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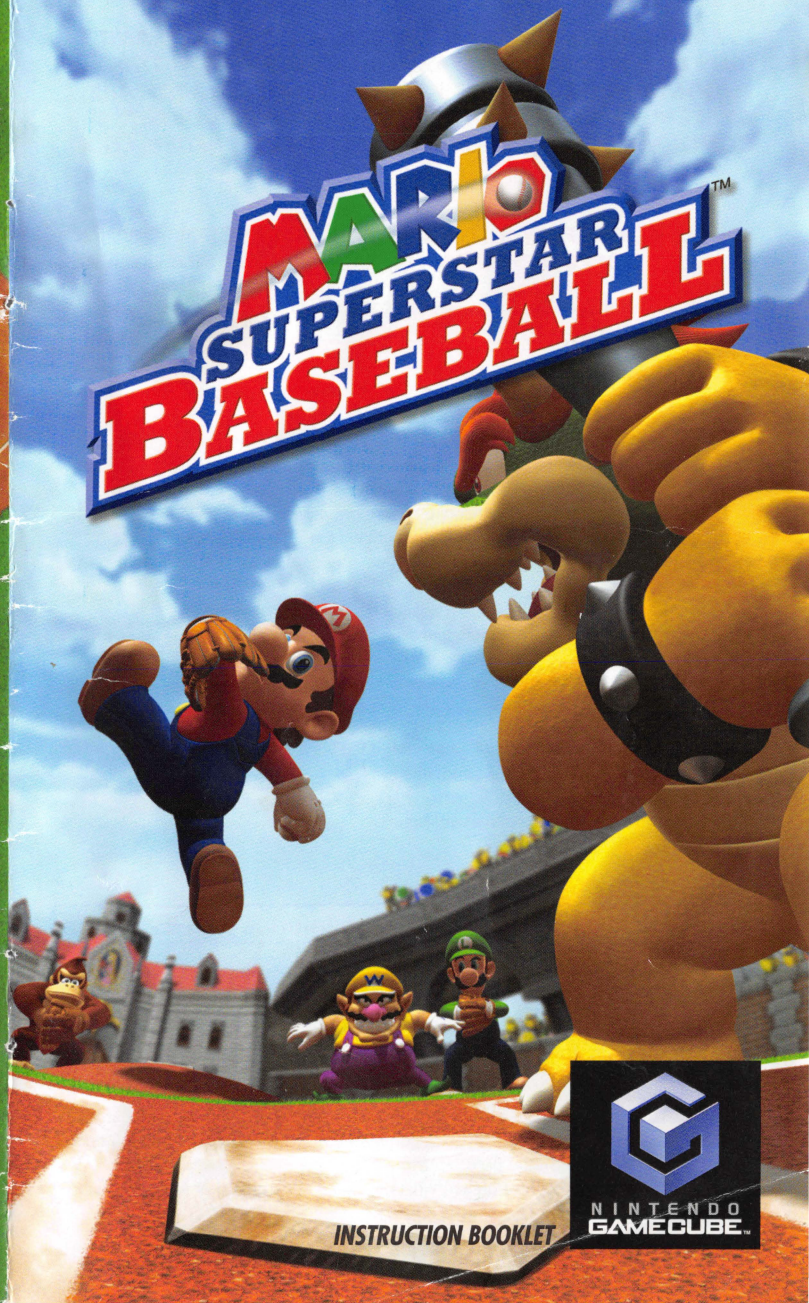
Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
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MARIO SUPERSTAR BASEBALL™



INSTRUCTION BOOKLET


NINTENDO
GAME CUBE™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

Warranty & Service Information

You may need only simple instructions to correct a problem with your product. Try our website at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

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Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.

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⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

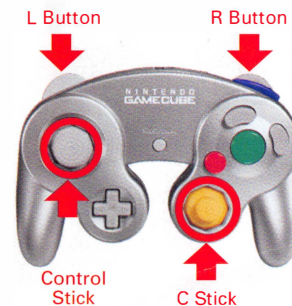
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.

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Wario

The most balanced of the power players.

Power

Special Skill **Phony Ball**

Special Talents **Sliding Catch**
Body Check

PLAYER CHEMISTRY



ABILITIES

Batting	<input type="checkbox"/>
Pitching	<input type="checkbox"/>
Fielding	<input type="checkbox"/>
Running	<input type="checkbox"/>

Bowser Jr.

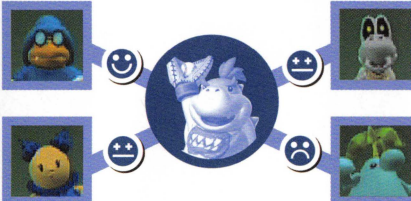
His small frame hides great power, and charging him up earns him even more!

Power

Special Skill **Killer Jr. Ball**

Special Talents **Clamber**
Body Check

PLAYER CHEMISTRY



ABILITIES

Batting	<input type="checkbox"/>
Pitching	<input type="checkbox"/>
Fielding	<input type="checkbox"/>
Running	<input type="checkbox"/>



Donkey Kong

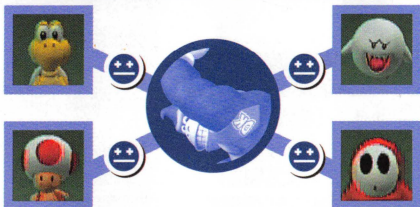
This powerful ape requires a great deal of time to charge up.

Power

Special Skill **Banana Ball**

Special Talents **Clamber**
Laser Beam

PLAYER CHEMISTRY



ABILITIES

Batting	<input type="checkbox"/>
Pitching	<input type="checkbox"/>
Fielding	<input type="checkbox"/>
Running	<input type="checkbox"/>

Bowser

A great hitter and a great thrower, Bowser is all about power.

Power

Special Skill **Killer Ball**

Special Talents **Laser Beam**
Body Check

PLAYER CHEMISTRY



ABILITIES

Batting	<input type="checkbox"/>
Pitching	<input type="checkbox"/>
Fielding	<input type="checkbox"/>
Running	<input type="checkbox"/>



INSERTING CONTROLLERS INTO THE CONTROLLER SOCKETS

One to four players can play Mario Superstar Baseball. When only a single player plays the game, insert the Controller into Controller Socket 1. When playing with multiple players, you will need a Controller for each player.

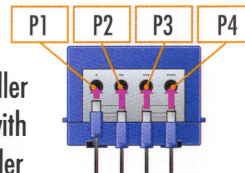


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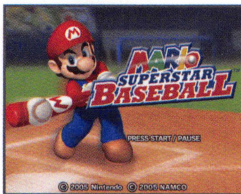
31 **Teammate Chemistry**

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GETTING STARTED

Insert the Game Disc and a Memory Card into the Nintendo GameCube, close the Disc Cover, and turn the power ON.

When playing the game for the first time, follow the instructions on the screen and create a Mario Superstar Baseball game file on the Memory Card inserted in Slot A. (Do not use Slot B.)



Press START/PAUSE to move on to the next screen.

Continuing a Game

If the Memory Card has saved data, the data will automatically be read before the main menu appears.

Saving the Game

When you achieve a high enough score to make the rankings, it will automatically be saved on the Memory Card.

In Challenge mode, press START/PAUSE on the map screen and select Save from the menu. When you press **A** to confirm, the new data will overwrite the old data. (pg. 22)



You need to have at least 1 file and 10 blocks of available space on the Memory Card in Slot A.

If you select Erase when selecting Challenge, the data will be erased. Once erased, you cannot recover it, so be careful.



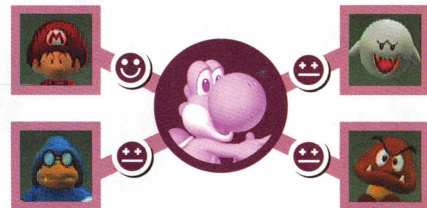
Yoshi

The fastest of all the players in the Mushroom Kingdom **Speed**

Special Skill **Egg Ball**

Special Talents **Clamber
Tongue Catch**

PLAYER CHEMISTRY



ABILITIES

Batting	■ ■ ■ ■ ■
Pitching	■ ■ ■ ■ ■
Fielding	■ ■ ■ ■ ■
Running	■ ■ ■ ■ ■

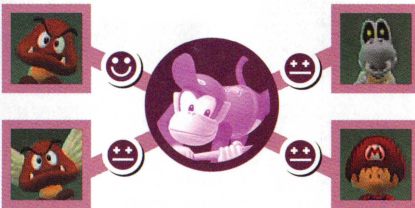
Diddy Kong

This speedy player is a great plate defender. His fielding, on the other hand... **Speed**

Special Skill **Boomerang Ball**

Special Talents **Clamber
Super Catch**

PLAYER CHEMISTRY



ABILITIES

Batting	■ ■ ■ ■ ■
Pitching	■ ■ ■ ■ ■
Fielding	■ ■ ■ ■ ■
Running	■ ■ ■ ■ ■



Peach

While not a power hitter, Peach has strong fielding skills and a killer change-up.

Technique

Special Skill **Heart Ball**

Special Talents **Quick Throw**
Super Catch

PLAYER CHEMISTRY



ABILITIES

Batting	<input type="checkbox"/>
Pitching	<input type="checkbox"/>
Fielding	<input type="checkbox"/>
Running	<input type="checkbox"/>

Waluigi

For unknown reasons, this strange player's power goes down whenever he tries to charge it up.

Technique

Special Skill **Liar Ball**

Special Talents **Laser Beam**
Super Jump

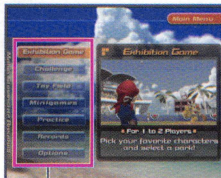
PLAYER CHEMISTRY



ABILITIES

Batting	<input type="checkbox"/>
Pitching	<input type="checkbox"/>
Fielding	<input type="checkbox"/>
Running	<input type="checkbox"/>

MAIN MENU



Select a mode that you want play on the main-menu screen with and press to confirm.

Exhibition Game

Pick your favorite characters and a ball park to play an exhibition game. (pg.20)

Challenge

Round up teammates as you play against rivals. Your goal here is to beat Bowser's team with your best team. (pg. 22)

Toy Field

Throw, bat, and collect coins. A great game for 4 players! (pg. 26)

Minigames

Play a variety of minigames. (pg. 28)

Practice

Hone your baseball skills as you practice game controls. (pg. 30)

Records

View game records here. (pg. 30)

Options

Change game settings such as sounds and the Rumble Feature. (pg. 30)

CONTROLS

Read pgs. 10-13 for game-specific controls.



L Button

Reset batter to default position.
Reset pitcher to default position.



Control Stick



+ Control Pad

Select menu items.
Move players and ball.



Start/Pause

Open the pause menu.



● Read pgs. 10-11 for batting controls.

Besides the main characters, Mario Superstar Baseball also features numerous secondary characters



Daisy

While a well-balanced player, Daisy leans more toward technique.

Balance

Special Skill

Flower Ball

Special Talents

Sliding Catch
Quick Throw

PLAYER CHEMISTRY



ABILITIES

Batting	<input type="checkbox"/>
Pitching	<input type="checkbox"/>
Fielding	<input type="checkbox"/>
Running	<input type="checkbox"/>

Birdo

Birdo offers a little extra power, but lacks in other areas.

Balance

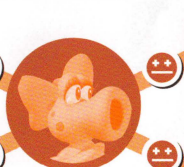
Special Skill

Weird Ball

Special Talents

Suction
Body Check

PLAYER CHEMISTRY



ABILITIES

Batting	<input type="checkbox"/>
Pitching	<input type="checkbox"/>
Fielding	<input type="checkbox"/>
Running	<input type="checkbox"/>

MAIN CHARACTERS



Mario

This all-around player can master any position. **Balance**

Star Skill **Fireball**

Special Talents **Wall Jump**
Sliding Catch

PLAYER CHEMISTRY



ABILITIES

Batting	<input type="checkbox"/>
Pitching	<input type="checkbox"/>
Fielding	<input type="checkbox"/>
Running	<input type="checkbox"/>

Luigi

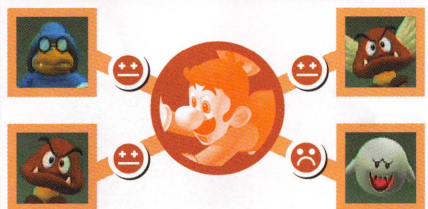
What he boasts in jumping speed, he may lack in power. **Balance**

Special Skill **Fireball**

Special Talents **Wall Jump**
Sliding Catch



PLAYER CHEMISTRY



ABILITIES

Batting	<input type="checkbox"/>
Pitching	<input type="checkbox"/>
Fielding	<input type="checkbox"/>
Running	<input type="checkbox"/>

R Button
Press **A** while holding down **R** to use Star Skills.

Y Button
Advance all runners.

X Button
Move back all runners.

A Button
Confirm.
Throw ball.
Swing bat.
Jump.
Press **A** while holding down **R** for a cutoff play. The ball will be thrown to the player nearest to a base automatically.

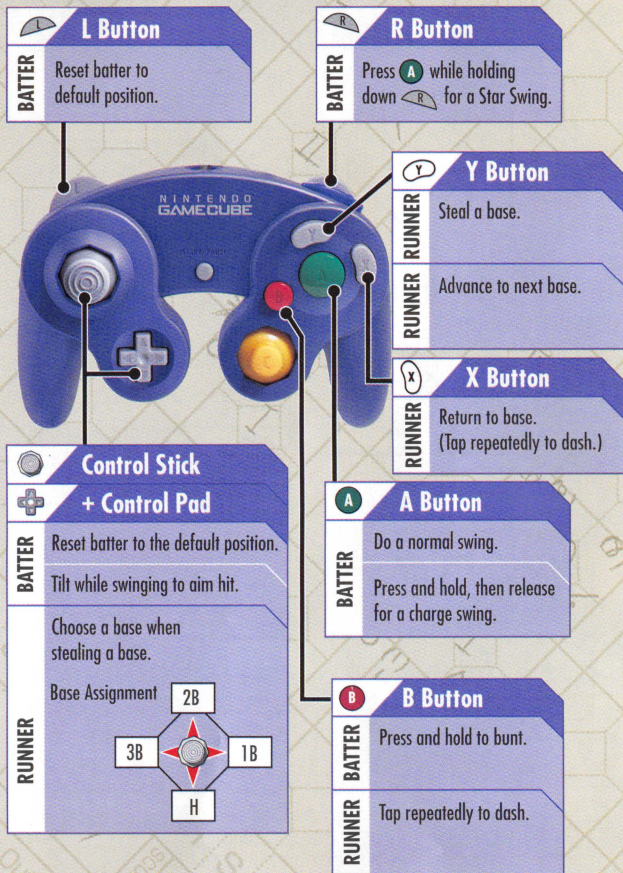
B Button
Cancel.
Press and hold to bunt.
Check runner.

• Read pgs. 12-13 for fielding controls.



IN-GAME CONTROLS

When Batting



- You can practice all these in Practice mode. (pg. 30)

TEAMMATE CHEMISTRY

Each character has specific chemistry with other characters. Each character's abilities will change depending on the players the character is teamed with. Be sure to check chemistry between all of your team members before starting a match.

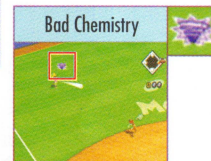
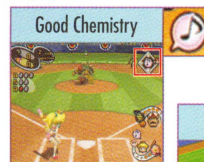
TEAM STARS AT THE START OF A MATCH

The number of Team Stars your team gets at the start of the match is based on the chemistry between your team captain and the players on the team. If you have a large number of compatible players on one team, you'll start with more stars. However, if your players have no chemistry, you'll start with fewer stars.




EFFECTS DURING GAMES

When a runner who has chemistry with the batter is on base, the batter's abilities increase. On defense, when a character throws to a compatible player, the ball flies faster. Conversely, when throwing to an incompatible player on defense, the ball speed decreases.



Changing the Batting Order

You can change your batting lineup on the Select Batting Order screen. Try to arrange your lineup so that you have characters with  hitting after each other at the front and back of the lineup.





OTHER MODES

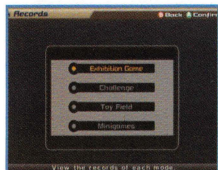
PRACTICE

This mode allows players to practice the basic controls of the game. Use  to select an area to practice and press  to confirm.





RECORDS

This is where all of the statistics from the Exhibition Game, Challenge, Toy Field, and Minigame modes are gathered and recorded. Use  to select the statistics you want to view and  to confirm.



OPTIONS



The options menu allows you adjust in-game settings. Use  to choose an option and  to confirm.



Music	Turn the background music on or off.
Sound	Set the sound to Mono, Stereo, or Surround.
Rumble	Turn the Controller's Rumble Feature on or off.


BATTING

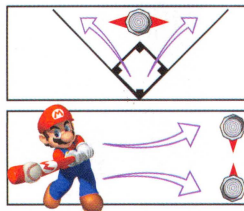
(Normal and Charge Swings)

Press  to perform a normal swing. Press and hold , then release it for a powerful charge swing.





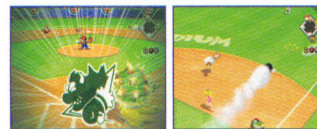
Spray Hits

Tilt  while swinging to spray hits sideways and vertically.



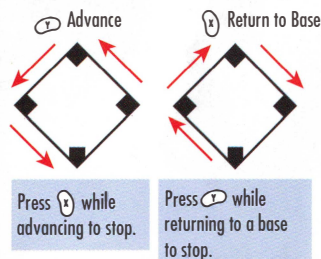
Star Swing

Press  while holding down  to hit a powered-up ball (but it'll use up a Team Star—see pg. 16). What kind of special ball you bat depends on your character.



BASERUNNING

(Advance, Return to Base, Stop)



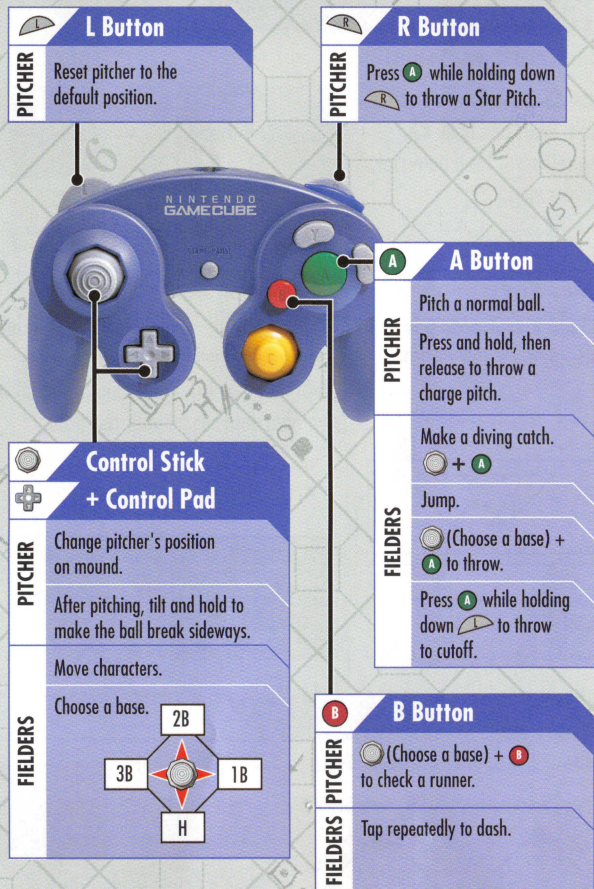
Special Talents



When multiple fielders dash after the same ball, sometimes a character will perform a special, unique move.

IN-GAME CONTROLS

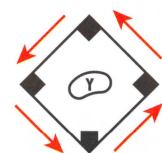
When Fielding



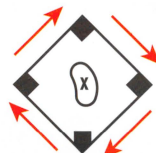
- You can practice all these actions in Practice mode. (pg. 30)

Chain Chomp Sprint

Try to collect gems while Chain Chomp sleeps. If you move at all while Chain Chomp is awake, you'll lose some of the gems you've collected. Try to collect as many gems as you can within the time limit.



Press **Y** while moving counterclockwise to stop.



Press **X** while moving clockwise to stop.

Piranha Panic

Use eggs to drive back the Piranha Plants, competing for points in the process. Earn points by hitting a Piranha Plant with an egg of a matching color. Hit it with an egg of a different color and it will shoot a fireball right back at you.



You can earn many points by hitting Piranha Plants with Bob-ombs. Or you can drop the Bob-omb and let it interfere with your opponents.

Duck



Throw



Drop



Barrel Batter

Hit balls into barrels to break them. When barrels of the same color are adjacent, hitting one of those barrels will cause all of them to break. Doing so will build up your barrel gauge, which will cause a bonus barrel to appear once it is filled. If you break the bonus barrel with your next hit, all the barrels will be destroyed.



Bonus Barrel



Barrel Gauge

MINIGAMES

Players: 1-4

This mode lets you play the minigames available in Challenge mode anytime you like.

MINIGAME & CHARACTER SELECTION

Use  to choose a minigame and press  to confirm. Next choose a character. Finally, set the minigame difficulty level.



- Minigame difficulty levels can only be set in single-player minigames.


MINIGAME RULES

Bob-omb Derby

Use charge swings (pg. 11) to compete for home-run distance in this minigame. Any hit other than a home run is worth nothing. Points are earned based on the distance of the home run hit. Hitting consecutive home runs earns bonus points.







Wall Ball

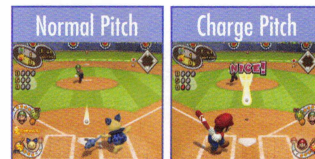
Use charge pitches (pg. 13) to break walls in this minigame. Get the most coins by just breaking through the  wall. If your ball stops after breaking the Bowser wall, half of your coins will be stolen by another player.





PITCHING

(Normal and Charge Pitches)

Press  to throw a normal ball. Press and hold , then release it to throw a fast and powerful charge pitch. Press  while tilting  down to throw a change-up.




Star Ball

Press  while holding down  to throw a Star Pitch (this uses up a Team Star—see pg. 16). What kind of a Star Pitch you throw depends on your character.




Breaking Ball

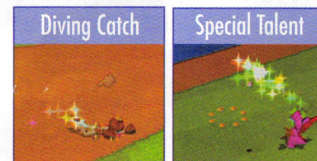
Tilt  sideways after pitching the ball to throw a breaking ball.



FIELDING

Special Actions

Press  to use a character's unique talent. Also press it to jump or make a diving catch.






Some characters use their special talents even if you don't press .

RULES

This section explains the common rules that apply to both Exhibition Game (pg. 20) and Challenge (pg. 22) modes.

SELECT OPTIONS

Select game options. Tilt  up and down to select a menu item and tilt it sideways to change settings. Once you configure the settings, select START GAME and press **A**. Press  or  to toggle Game Options and Control Options (pg. 17).



First Bat	Set which team bats first.
Star Skills	Turn Star Pitches and Swings on or off.
Innings	Set how many innings you'll play.
Mercy	End a game if the score differential is 10 runs at the end of an inning.

- Read pgs. 10-13 to learn about Star Pitches and Swings.
- When a game is tied after all innings have finished, you play extra innings. You play up to three extra innings regardless of how many innings you initially decided to play.
- You cannot set Game Options in Challenge mode.

FIELD



HIT	Batter earns 10 coins.
2B HIT	Batter earns 20 coins.
3B HIT	Batter earns 30 coins.
COIN	30 coins appear. The three defensive players try to collect the coins before they disappear, earning double the number of coins they collect. The batter gets all coins the defenders fail to collect.
HR	Batter earns 40 coins, while the defenders lose 20 coins each.
?	Effect varies depending on the patterns lined up on the slot machine.
RBI	Batter earns 30 coins for each RBI. Defensive players lose 10 coins each.

TOY FIELD

Players: 1 – 4

The player who earns the most coins wins this mode.

SELECT CHARACTER

Use to select a character and press to confirm. When playing against the CPU, you can also choose the skill level of the CPU players. Players 2 through 4 choose their characters after pressing to enter the game.



Only certain characters can change colors.



Change Colors



Toggle Dominant Hand



Random

READY

Choose how many turns the game will last. Use to set the number of turns and then select Start Game. Press to confirm. To change the Toy Field rules, press .

GAME RULES

DEFENSE

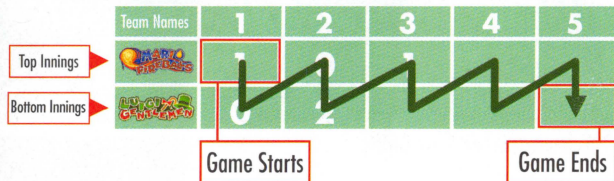
Earn coins for strikeouts and caught fly balls.
When a batter strikes out, the pitcher bats next.
If a defensive player gets the ball before it runs out of momentum, that player bats next.

BATTER

The number of coins you earn depends on where the ball lands.
If the ball does not get picked up by the three defenders, or if four balls are pitched, the batter gets another turn.
Line up the right patterns on the slot machine and the batter can continue his turn.

PLAYING A BALL GAME

Two teams alternate batting and fielding in each inning—the two halves are called the top and bottom of an inning, respectively. When the team taking the field first is ahead in the final inning, the bottom half of the inning is eliminated.



THE GAME SCREEN

Current Inning and Score of Each Team

Current Ball Count

B = Balls
S = Strikes
O = Outs

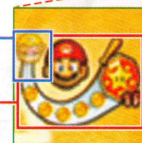


Bases

When the batter has good chemistry with the runners, appears. (pg. 31)

Next Batter

The current batter and the number of Team Stars. (pg. 16)



The opponent's pitcher and the number of Team Stars.

- Both Exhibition Game and Challenge modes use the same screen.

TEAM STARS

Team Stars are the points you use to perform each character's unique Star Pitch or Star Swing.



- Team captains and sub-characters use one Team Star when they use a special technique. When you choose another captain as a member, they'll use up two Team Stars. (pg. 32)

Sub-Character Star Skills

When a sub-character uses a Star Skill, it's inferior to the one a captain uses.



STAR CHANCE

Sometimes the words **STAR CHANCE!** appear during a game. When this happens, if the batter gets to a base, the batting team gains a Team Star. If the batter makes an out, on the other hand, the fielding team gains a Team Star.



If you get the batter out...

If the batter reaches base safely...



SCOUT MISSIONS

These are missions to scout out and recruit members of opposing teams. Before the match, take a look at the Select Batting Order screen to see the scout flags for that match. These are the characters that will join your team if you complete the scout missions and win the game.



Check the Select Batting Order screen to see which characters have scout flags.

Mission objectives will be displayed during the game. Try to complete these objectives.

If you complete these missions, after the game those characters will join your team.

PLAYING BOWSER JR.

If you complete a scout mission and the rival team's captain joins your team, you won't be able to play against that captain's old team any longer. If you complete scout missions and defeat Bowser Jr.'s team, then you can get players on teams you can no longer play to join your team.



If you run into Bowser Jr. on the map, you'll be forced to play against him.

Games against Bowser Jr. last only one inning.



MAP MENU

Press **START/PAUSE** on the map screen to display the map menu.



Back	Choose this option to close the map menu and return to the game.
Check Stars	Choose this to confirm the conditions for clearing star missions. Use and to see which items you've earned.
Save	Choose this to save your progress in Challenge mode.
Main Menu	Choose this option to save your Challenge mode progress and return to the main menu.

STAR MISSIONS

Each character has certain requirements. Meet those requirements to improve that character's stats. Meet all the requirements and your character will reach Superstar status.



MINIGAMES

Press **A** when in front of the different characters on the map screen to play that character's minigame (pg. 28). You'll receive coins when you win a minigame, but if you lose, you'll lose coins.

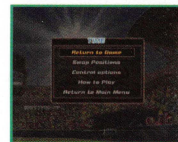
SHOP

Use the coins you've collected to purchase items in the shop. The items all have different effects.



PAUSE MENU

Press **START/PAUSE** during a game to bring up the pause menu. Tilt up or down to choose a menu item and press **A**.



Return to Game	Close the pause menu and resume the game.
Scout Flags	View the status of your scout missions. (pg. 25)
Check Stars	View the star missions each player has cleared. (pg. 24)
Change Positions	Change fielding positions. (pg. 21)
Control Options	[Batting] Set to "EASY" to display the batting cursor.
	[Fielding] Set to "AUTO" to field automatically.
	[Running] Set to "AUTO" to run bases automatically.
	[Drop Spot] Turn it ON to display the spot where the ball will drop.
Controls	View basic fielding and batting controls.
Return to Main Menu	Interrupt the game and return to the main menu. (pg. 7) * This mode is not available during Challenge mode.
Give Up	Abandon a game in progress and return to the map screen. (You will lose the game.)

● Only Challenge mode features Scout Flags, Check Stars, and Give Up options.

BALL PARKS

There are 5 ball parks in which to play a game. Most ball parks have quirks that can cause mayhem!



While you can choose a ball park in Exhibition Game mode (pg. 20), you play at the home field of the opposing team in Challenge mode (pg. 22).

MARIO STADIUM



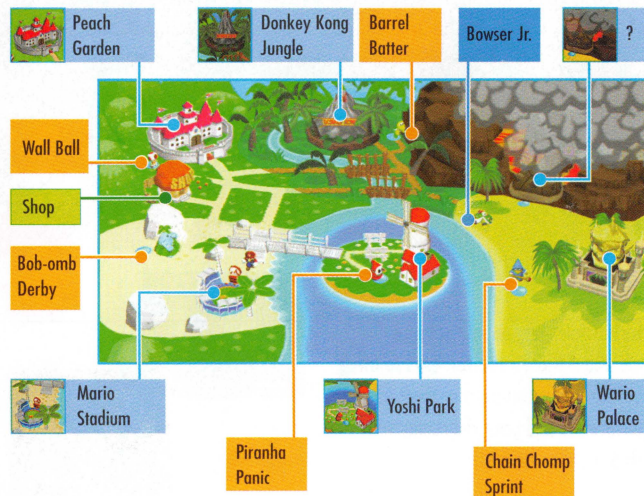
A sun-drenched beachside stadium. There are no quirks here: it's a straight-up ball park. Select Mario Stadium when you want to play pure baseball.

PEACH GARDEN

A Mushroom Kingdom courtyard complete with various floating blocks. When the ball hits one of them, you have no idea where it'll end up.



THE MAP SCREEN



The map shows the location of rival teams' home fields, the shop, and mini-games. Use to choose where you want to go.



Use to move to your destination and press to confirm. If you run into Bowser Jr. as he is walking around the map, he'll force you to play a game against his team.

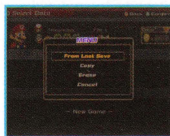
CHALLENGE

Players: 1

Your objective is to gather together members for your team and then take on and defeat Bowser's team. Initially, you'll play with a set group of team members, but as you win games, you'll be able to move players in and out and build your own custom team.

SAVING

The first time you play, choose where you'd like your data saved to and press **A**. If saved data already exists, you'll be given the option to continue. Choose the data you want to continue playing with and press **A**.



- Choose Copy and use **○** and **A** to copy your saved data. Choose Erase, and then confirm by choosing Yes to erase saved data you no longer need. Be careful, though: erased data can never be recovered.

SELECT LEVEL

Choose this option to adjust game difficulty.



- Initially, you can only choose the Mushroom level. Once you clear the Mushroom level, a new level will appear.

SELECT CAPTAIN

Choose the captain of your team. Once you select your team, it's time to play ball!



Team Name and Team Members

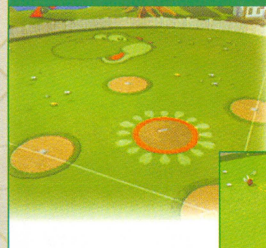
Currently-Selected Captain and Abilities

WARIO PALACE

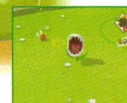
Wario built this ball park in the middle of a desert. The Chain Chomps guarding both the left- and right-field foul lines and the sandstorm generators in the air mess with approaching players and the ball.



YOSHI PARK

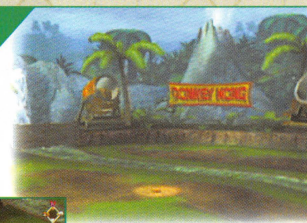


It's supposed to be a scenic ball park surrounded by pretty flowers, but among them are nasty Piranha Plants. When anything approaches them, they try to bite it.



DONKEY KONG JUNGLE

A danger-filled stadium. Klatpatras live in the stream flowing across the ball park and bite anyone who nears them. Not only that, but giant barrels get launched from beyond the outfield fence.




EXHIBITION GAME

Players: 1-2


Select characters and a ball park of your choice and play a baseball game. When playing alone, the CPU will be your opponent.

1 SELECT CAPTAIN


Tilt  and press **A** to select your team captain. When playing alone, select the CPU captain, too.



Character skills:
The longer the gauge, the more skill the player has.

- Press  to randomly select a captain.





2 SELECT MEMBERS

Pick your teammates and their positions with  and **A**. Choose Random to automatically select all members. When you're finished, select OK. When you're playing against the CPU, select the CPU level.



Character's skills:
The longer the gauge, the more skill the player has.





The number of Team Stars (pg. 16) when the game starts. You'll have more Team Stars if you pick players who have good chemistry with the captain. The number goes down if you pick players who have bad chemistry with the captain.

-  Change colors of some characters.
-  Deselect all members.  Switch positions within the team.
-  View the profile of the player you picked.



3 SELECT ORDER

Use  and  to switch screens and make position and lineup changes. Once done, select OK.

Making Position and Lineup Changes

Use  to select a player and press **A**. Choose the position you want to move the player to and press **A** to make those two players swap positions. Also, if you notice a  on a player in another position or forward or back in the rotation, it means the player is very compatible with this player (pg. 37).





-  Change which hand the player favors.
-  View a profile of the chosen player.

4 SELECT A BALL PARK

Choose the field you'll play on. (pgs. 18-19)

5 GAME OPTIONS/CONTROL OPTIONS

Use  and  to switch screens and adjust Game Options (pg. 14) or Control Options (pg. 17). Once you're done making changes, select Start Game and press **A**.

RESULTS

When a game ends, the game's final stats and the game's MVP will be announced. Also, if you choose Score, you can view offensive and defensive ratings.