CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Sticks 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.

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 control 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.

WARNING - Repetitive Motion Injuries and Eyestrain

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

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.

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.

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.
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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 to confirm, the new data will overwrite the old data.

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.

NEED HELP PLAYING A GAME?

Nintendo’s game pages, at www.nintendo.com/games, feature walkthroughs, frequently asked questions, and codes for many of our games. If your answer isn’t there, check out our forums where you can exchange tips with other gamers. For more information about our forums, visit www.nintendo.com/community.

If you don’t have access to the web-site, recorded tips for many titles are available on Nintendo’s Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

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.
**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 the ball sideways and vertically.

**Star Swing**

Press \( \) while holding down \( <\) for a cutoff play. The ball will be thrown to the player nearest to a base automatically.

**BASE RUNNING**

**(Advance, Return to Base, Stop)**

Press \( \) while holding down \( \) to advance. Press \( \) while holding down \( \) to return to base. Press \( \) repeatedly to dash.

**Special Talents**

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

---

**CONTROLS**

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

**L Button**

Reset batter to default position.

**R Button**

Press \( \) while holding down \( <\), to use Star Skills.

**Control Stick**

Select menu items. Move players and ball.

**Control Pad**

Reset pitcher to default position.

**Start/Pause**

Open the pause menu.

**A Button**

Confirm.

**B Button**

Reset batter to default position.

**X Button**

Advance to next base.

**Y Button**

Steal a base.

**Control Stick + Control Pad**

Choose a base when stealing a base. Choose a base when seeking a base. Re-choose a base.

**R Button**

Press \( \) while holding down \( >\), for a Star Swing.

**B Button**

Press and hold to bunt.

**Check runner**

Read pgs. 12-13 for fielding controls.

---

**IN-GAME CONTROLS**

When batting:

- **L Button**
  - Reset batter to default position.
- **R Button**
  - Press \( \) while holding down \( <\), to use Star Skills.
- **Control Stick**
  - Reset batter to default position.
  - All while swinging to aim hit.
- **Control Pad**
  - Reset pitcher to default position.
- **Start/ Pause**
  - Open the pause menu.
- **A Button**
  - Confirm.
- **B Button**
  - Reset batter to default position.
- **X Button**
  - Advance to next base.
- **Y Button**
  - Steal a base.
- **Control Stick + Control Pad**
  - Choose a base when stealing a base.
  - Choose a base when seeking a base.
  - Re-choose a base.
- **R Button**
  - Press \( \) while holding down \( >\), for a Star Swing.
- **B Button**
  - Press and hold to bunt.
- **Check runner**
  - Read pgs. 12-13 for batting controls.

When fielding:

- **L Button**
  - Reset pitcher to default position.
- **R Button**
  - Select menu items.
- **Y Button**
  - Move players and ball.
- **X Button**
  - Open the pause menu.
- **A Button**
  - Reset batter to default position.
- **B Button**
  - Reset batter to default position.
- **Control Stick + Control Pad**
  - Press and hold to bunt.
  - Check runner.
- **R Button**
  - Select menu items.
  - Move players and ball.
  - Open the pause menu.
- **Y Button**
  - Move players and ball.
  - Open the pause menu.
- **X Button**
  - Open the pause menu.
- **A Button**
  - Select menu items.
  - Move players and ball.
  - Open the pause menu.
- **B Button**
  - Select menu items.
  - Move players and ball.
  - Open the pause menu.

---

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

**Breaking Ball**
Tilt sideways after pitching the ball to throw a breaking ball.

**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.

**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 to play.

- **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.

---

**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**
- **Bases**
  - When the batter has good chemistry with the runners, an “x” appears. (pg. 31)

- **Next Batter**
  - How many batters are left before you reach the limit.

---

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

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

- **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 Off to display the spot where the ball will drop.

**Controls**

- View basic fielding and batting controls.

- **Return to Main Menu** Intercept 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.**

---

**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.

---

**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.

- **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**
  - 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.

- **Peach Garden**
  - It’s supposed to be a sonic 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. Klaptraps 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.

---

**Star Chance**

Sometimes the words **Wild Card** 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.

---

**Controls**

- **[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 Off to display the spot where the ball will drop.

**Return to Main Menu**

Intercept the game and return to the main menu. (pg. 7)

---

**Tips**

- Sometimes the words **wild card** 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.

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**Sub-Character Star Skills**

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**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)
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

6th (and press  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 . 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.

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 . Choose the position you want to move the player to and press 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 (pp. 37).

4. SELECT A BALL PARK

Choose the field you’ll play on. (pp. 18-19)

5. GAME OPTIONS/CONTROL OPTIONS

Use – and – to switch screens and adjust Game Options (pp. 14) or Control Options (pp. 17). Once you’re done making changes, select Start Game and press .

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.

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.

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

Choose Copy and use  and  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.

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

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.

Players: 1

SAVING

Choose Captains

Team Names and Team Members

Currently Selected Captain and Abilities

Make Position and Lineup Changes

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

SPLASH PAGE

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.
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.

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

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.

Players 2 through 4 choose their characters after pressing to enter the game.

MINIGAMES

Press when in front of the different characters on the map screen to play that character’s minigame (pg. 29). You’ll receive coins when you win a minigame, but if you lose, you’ll lose coins.

Players: 1 – 4

The player who earns the most coins wins this 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.
RBIs  Batter earns 30 coins for each RBI. Defensive players lose 10 coins each.

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.

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 which characters have 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.

The missions 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.

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

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.

Games against Bowser Jr. last only one inning.

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

Changes to the Toy Field rules, press .

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Games against Bowser Jr. last only one inning.
MINIGAMES
This mode lets you play the minigames available in Challenge mode anytime you like.

MINIGAME & CHARACTER SELECTION
Use @ to choose a minigame and press D to confirm. Next choose a character. Finally, set the minigame difficulty level.

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. 12) to break walls in this minigame. Get the most coins by just breaking through the green wall. If your ball stops after breaking the Bowser wall, half of your coins will be stolen by another player.

Pirahnas Panic
Use eggs to drive back the Piranhas 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.

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Use eggs to drive back the Piranhas 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.

OTHER MODES

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

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

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 Du ring 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.
MAIN CHARACTERS

Mario
All-around player mastering any position.

- Star Skill: Fireball
- Special Talents: Wall Jump, Sliding Catch

Daisy
Well-balanced player with more power.

- Special Skill: Flower Ball
- Special Talents: Sliding Catch, Quick Throw

Luigi
What he lacks in jumping speed, he makes up in power.

- Special Skill: Fireball
- Special Talents: Wall Jump, Sliding Catch

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

- Special Skill: Weird Ball
- Special Talents: Suction, Body Check

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Well-balanced player with more power.

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

- Special Skill: Weird Ball
- Special Talents: Suction, Body Check

Peach
While not a power hitter, Peach has strong fielding skills.

- Special Skill: Heart Ball
- Special Talents: Quick Throw, Super Catch

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

- Special Skill: Liar Ball
- Special Talents: Laser Beam, Super Jump

Yoshi
The fastest of all the players in the Mushroom Kingdom.

- Special Skill: Egg Ball
- Special Talents: Clamber, Tongue Catch

Diddy Kong
This speedy player is a great plate defender.

- Special Skill: Boomerang Ball
- Special Talents: Clamber, Super Catch

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

**ABILITIES**

- Batting
- Pitching
- Fielding
- Running

**PLAYER CHEMISTRY**
Important Legal Information

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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. Most of our equipment is easy to set up, but if you have any questions, please call us at 1-800-255-3700, Monday-Friday, 6 a.m. to 7 p.m., Pacific Time (with the exception of holidays). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service at no charge through Nintendo. Please do not send any products to Nintendo without contacting us first.

To ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

For further information or assistance, please contact: Nintendo Consumer Service or call 1-800-255-3700 (U.S. and Canada)

ABILITIES
Bating Pitching Fielding Running

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

Special Skills: Killer Jr. Ball

Special Talents: Laser Beam Body Check

PLAYER CHEMISTRY

Running Fielding Pitching Batting

Wario
The most balanced of the power players. Power

Special Skills: Phony Ball

Special Talents: Sliding Catch Body Check

PLAYER CHEMISTRY

Power

Batting Pitching Fielding Running

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

Special Skills: Banana Ball

Special Talents: Clubman Laser Beam

PLAYER CHEMISTRY

Running Fielding Pitching Batting

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

Special Skills: Killer Ball

Special Talents: Laser Beam Body Check

PLAYER CHEMISTRY

Running Fielding Pitching Batting

Important Legal Information

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. Most of our equipment is easy to set up, but if you have any questions, please call us at 1-800-255-3700, Monday-Friday, 6 a.m. to 7 p.m., Pacific Time (with the exception of holidays). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service at no charge through Nintendo. Please do not send any products to Nintendo without contacting us first.

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