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## Mario Superstar Baseball



PLATFORM



ESRB RATING



GAMEPAD RATING

7

**GP REVIEW**

Great tutorials make this baseball gaming experience painless

 Reviewed By: [gp\\_boogiewoogie](#)

Ah baseball! It reminds me of summer, eating greasy hot dogs, and belting out *Take Me Out to the Ballgame* at the top of my lungs! Baseball's always been a favourite sport of mine, but I've never been a fan of baseball videogames; they're always way too hard or complicated. But all of a sudden there's a Mario baseball game, so I gave it a try.

I crack open the case, grab the disc, and pop it into my GameCube, and no surprise; the game looks great. I love the look of most Mario games; Mario Tennis looked awesome, too! I love the bright colours and cartoon-y graphics; right off the bat (no pun intended) I'm having fun, and I haven't even started playing the game.


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Okay, so I'm faced with this menu: Mini-games, Exhibition, Challenge, Toy Field... Practice. Yeah, I've got to practice; I have no idea what I'm doing. Pitching, batting, fielding, base running; it's all laid out. It was totally easy to learn how to play; it's simple and it makes sense and I start to get the feeling I might actually be able to play and enjoy this game! Wool!

So now that I've mastered my skills, I've got to put them into practice. How about some mini-games? Sounds good. There are five mini-games that basically put your hitting, pitching, fielding, and base funning skills to the test.

I start off with the Bomb-Omb Derby, which is just another name for a homerun derby. Those of you familiar with baseball know exactly what this is; basically you just get thrown a bunch of pitches and try to hit them out of the park. You get different challenges and it does get tougher and tougher as you unlock the different cups, but it can get pretty boring after a while. It's really cool when you hit a homerun though; the sky lights up with different fireworks depending on what pitch you hit (the star fireworks are the coolest!).

Wall Ball is next on the mini-game list; you basically pitch at a line-up of walls to bust them up. There are brick walls that give you very little points, bingo walls that give lots of points, and Bowser walls that take away points. It was pretty easy to get through all the cups, but once I got to special cup, I couldn't stop playing; pretty addictive.

Next on the mini-game block: Chain Chomp Sprit. I wasn't really sure what was happening here; I have to run the bases and collect jewels. I wasn't sure if I was actually controlling anything; I abandoned this mini-game pretty quick.

Piranha Panic was next; a pitching mini-game. Toss the coloured eggs at the same coloured plants. This mini-game ticked me off too, so I didn't play it much and was on to the next.

The last mini-game there was Barrel Batter, and as it turns out, it's my fave of the bunch; I was totally addicted! You pitch balls at barrels to knock them down; when you hit like-coloured barrels, you get more points. I became an obsessed mad woman – must get to next level; must clear all cups!

So after I played through the mini-games, I thought maybe I should check out the rest of the game. Apparently, there's baseball somewhere in here – exhibition and challenge mode. Exhibition is pretty basic; pick your teams, players, field, and play. Nothing special about it; looks good, is lots of fun, and that's that! Then there's challenge mode. Bowser sends you a letter of challenge... scary! Then you're placed on a map and play mini-games against people you meet along the way. It's cool if you've got the time, but I'm more interested in playing a few quick games and being on my merry way.

There's also Toy Field on the menu. It's kind of boring on your own. You basically play through all four positions on a cool toy field; it's better with friends.

In a nutshell, I liked this game. I didn't love it, definitely didn't dislike it; I just found it to be good. The mini-games are fun for the most part, and if you want a longer gaming experience, exhibition and challenge mode will give that to you. For me, I see a lot of re-playability in the mini-games, so that makes me give it the thumbs up (well, maybe just one thumb up).

**OVERALL:**
**7**
**GAMEPLAY:**

9

**SOUND:**

8

**GRAPHICS:**

9

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