility FAQ

by pianojutsu

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Mario *Superstar* Baseball
Character Compatability FAQ
Nintendo Gamecube
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1 Introduction

Hello reader, how are you today? If you said good, then that's great. If you said not so good, then that's not that great. Anyways, I put together this FAQ to show the compatibility of the characters in Mario Superstar Baseball. For now this FAQ just covers which characters get along, and does not cover which characters are incompatible. SOoner or later I will update with the incompatibility list. Putting thattogether will take some time,seeing as how I will need to make every team combination possible and test each character out. But hopefully, for now, this FAQ helps you out in some way or another.

2 Importance of Compatibility

Compatibility is a very important part of Mario Superstar Baseball. When two characters get along, they will hit and throw better than usual to each other. Things like this show that Mario Superstar Baseball involves much more strategy than it appears to have. Compatibility can make or break your game.

3 How To Tell Who Is Compatible

It's very easy to tell what players are compatible with each other. When you pick all 9 players for your team and bring up the Batting Order/Fielding

Position Screen, compatible characters will have a music note displayed above their picture. Unfortunately, there is no way to tell what characters are compatible until after you pick your team. Well, that is, until now. ;)

4 Using Compatibility

Compatibility comes into play during both batting and fielding. When making your batting order, put compatible characters next to each other. You want to do this because when a compatible character is on base while you bat, you have good chance of hitting the ball much better than you normally would. In some cases, this might even decide the difficulty of hitting a homerun with certain characters. The more compatible players you have on base, the even better chance you have of hitting the ball successfully.

When choosing your fielding positions, try and keep compatible characters in positions that work with each other alot. You want to do this because the ball will be thrown significantly faster than usual when throwing to a compatible character. It also decreases the chances of an error taking place. People are very different when choosing compatible positioning. I myself like to have all of my infield compatible to better my chances of throwing out someone trying to steal a base. One of my friends, on the other hand, likes to have his outfield to be compatible with his infielders. For example, the right fielder and 1st/2nd baseman. He does this in order to better his odds of getting a runner out if he misses a fly ball. Basically, try them both out and do whatever works best for you.

5 Character Compatibility List

Baby Luigi - Baby Mario, Yoshi

Baby Mario - Baby Luigi, Yoshi

Birdo - Petey, Yoshi, Shy Guy

Bowser - Bowser Jr., Dry Bones, Hammer Bro., Koopa Troopa, Paratroopa

Bowser Jr. - Bowser, Hammer Bro., Magikoopa

Boo - King Boo, Magikoopa, Wario

Daisy - Luigi, Peach

Diddy Kong - Dixie Kong, Donkey Kong, Goomba

Dixie Kong - Diddy Kong, Donkey Kong

Donkey Kong - Diddy Kong, Dixie Kong, Petey Pirhanna

Dry Bones - Bowser, Koopa Troopa

Goomba - Diddy Kong, Paragoomba, Monty Mole

Hammer Bro. - Bowser, Bowser Jr.

King Boo - Boo, Petey Pirhanna

Koopa Troopa - Bowser, Dry Bones, Paratroopa

Luigi - Daisy, Mario, Peach

Magikoopa - Boo, Bowser Jr., Waluigi

Mario - Luigi, Peach, Yoshi

Monty Mole - Goomba, Paragoomba, Shy Guy

Mr. Pianta - Noki

Noki - Mr. Pianta

Paragoomba - Goomba, Paratroopa, Monty Mole

Paratroopa - Bowser, Koopa Troopa, Paragoomba

Peach - Daisy, Luigi, Mario, Toad, Toadette, Toadsworth

Petey Pirhanna - Birdo, Donkey Kong

Shy Guy - Birdo, Monty Mole

Toad - Peach, Toadette, Toadsworth

Toadette - Peach, Toad, Toadsworth

Toadsworth - Peach, Toad, Toadette

Waluigi - Magikoopa, Wario

Wario - Boo, Waluigi

Yoshi - Baby Luigi, Baby Mario, Birdo, Mario

6 Closing

Well, that's all I have for now on compatibility. Hopefully this FAQ makes you a better Mario Superstar Baseball player than you initially were. And please, feel free to email me about changes, additions, mistakes, etc. I would love to hear from you, even if it's just to say how my FAQ didn't help you at all.

7 Thanks

Gamefaqs-for allowing this FAQ to be posted on their wonderful site and shared with the world

Nintendo/Namco-for making the game

My Friends-for putting COUNTLESS hours into this game and not killing each other when the game is 0-0 and someone scores 8 runs in the 7th inning.

My Mother-for putting me on this earth so I could make this FAQ and change the lives of many. HAHA

8 Disclaimer

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