



## Introduction

Mario's back and he's had it with saving princesses. Now it's all about saving the majestic Baseball Kingdom from the evil clutches of Bowser Jr. and co. But Mario won't be doing it alone...well, not at first anyway. It's up to you to guide him through the bowels of the kingdom and recruit its inhabitants to form your very own baseball team so you can tackle the toddler tyrant once and for all!

...and who said baseball was boring?

*In our Mario Super Sluggers guide you will discover:*

- **Training:** Wrap your mind around Mario Slugger's crazy gameplay.
- **Challenge:** Find all of the characters and learn the best tips for each of the missions!
- **Secrets:** Discover how to unlock all the characters!

**Guide by:** Andre Segers

*This PDF Guide is property of IGN Entertainment. Any unlawful duplication or posting of this document without the consent of IGN Entertainment will result in legal action.*

# Mario Super Sluggers Training

## Pitching

There are four basic pitches in Mario Baseball: Normal Pitch (throw the ball quickly, without charging), Charge Pitch (pull back, then throw when the two circles overlap), Changeup (hold "A" while pitching), and the Star Pitch (hold A+B while pitching).

It's critical you use a variety of pitches to keep your opponent guessing what's coming next. For instance, you may want to condition them by throwing two or three similar pitches, then throw them a curve-ball to really throw them for a loop.

Perhaps the most important pitch is the Star Pitch. This is a special pitch that's unique to each character, and as such, some are better than others. Regardless, you'll want to use these when you want to make it particularly difficult for your opponent to hit them. But beware, each star pitch will use one star if your team captain is pitching, but it'll use two stars if anyone else takes the mound.

## Batting

Like pitching, there are four basic ways to nail the ball: Bunt (hold "Z"), Normal Swing (swing the Wii Remote after the ball's thrown), Charge Swing (pull the bat back before the pitch), and Star Swing (hold A+B while swinging).

The Star Swing is one of the most powerful options you have. In short, each character has a special swing that will do odd things to the ball when hit, such as turning it invisible or turning it into a bomb, which can really mess with your opponent. Use them whenever you want a near guarantee of scoring at least a single base run. But remember, each star swing uses a star, regardless of whether you hit the ball or not.

Alright, so you've nailed the ball, now it's time to run to first. Shake the Wii Remote quickly to give him a speed boost as he makes his way to first. Once there, check out how your opponent's doing; if he's still fumbling for the ball, you may want to make a mad dash for second (press "A" to advance your runner).

## Running

After smacking the ball, shake the Wii Remote to run to base at top-speed. Once there, you can advance to second by pressing "A" ("B" sends them back) -- but only do so if you know you have enough time.

## Fielding

Fielding may be one of the least glamorous parts of baseball, but it's no less important. When you run toward the ball, make sure to shake the Wii Remote for a speed boost. Now when you reach the ball, you have a couple options. If you're near a teammate with whom you have chemistry, you can punch the ball to them (without having to stop and grab it) by tapping "B," then use them to throw it to base. Otherwise, you can just catch the ball as normal.

## Mario Super Sluggers Challenge

Select your park:



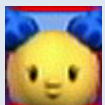
## Mario Super Sluggers Challenge

### Mario Stadium



#### Luigi

Really? You need help with acquiring Luigi? You get him as soon as you enter Mario Stadium! Geeze.



#### Blue Noki

Head southeast and talk to the Blue Noki curled underneath an umbrella. He'll challenge you to a **Scout Mission**. These missions are quick challenges that test your baseball skills; complete it to unlock that character.



**Mission:** Use different swings!

**Level:** 1/3 (batting)

The challenge is to strike the ball using the swing-type shown in the upper-right corner. Do it correctly 5 times out of 10 to complete the challenge! Bunt (hold "Z"), Charge Swing (pull the bat back before the pitch), Normal Swing (swing the Wii Remote after the ball's thrown), and Star Swing (hold A+B while swinging)





### Green Noki

If you have Blue Noki in your roster, Green Noki will agree to join your roster. Look for her curled up under an umbrella on the west side of the beach.



**Mission:** Throw a charge pitch!

**Level:** Level 1/3 (pitching)

Simply throw 3 charge pitches out of 10! To throw a charge pitch, flick the Wii Remote up, then flick it back down when the circles overlap.



### Red Noki

If you have both Blue and Green Noki on your team, Red Noki will join your side. Find him standing on top of the clamshell, near the entrance. Afterward, the clam will open up, awarding you with 50 coins, and allowing you to pass by.



### Baby Luigi

Okay, so Baby Luigi's trapped on a platform in the ocean, but you can't reach him because of the closed bridge. However, a nearby switch will open the way, but you'll have to do a few things first. After opening the clamshell (check Red Noki above if you haven't), head down to the switch. As you approach, Magikoopa will appear and challenge you to a duel.



**Battle Mission:** Use Different Pitches

**Level:** Level 1/3 (pitching)

Throw the pitch shown in the upper-right corner 5/10 times to complete the challenge. The pitches include Star Pitch (hold A+B while pitching), Changeup (hold "A" while pitching), Normal Pitch (throw the ball quickly, without charging), Charge Pitch (pull back, then throw when the two circles overlap).

With Magikoopa out of the way, interact with the switch ahead. You'll have to pull the switch five-times in the proper sequence to lower the bridge. The hidden sequence can be found by checking the hidden message on the beach, or you can read it right here: Right, Left, Left, Right, Left. Now walk across the bridge to add Baby Luigi to your roster.



**Treasure Chest (Wario Required)**

Hop into the pipe on the dock where you found Luigi to warp to a small island. As you approach the chest, Dry Bones will suddenly appear and challenge you to a duel.

**Special Ability Mission:** Get an out with ball dash!

**Level:** 2/3 (fielding)

So you're not doing any pitching or batting in this event; it's all about fielding. After the batter hits the ball, quickly snatch it up then run to first base. As long as you beat the runner there (or tag him before), you'll tag him out. Do that twice more to complete the challenge.

With Dry Bones defeated, the chest is yours for the taking...well, it will be so long as you have Wario on your side.



**Baby Mario**

Baby Mario is being held captive in the stadium, which is guarded by Bowser Jr. Talk to Bowser Jr. by the stadium entrance and accept his baseball challenge.



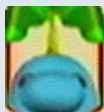
**Mission:** You're down 1-0, Comeback time!

**Level:** Level 3/3 (batting)

Okay, so you're down a point, but you already have runs on 2nd and 3rd base. So all you need to do is score two more points to win! The easiest way to complete this challenge is to simply use a Star Swing – since the CPU likely won't catch it in time, you should be able to score at least two points!

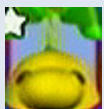


Afterward, Baby Mario will join your team, and you'll be awarded the **Sea Hut key**.



#### Blue Pianta

A Pianta has been locked inside his own shop – how cruel! If you defeated Bowser Jr., you should now have the key to the locked Sea Hut, on the east side. Interact with the door to play a mini-game to unlock it. Simply select the key from your inventory, point the cursor at the keyhole, then push the Wii Remote toward the screen to insert the key. Now twist in either direction to unlock the door and release the Pianta who'll join your roster. In addition, the Sea Hut is now open for business, where you can purchase various items and accessories.

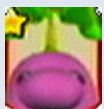


#### Yellow Pianta

As DK, bust open the middle barrel in the northwest corner to reveal yellow Pianta. Defeat him to add him to your team. **Mission:** Lay down a squeeze bunt!

**Level:** 2/3 (batting)

This one's easy. Before the pitch, hold down on the control stick and press "A" to have your third baseman steal for home. Now simply bunt the ball by holding "B" to complete the challenge.

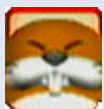


#### Red Pianta

Using Yoshi, use your ground-pound to shake loose a red Pianta from the palm tree on the beach. He'll join your name...but only after you tackle his challenge. **Mission:** Get the ball with a tongue catch!

**Level:** 2/3 (fielding)

Now things are starting to get tricky. In short, you'll have to use Yoshi's tongue to snatch the fly ball before it touches the ground, and well, this is easier said than done. As soon as the batter hits the ball, shake the Wii Remote like crazy to run toward the ball as fast as you can – as soon as you get close, press "A" to extend Yoshi's tongue and hopefully snag it from the sky. It may take you a few tries to get the exact distance down, but thankfully you only have to grab it 3/10 times to succeed.



#### Monty Mole

Have Peach check the mole-shaped mound on the beach to find Monty. Defeat him to add him to your team.



**Mission:** Get an out with a quick throw!

**Level:** Level 2/3 (fielding)

So here's the deal: Teammates who like each other throw twice as fast between them than usual. In this event, you'll have to exploit this power to score 3 outs (out of 10 tries). Simply run toward the ball after it's hit, then quickly

throw it to first base.



### Bloofer

Have Peach inspect the weird mole-shaped mound on the beach to discover Monty Mole. Defeat him in the challenge to add him to your roster.



**Mission:** Get a double play!

**Level:** 2/3 (pitching)

After the batter hits the ball, grab it then throw it home to prevent them from scoring.

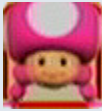
### Hidden Coins:

- Check the two bushes on the east side (near the shop) to find a total of 30 coins.
- Use Donkey Kong to bust open the bottom-most and top-most barrels in the northwest corner for 40 coins total.
- Use Yoshi to check out the tree just north of the entrance for 50 coins.
- Have Yoshi shake 30 coins loose from the palm tree on the beach



## Mario Super Sluggers Challenge

### Peach Ice Garden



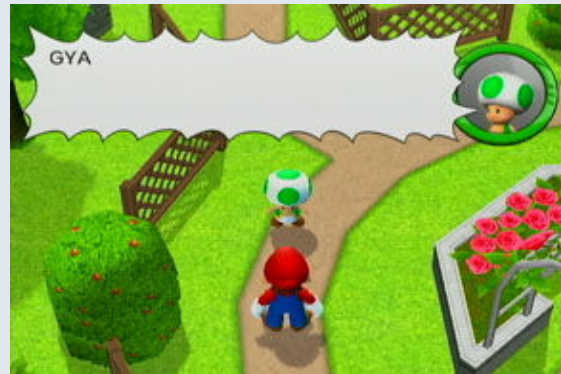
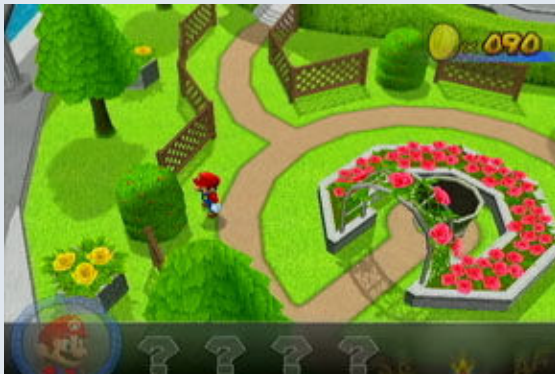
#### Toadette

After Toad shows you the statuefied Princess Daisy, follow the path back down to find Toadette near the garden maze. It seems the darn thing has been twisted all out of shape, and it's up to you to fix it! Thankfully, the puzzle's pretty easy. Just click any two pieces to swap place and twist the Wii Remote quickly either to the left or right to spin the piece in the respective direction until the garden resembles the Mushroom picture in the corner. Once done, Toadette will join your team! Woo!



#### Green Toad

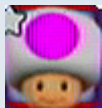
Follow the upper-left path through the garden maze to a flower-covered archway. Check the bush on the left to discover a Green Toad, who'll challenge you to a mission!



**Mission:** Hit to center!

**Level:** Level: 1/3 (batting)

Hit the ball to center field, once! That's right, you have 10 tries and you only need to do it once. The trick to beating this is to hit the ball at the exact sweet spot (keep an eye out for the "early" and "late" hints if you mess up, so you can adjust your swing next time) with a normal swing.



### Purple Toad

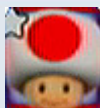
Check the bush on the right-side of the flower-arch (just across from where you found Green Toad) to find purple toad! He, too, will ask that you complete a challenge.



**Mission:** Get a hit!

**Level:** 2/3 (batting)

This one's easy, just hit the ball three times and you're good!



### Red Toad

There's a few steps involved in getting Red Toad, but these are crucial in order to obtain Toadsworth as well. To start things off, take the northern path past the flower-archway to encounter Dry Bones, who'll offer a challenge.



**Battle Mission:** Get an out with a buddy move!

**Level:** 1/3 (fielding)

Alright, so you'll have to perform a buddy move and score an out 3/10 tries to complete this challenge. But you'll have to move fast since the game doesn't give you much time. After Dry Bones hits the ball (it always lands in the same place), use your fielder to dash toward it (by shaking the Wii Remote) then press "B" when you get close to punch it toward another teammate – as soon as they get it, quickly throw to second base. If you're fast enough, you'll score an out. Do it twice more to win the challenge, and clear Dry Bones from the path.

With Dry Bones out of the way, follow the trail to find Toadsworth, who'll inform you that he needs a heavy object in order to depress a switch to stop the fountain flooding. Now head back to the first Toad you met, by the Daisy statue. A hammer brother is now giving him trouble, and it's up to you to stomp him out...via a challenge of course!



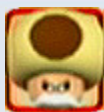
**Battle Mission:** Get an out!

**Level:** 2/3

Pretty simple stuff: Either strike-out the batter, or catch the ball or tag him out if he hits it.

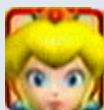
With the Hammer Bros taken care of, not only will Red Toad join your team, but he'll also allow you to take the **Daisy Statue** -- woo!





### Toadsworth

If you haven't already, follow the steps for Red Toad above to obtain the **Daisy Statue**. Now follow the path back to Toadsworth and speak with him to try out that Daisy Statue. Sure enough, it stops the fountain flooding, yay! Toadsworth will now join your team, as well as allow access to the nearby shop. Also, you can now explore around the fountain area.

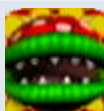


### Peach

Now that you've stopped the fountain from flooding, cross through the area to find Bowser Jr. holding Peach hostage. He'll engage you in...an actual game of baseball? That's right, you finally get to play a brief round of one inning. If you need any help, please consult our Basics section for more.



After beating Bowser Jr. Peach will join your side! In addition, Daisy will be freed of her concrete prison.



### Petey Piranha

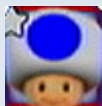
Switch to Peach, then investigate the flower inside the flower-gate. Petey Piranha will appear and challenge you to an event!



**Mission:** Hit to all fields!  
**Level:** 3/3 (batting)

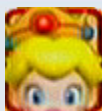
Alright, so the game will display a section of the field (left, right, or center) that you need to hit the ball too. It's not as hard as it sounds. If you're aiming for the right field (as a right-handed batter), swing a bit late. Aiming for left? Swing early. And hit the ball dead-on for center. If you're using a left handed batter, the reverse is true (right field = swing early, left field = swing late).

Petey Piranha is now on your side – congrats!



#### Blue Toad

If you've rescued Peach, you can obtain Blue Toad. Take the bottom-left path in the garden maze to find him.



#### Baby Peach

Switch to Princess Peach, then search the toad-shaped bush just left of where the Daisy statue used to be to find Baby Peach. She'll, for whatever reason, ask you to compete in a mission.

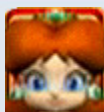


**Special Ability Mission:** Get an out with a quick throw!

**Level:** 2/3 (fielding)

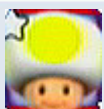
So here's the deal: Teammates who like each other throw twice as fast between them than usual. In this event, you'll have to exploit this power to score 3 outs (out of 10 tries). Simply run toward the ball after it's hit, then quickly throw it to first base.





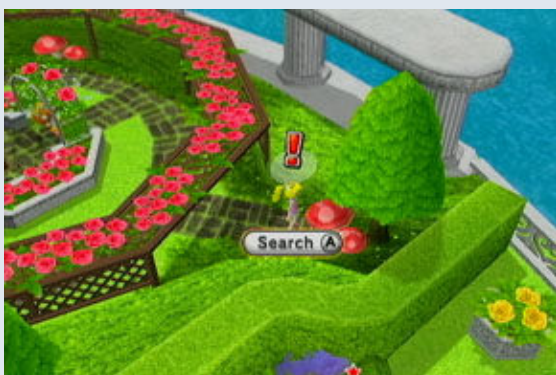
### Daisy

Alright, so Daisy's finally back to her usual self, but you can't quite add her to your roster yet. Why? Because when she steps off the switch, the fountain re-floods, so you'll have to find something to replace her. Head back to where the Daisy statue originally was, then use Peach to check the toad-shaped bush in the middle, to find the **Toad Statue**. Now return to Daisy (on the west side of the area, where Toadsworth was) to swap her out for the Toad Statue, which will keep the switch depressed in her place. Daisy will now join your team!



### Yellow Toad

You're going to need Yoshi for this one. Use the manhole in the bottom-left of the maze, then use Peach to inspect the mushrooms on the far right (past baby Daisy) to find a Yellow Toad, who'll challenge you.

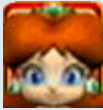


**Mission:** Steal!

**Level:** 2/3 (running)

So easy...just steal from 1st to 2nd three times. To do so, hold up on the control stick and press "A" during a pitch. Now shake the Wii Remote quickly for a speed boost and you should be golden.





### Baby Daisy

As Wario, head to the top-right corner of the fountain and use his magnet to find **Baby Daisy's Rattle**. Take it back to Baby Daisy via the manhole to the southwest (as Yoshi) to add her to your team. Afterward, open the chest she was protecting for a **Pow Block** and **Error Item Badge**.



### Hidden Coins:

- Check the four bushes surrounding the flower-archway to find 70 coins (remember to check the bushes again after finding the toads).
- After grabbing Peach, check the Toad-shaped bushes where the Daisy statue used to be to find 30 coins (remember to check the bushes again after finding the Toad Statue and Baby Peach).
- Use the manhole in the bottom-left of the maze and check the top-most mushrooms for 5 coins.
- Check the mushrooms just right of the ones noted above (after finding Yellow Toad) for 100 coins.

## Mario Super Sluggers Challenge

### Yoshi Park



#### Shy Guy & Blue Shy Guy

As soon as you enter Yoshi Park, two Shy Guys will approach and beg for your help. Meet up with them at the merry-go-round ahead to help them with their Piranha Plant problem. Simply point the Wii Remote at the screen and launch baseballs at them by pressing "A" to deal with them. Reload by shaking the Wii Remote. Once you've exterminated them all, both Shy Guys will join your team. Even better, the Piranha Plant that was blocking a nearby pipe will vanish too! Score!



#### Yoshi

Hop into the now-cleared warp pipe by the merry-go-round, then follow the path down toward a manhole. As you approach, Red Magikooa will appear and will dare you to take his challenge.

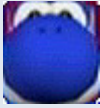


**Mission:** Don't drop the ball!

**Level:** 1/3 (fielding)

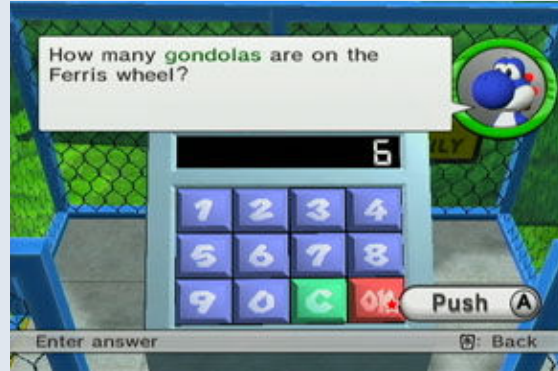
Simply catch 3/10 fly balls without it touching the ground to win. Just aim your character for the circle that appears on the ground and wait for the ball to land in your mitt.

With Magikooa defeated, Yoshi will pop-out from beneath the manhole and join your side.



### Blue Yoshi

Switch to Yoshi and try out his ground-pound ability on the manhole to pop-up in a new area. Talk to the Blue Yoshi here, who'll ask you for help in answers some quiz questions. Some of them can be tricky, so here are the answers in order: 6, 2, 10, 4, 18. Answer them correctly and Blue Yoshi will join your team.



### Wiggler

As soon as you get Blue Yoshi, Wiggler will come tumbling off the roller coaster and land in the corner. Go chat him up and accept his challenge.



**Mission:** Hit to all fields!

**Level:** 3/3 (batting)

Alright, you've done this one before. The game will display a section of the field (left, right, or center) that you need to hit the ball too. It's not as hard as it sounds. If you're aiming for the right field (as a right-handed batter), swing a bit late. Aiming for left? Swing early. And hit the ball dead-on for center. If you're using a left handed batter, the reverse is true (right field = swing early, left field = swing late).

After defeating him, not only will he join your side, but he'll also gift you a **Toy Field Pass**.





### Pink Yoshi

As Yoshi, check out the wooden tree by the Red Yoshi's Shop to discover Pink Yoshi! Complete his challenge to obtain him.



**Mission:** Get a hit to right!

**Level:** 2/3 (batting)

You'll have to smack the ball to right-field 3/10 times. Remember, when aiming for right field as a right-handed batter, swing late. If you're using a left-handed batter, swing early.



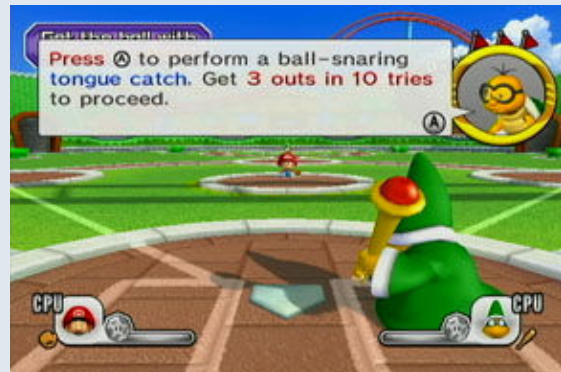
### Light Blue Yoshi

Since you now have Yoshi, backtrack through the pipe to the Blue Yoshi blocking the manhole. But as soon as you get close, green Magikooa will appear and block the path until you defeat him – oh noes!

**Special Ability Mission:** Get the ball with a tongue catch!

**Level:** 2/3 (fielding)

Now things are starting to get tricky. In short, you'll have to use Yoshi's tongue to snatch the fly ball before it touches the ground, and well, this is easier said than done. As soon as the batter hits the ball, shake the Wii Remote like crazy to run toward the ball as fast as you can – as soon as you get close, press "A" to extend Yoshi's tongue and hopefully snag it from the sky. It may take you a few tries to get the exact distance down, but thankfully you only have to grab it 3/10 times to succeed.



After the challenge, Light Blue Yoshi will join your team!



### Yellow Yoshi

After using the manhole near the entrance (where Light Blue Yoshi was), check out a wooden tree (as Yoshi) to find Yellow Yoshi! Complete his challenge to make him a part of your team!



**Mission:** Lay down a squeeze bunt!

**Level:** 2/3 (batting)

This one's easy. Before the pitch, hold down on the control stick and press "A" to have your third baseman steal for home. Now simply bunt the ball by holding "B" to complete the challenge.



### Gray Shy Guy

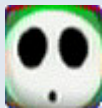
After using the manhole near the entrance, head right and use Peach to check out the tree trunk to find a Gray Shy Guy, who'll only join your team if you can prove you're not a bunch of "wimps."



**Mission:** Steal a home run with a buddy jump!

**Level:** 2/3 (fielding)

If two people on the field have chemistry, they can jump off one another to catch potential home runs! After the computer hits the ball, move your fielder to the backwall so the ball's on course to fly over you, then wait for your teammate to get close, and press "A" twice just when the ball is about to fly over your head (so when it's about 3-4ft away). If you timed it properly, your character will leap off the head of the other and snatch the ball from the sky.



### Green Shy Guy

Oooh, now this guy's a sneaky one! Check the same tree trunk (where you found the gray Sgy Guy) two more times to find the Green Shy Guy; beat him to add him to your roster.

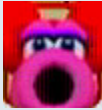


**Mission:** Tag up and go!

**Level:** 2/3 (running)

In this challenge, you'll have to tag up, then run to the next base. So tap B as soon as the batter hits the ball and wait until it's caught, then quickly tap A to advance all players on base then shake the Wii Remote to have them run faster. Do this 3 times to complete the challenge.



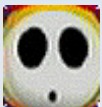


### Birdo

Birdo is stuck in a nearby tree, and the rainbow bridge that leads to her is currently down. Looks like you'll have to tackle that pesky Bowser Jr. to restore it. Take the manhole from the main area and head right to find him. He'll challenge you to a mini-game of "Hit Piranha Plants." In the game, you'll have to throw one of four pitches at the piranha plant, depending on what post it assumed. If it's leaning to the left or right, throw a curve pitch in that direction (by tilting the stick). If it's hanging low, throw a normal pitch. Finally, if it's standing up, throw a change-up (by holding "A" during a pitch. The key to winning is to hit the plants in a row without messing up; each time you do so, your combo will score more and more points. Finally, try throwing star pitches when your meter is full for even more!



After Bowser Jr. hightails it outta there, climb the rainbow bridge that appeared to the left and speak with Birdo to add her to your team.



### Yellow Shy Guy

After defeating Bowser Jr., take the warp pipe he was blocking to encounter the yellow shy, who'll also challenge you to mission. Beat it to add him to your roster.



**Mission:** Get a hit to center!

**Level:** 2/3 (Batting)

Strike the ball in the sweet-spot to score a hit to centerfield. Do this three times to compete the game.



### Red Yoshi

After defeating Yellow Shy Guy (above), use Wario to open the chest to grab the **Paint Brush**. Now backtrack to the first area, then hop down the pipe on the right and return it to the Red Yoshi to add him to your team. He'll also suggest that you now return the pain brush to its true owner, the green paratroopa in Wario City.



### Hidden Coins:

- Check the tree where you found Yellow Yoshi for 30 coins.
- Check the tree where you found Pink Yoshi for 20 coins.
- Check the tree stump near the rainbow bridge for 40 coins
- Look in the tree trunk where you found the gray shy guy for 70 coins.
- Examine the wooden tree by Bowser Jr. for 30 coins.

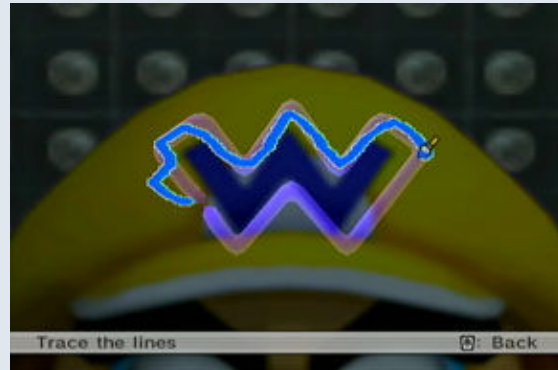
## Mario Super Sluggers Challenge

### Wario City



#### Goomba

Head north to find a Goomba stationed outside his store. Apparently his neon lights aren't working, and it's up to you to fix them. Simply use the Wii Remote to trace over three outlines to restore power. For your efforts, Goomba will join your team. But that's not all! Since the lights in town are now powered on, much of the fog will retreat!



#### Paragoomba

From the entrance, head south and check the third palm tree to reveal a hiding Paragoomba, who'll of course offer you a challenge before he'll join your team.

**Mission:** Get an out with a ball dash!

**Level:** 2/3 (fielding)

Grab the ball and either run to first before your opponent, or take them out. Three times secures you the victory. Oh, and don't forgot to shake the Wii Remote for a speed boost.







### Paratroopa

Head to the southeast corner of town to find a Koopa Troopa who'll alert you of a nearby lighthouse, which should be able to get rid of the fog. Approach the lighthouse, but get ready to take on a Magikoopa who appears for a challenge.



**Battle Mission:** Hit the sweet spot!

**Level:** 2/3 (batting)

Simply time your swing so the ball nails your bat's sweet spot. If you have trouble, try watching the ball's shadow to help with the timing. Do it three times to beat the challenge.



### Wario

Head north from the lighthouse and use Donkey Kong to bust open the wooden box, near the building. Climb up a couple of vines to the rooftop and speak with Wario to add him to your roster.



**Boo**

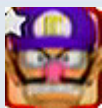
Use Donkey Kong to bust open the wooden box closest to the warehouse. Now switch to Wario and use his magnet to pull the blue container toward you, allowing you to sneak in behind it. Use DK to bust open a second wooden box, which will expose Boo! Take on his challenge to add him to your team.



**Mission:** Throw home with a laser beam!

**Level:** 2/3 (pitching)

Essentially, all you have to do is catch the fly ball, then throw it to home. As you'll see, some characters throw ultra-fast when throwing to home base, as is the case here. Do this three times to complete the challenge.



### Waluigi

After grabbing Boo, use DK to destroy yet another box ahead. Now here's the tricky bit: you're going to have to use Wario's magnet to maneuver the two blue boxes into position, so that they fill the gaps between the shipping containers, and thus can be used as a path. Pull the bottom one toward you first (toward the interior), then pull the upper block to the far right first (so you can get around to the other side), then pull it to the left from the position shown in the picture below (if you stand any further back, the block will be moved too far, and you'll have to try again).

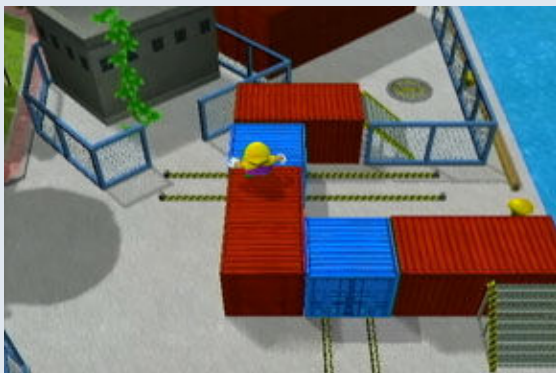


With the blocks in place, climb the staircase on the right and cross over them to a manhole you can enter as Yoshi. Now talk to Waluigi and complete his mission to add him to your roster.

**Mission:** Hit a home run!

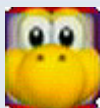
**Level:** 3/3 (batting)

You're going to want a Power Hitter for this one. Your best bet is Petey Piranha, as he's the strongest batter in the game (if you don't have him, head back to Yoshi Park and grab him!). Now the key to scoring a homer is to smack the ball in the sweet-spot with a charged hit. Thankfully, since the pitcher always throws down the center, you're already in position for the sweet-spot; however, you'll still have to properly time your charged swing.



Afterward, use Wario to open the chest Waluigi was guarding to acquire a **fireball**.





### Koopa

After rescuing Wario, approach the yellow building, near the lighthouse and engage the boomerang brother in a mission.



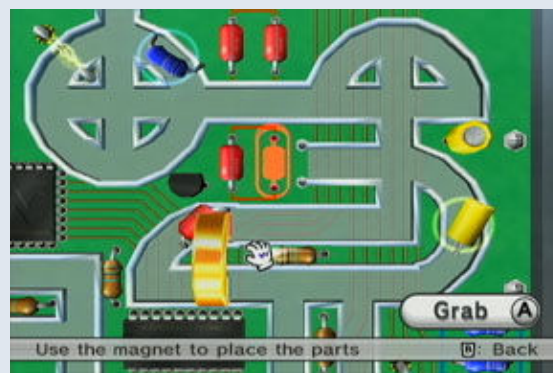
**Mission:** Get an out with a buddy move!

**Level:** 2/3 (pitching)

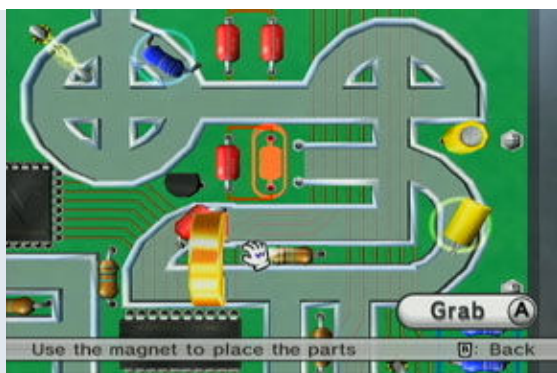
Alright, so you'll have to perform a buddy move and score an out 3/10 tries to complete this challenge. But you'll have to move fast since the game doesn't give you much time. After the boomerang brother hits the ball (it always lands in the same place), use your fielder to dash toward it (by shaking the Wii Remote) then press "B" when you get close to punch it toward another teammate (you may find it easier for it to rebound off the back wall first) - as soon as they get it, quickly throw to second base. If you're fast enough, you'll score an out. Do it twice more to win the challenge.

Afterward, you'll be tasked with completing a few circuits in a minigame of sorts. You do this by navigating a magnet through a maze; you'll have to use it to grab three missing parts and restore them to the color-coded sections where they once were. To drag the magnet, hold "A" and point in the direction you want it to go. Every so often, you'll reach a corner that you'll have to rotate the magnet to get by; to rotate the magnet, tilt the Wii Remote to either the left or right, while it's facing the sensor bar.

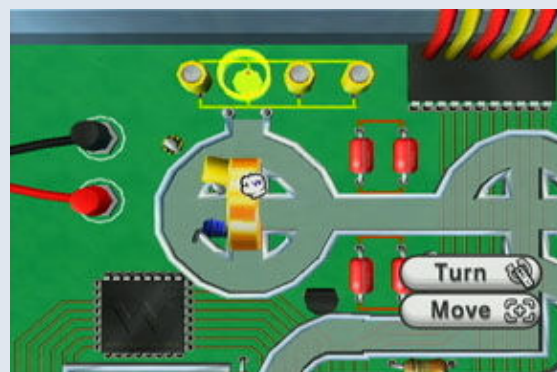
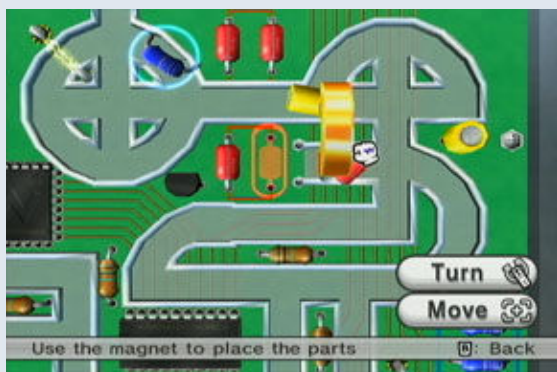
Okay, walkthrough time! When you reach the odd corner (shown below), rotate the magnet to the right. Now slide it down to grab the **Red Piece**, and drag to the top-right corner.



Here, you'll face another puzzling section. Go to the far left, then rotate the magnet as shown. Now maneuver it to the right, then rotate it again at the end to collect the **Yellow Piece**.



Deposit the red piece in the red drop-off area (shown below), then head up and head to the far left to drop off the yellow piece in its respective area, and collect the **Blue Piece**. Now drag it all the way back to the start and deposit it in the blue zone! **COMPLETE!**



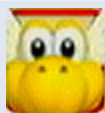
With the puzzle complete, the remaining fog will be lifted from the city! Head left, then up the alley, and skip past Bowser Jr for now. Instead, use Peach to check in with the Koopa hiding behind the poster on the building and accept his challenge. Win to add him to your roster.



**Mission:** Get an out with a quick throw

**Level:** 2/3 (fielding)

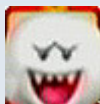
So here's the deal: Teammates who like each other throw twice as fast between them than usual. In this event, you'll have to exploit this power to score 3 outs (out of 10 tries). Simply run toward the ball after it's hit, then quickly throw it to first base.



#### Green Paratroopa

If you haven't found Red Yoshi's paint brush back in Yoshi Park, please do as you'll need it to get green paratroopa. With the pain brush in tow, go visit Green Paratroopa in the south part of town. After returning it, he'll request that you paint a new billboard for him. After doing so, he'll join your team.





### King Boo

To get King Boo, you'll first have to find the Mini-boos item back in Mario Stadium. Take the warp pipe on the bridge, then use Wario to open the chest for the Mini-boos. Once you have them, check in with King Boo to have him join your squad.



### Hidden Coins:

- Check the palm tree just south of the entrance for 10 coins.
- Examine another palm tree a little bit further south for 20 coins.
- Interact with the tree where you found Paragoomba for 10 coins.
- Check the garbage can near the entrance for 100 coins.
- Look inside the garbage can by the power plant for 80 coins.



## Mario Super Sluggers Challenge

### DK Jungle



#### Dixie Kong

Okay, so there's quite a few things you have to do before you can get Dixie Kong, so here we go! Hmm, it seems Donkey Kong is having trouble navigating his own island! Inspect the nearby box to get DK's attention, who'll then bust it open for you, revealing a cannon! Hop inside to blast to the land across the river. Now approach the Donkey Kong, Dixie Kong, and Dry Bones trio to engage Dry Bones in a challenge.



**Mission:** Steal a home run with a buddy jump!

**Level:** 2/3 (fielding)

If two people on the field have chemistry, they can jump off one another to catch potential home runs! After the computer hits the ball, move your fielder to the backwall so the ball's on course to fly over you, then wait for your teammate to get close, and press "A" twice just when the ball is about to fly over your head (so when it's about 3-4ft away). If you timed it properly, your character will leap off the head of the other and snatch the ball from the sky. Do this two more times to complete the level.

Afterward, Dixie will tell you about the Stone Tablets that you'll have to find. Head back to the entrance (via the barrel cannon) and check the back of the "exit" sign to find a **Tablet Piece**. Take it back to Dixie Kong, who'll offer to join your team to help you find the remaining two pieces!





### Donkey Kong

After Dixie joins your side, Donkey Kong will come back down and challenge you to an event. Complete the event to add him to your side.



**Mission:** Get an out!

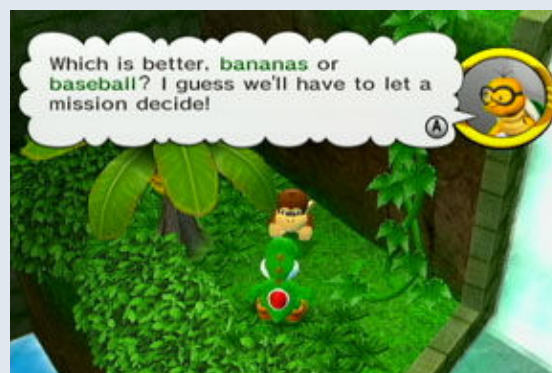
**Level:** 2/3 (pitching)

Simply strike him out, or get him out at base. Simple.



### Baby DK

Now that DK's on your side, switch to him and head south to find a vine. Climb down it and use his strength to bust through the boarded-up door. Once on the other side, climb down another vine and use Yoshi to check out the tree, exposing Baby DK, who'll challenge you to a mission before joining your side.

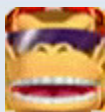


**Mission:** Get an out with a buddy move!

**Level:** 2/3 (fielding)

Alright, so in this one you have to use a buddy move in order to score the out. After the ball's hit to left field, run to it, but wait for it to bounce off the back wall (so you don't accidentally run into it, wasting time), then punch it (using "B") when you're close to pass it to your teammate. Immediately throw it to second base to tag the runner out. Repeat twice more to complete the mission.





### Funky Kong

On your way back from getting Baby DK, look for a Kremling in the water blocking the path, near the base of the vine. Speak with him and accept his challenge.



**Mission:** Clamber to get the ball!

**Level:** 2/3 (fielding)

Some characters can climb walls to snatch homeruns out of the air. As soon as the batter hits the ball, dash to the back wall (where the ball's heading), then press "A" just before the ball flies overhead to climb the wall and grab it! Do this twice more to beat him.

After defeating Kritter, cross the waterway and bust open the barrel (as DK) on the other side to reveal another Kritter. Accept his challenge and beat him to cause one of two statues to rise at the base of the waterfall, as well as reveal the location of the next stone piece.



**Mission:** Hit a sacrifice fly to score a run!

**Level:** 2/3 (batting)

As soon as you hit a ball, have your 3rd-base runner return to base. Now wait until the ball is caught, then make a mad dash for home!

After defeating Blue Kritter, climb back up the vine and check out the blossomed flower at the base of the tree to find the second **Stone Tablet**. Now climb up the nearby vine to meet with Diddy, then climb down a second vine on the right to discover Funky Kong's being harassed by a hammer brother. Climb down another vine and enter the tunnel to catch up with them and accept the bro's challenge – afterward, Funky Kong will join your roster.



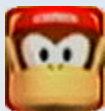


**Mission:** Get an out with a charge pitch!

**Level:** 2/3 (pitching)

As long as you use Charged Pitches, you can get the batter out however you want, whether it's catching a fly ball or striking him out.

After getting Funky Kong, check out the statue behind him for the third **Stone Tablet**.



### Diddy Kong

By now, you should have all three Stone Tablet pieces – if not, check the boxes above to find out what you missed. Climb up the vines to meet with Diddy on the cliff and insert the three pieces into the puzzle. Once solved, a bridge to the left will be raised, allowing you to cross. In celebration, Diddy will join your roster.



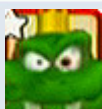
### Tiny Kong

After raising the bridge using the tablet pieces, you'll discover Bowser Jr. has captured Tiny Kong! Accept his challenge to a game of baseball and beat him to save Tiny and add her to your team. In addition, you'll gain access to the "Break the Barrels" mini-game. There's a signpost ahead that allows you to play that game and win coins for beating it.

**Mission:** Get an out with a ball dash!

**Level:** 2/3 (fielding)

Grab the ball and either run to first before your opponent, or take them out. Three times secures you the victory. Oh, and don't forgot to shake the Wii Remote for a speed boost.



### King K. Rool

With the bridge raised, try passing by underneath to find a concrete pipe, but you'll have to battle a Red Kritter first.



**Mission:** Get a double play!

**Level:** 2/3 (fielding)

After the batter hits the ball, grab it then throw it home to prevent them from scoring.

With Kritter taken care of, hop into the pipe to warp to a small ledge containing a chest, but you'll have to take on Brown Kritter to reach it.



**Mission:** Don't let them score!

**Level:** 2/3 (fielding)

Prevent the opponent from scoring by throwing the ball to home as soon as you can. After defeating the kremling, the waterfall will cease to flow, revealing King K.Rool is all his ugly glory. But first, use Wario to open the chest to get a **Special Shop Pass**. Now pay King K.Rool a visit by climbing the vine down from the eastern half of the main area. He'll challenge you to a mission.



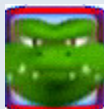


**Mission:** Hit a home run!

**Level:** 2/3 (fielding)

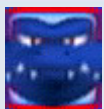
You're going to want a Power Hitter for this one. Your best bet is Petey Piranha, as he's the strongest batter in the game (if you don't have him, head back to Yoshi Park and grab him!). Now the key to scoring a homer is to smack the ball in the sweet-spot with a charged hit. Thankfully, since the pitcher always throws down the center, you're already in position for the sweet-spot; however, you'll still have to properly time your charged swing.

Not only will King K. Rool join your team, but so will a small army of Kremlings.



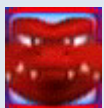
**Kritter**

Defeat King K. Rool (above) to unlock Kritter.



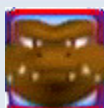
**Blue Kritter**

Defeat King K. Rool (above) to unlock Blue Kritter.



**Red Kritter**

Defeat King K. Rool (above) to unlock Red Kritter.



**Brown Kritter**

Defeat King K. Rool (above) to unlock Brown Kritter.

**Hidden Coins:**

- Check the palm tree by the shop for 10 coins.
- Check the two bushes by the entrance for 15 coins.
- After using the first barrel cannon, check the nearby plant for 15 coins.
- Explore another bush in the bottom-right corner after the first cannon for 25 coins.
- Interact with the tree in the top-right corner after the first cannon for 10 coins.
- After climbing down the first vine and busting through the boarded-up door, check the bush for 30 coins.
- Check out the tree where you found Baby DK for 50 coins.
- Climb down the vine on the right of the Stone Tablet puzzle and check the flower for 30 coins.



## Mario Super Sluggers Challenge

### Bowser Jr. Play Room

So you've made it to Bowser Jr's playroom -- congrats! Now you'll have to take him on in a game of baseball. Beat him and you'll get to tackle the king himself: Bowser. So there's really not much we can offer in terms of advice, seeing as it's just a standard baseball game, but that doesn't mean it's going to be easy. If you need some help, please check our "Basics" section. But we do have one secret if you keep getting crushed: Unplug the nun-chuck and just use the Wii Remote. Find out more about this in the box below.

#### IGN Guides Super Secret and Totally Awesome Guide to Winning:

- So is Bowser giving you trouble? Here's a trick! Try unplugging the nunchuck and playing the game using the "Wii Remote" control setting. By doing so, the game will take control and automate several aspects of the game, such as fielding, throwing (where they throw to), and running, allowing you to focus on batting and fielding. If you want to make things really easy, all you have to do is pretty much waggle the entire time while pitching -- your pitches will be slow, and your fielders will automatically run for the ball at full-speed and throw it when they grab it, since you're waggling. Now when you're up to bat, you'll have to take it a bit easier on the waggle, since if you miss a swing, it's a strike. But as soon as you hit the ball, waggle like crazy to run to base at full-speed. As for hitting the ball, use charged swings and special swings whenever you can.



#### Bowser Monsters

Defeat Bowser to gain access to all of his underlings, and the king himself.

## Mario Super Sluggers Secrets

### Special Ending

After beating Bowser the first time, challenge him again to witness an extended version of the ending.

### Minigame Madness

Complete all minigames on the star difficulty to unlock minigame madness.

### Baseball After Dark

Defeat Bowser Jr. in Challenge mode. (note: this options affects all stadiums except for Bowser's Castle and Luigi's Mansion.

### Hidden Stadiums

#### Bowser Jr. Playroom

Defeat Bowser Jr in challenge mode.

#### Bowser's Castle

Defeat Bowser in challenge mode.

#### Daisy Cruiser

Visit Peach Ice Garden's shop and purchase the "cruiser pass."

#### Luigi's Mansion

Visit Mario Stadiums shop and purchase the "Luigi's flashlight."

### Unlockable Badges

#### Buddy Badge

Add every character to your roster.

#### Error Item Badge

Gain access to every error item.

#### Play Badge

Complete all minigames and one round in Toy Field in challenge mode.

#### Stadium Badge

Unlock all of the stadiums.

#### Star Badge

Earn the star version of each character.