

如果我的金幣花光了，怎麼辦？

別擔心，您仍能參與遊戲！如果您沒有足夠金幣支付給銀行或其他玩家，只需支付您擁有的金幣即可。一個金幣都沒有？那甚麼事情都不會發生。下個回合努力前往「金幣」或「星星」格子就好了。



道具卡

不同時候可以使用不同的道具。某些道具必須在回合開始時，在轉動輪盤及移動前使用，有些則必須在對手開始回合時使用。**與庫巴決戰時不可使用「道具」卡！**當您使用「道具」卡後，將該卡放回牌組底部。記住：您最多只能擁有一張「道具」卡，但如果您再次停在「道具」格子，則可交換一張新卡。

同伴卡

同伴能為您在遊戲中提供增強效果！將同伴以面朝上方式放在您面前。只要您擁有同伴，他們的功能就會一直維持。如果您得到持有幸運數字的同伴，則其功能僅在常規遊戲中生效（例如：當有人轉動輪盤準備移動時）！但如果您在其他玩家結束回合後，才想起要用同伴，則代表您錯過此回合了！

記住：您最多只可擁有三張「同伴」卡。如果您再次停在「同伴」格子上，或者抽到相對應的「行動」卡，則可以交換一張新卡。

勝出遊戲

如果您擁有至少兩顆星星並抵達庫巴城堡，請轉動輪盤來與他決戰！您每擁有一顆星星，都可讓您轉出的數字 +1。（例如：您轉到 8 但擁有 5 顆星星，所得數字便是 13！）

轉出 12 或以上？

這就代表您成功擊敗庫巴並勝出遊戲！其他人需要統計自己的金幣和星星（1 顆星星 = 10 個金幣），判斷誰是第二名、第三名和第四名。

轉出 12 以下？

噢不妙！庫巴偷走所有金幣，並將您送回起點！您的回合隨即結束。



瑪利歐
★ MARIO ★



路易吉
★ LUIGI ★



碧姬公主
★ PEACH ★



耀西
★ YOSHI ★

超級瑪利歐
SUPER MARIO

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選擇您的路徑，前往庫巴城堡！

穿梭蘑菇王國，在過程中收集金幣、玩小遊戲並購買星星，為決戰庫巴做好準備。在轉出 12 或更大數字的決戰中，首名擊敗庫巴的玩家即可勝出遊戲！

超級瑪利歐
SUPER MARIO

包裝內含

遊戲板 • 輪盤(旋輪盤、底座、指針、數字紙板) • 4枚角色棋子 • 24枚星星(每種顏色4枚) • 60張卡(26張行動卡、10張小遊戲卡、10張同伴卡、10張道具卡、4張參考卡) • 95枚紙板金幣 • 儲物托盤

《生命之旅：超級瑪利歐》有什麼新玩法？



擊敗庫巴以勝出遊戲

這個遊戲與退休或賺錢無關。要勝出遊戲，您必須與庫巴展開決戰，並轉出 12 或以上的數字來擊敗他！



選擇您的道路

這個遊戲板上的道路滿佈分岔口和迂迴路段，您需要選擇探索哪個區域，以及何時動身前往庫巴城堡！



收集星星

花費金幣來購買星星！在與庫巴的決戰中，每顆星星都能讓您所轉出的數字+1。



參與小遊戲比拚

在小遊戲中與其他玩家比拚以爭奪獎品！

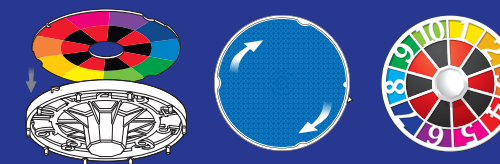
第一次玩

1. 從塑膠框中取出輪盤和底座。

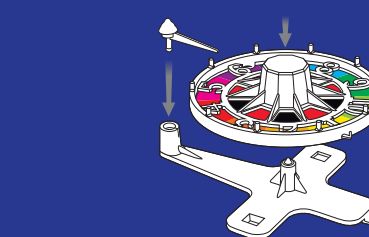
成人應謹慎從外框中取出所有組件，然後棄置外框。如有需要，清除組件上多餘的塑料。

2. 將數字紙板放在輪盤上，有顏色的一面朝外。

三個大凹口對齊輪盤上突出的部分。然後輕輕順時針轉動，以固定其位置。確保帶有顏色和數字的一面朝上。



3. 將輪盤和指針插入至底座。



4. 取出紙板金幣。

準備開始遊戲

1 將輪盤插入至遊戲板。

將底座的四個突出部分對準遊戲板上的孔。然後向前滑動底座以將其固定。

2

將「行動」、「小遊戲」、「同伴」和「道具」卡分成不同的牌組。洗勻卡牌，並以面朝下方式將每個牌組放在所有玩家觸手可及之處。

3

將金幣和星星（按顏色區分）放在儲物托盤上的相應部分。



4

每名玩家選擇一枚角色棋子，放在「起點」位置。

5

每名玩家各取：

5 (每個價值為 1)

1 (每個價值為 5)

遊戲開始

每個人輪流轉動輪盤，所得數字最大的玩家先開始！其後輪到左邊的玩家。

到您的回合時

轉動輪盤並按數字移動相應的格數！在第一個回合，您可以選擇前進方向。當您選好方向後，除非遊戲板出現分岔路，或者來到「水管」，否則不可更改方向。將您的角色棋子朝向前進方向，以免混淆。



如果途經「星星」格子，即使您有剩餘步數，您都必須立即停下。



如果途經橙色格子，則可選擇停下與否 - 您可以選擇在此停下，或者繼續按所轉出的數字前進！

2

您停在哪一格？查看「遊戲板格子」，看看會發生何事。

3

您的回合隨即結束！現在輪到您左邊的玩家轉動輪盤了！

遊戲板格子



金幣

領取（或失去！）格子所示數量的金幣。



行動

抽取最上方的一張「行動」卡，大聲讀出卡上內容，並依照卡上的指示行動。將用完的卡放回牌組底部。



小遊戲

抽取最上方的一張「小遊戲」卡，與其他玩家展開比拚以贏取獎品！然後將該卡放回牌組底部。



道具

可選擇停下：如果途經此格，您可以選擇停下並抽取最上方的一張「道具」卡。**自己留著該卡！**您的回合隨即結束。您手上只能保留一張「道具」卡，但如果您停在另一個「道具」格子，則可交換新的「道具」卡。（請參閱「道具」卡以查看更多資訊。）



同伴

可選擇停下：如果途經此格，您可以選擇停下並抽取最上方的兩張「同伴」卡。保留其中一張並以面朝上方式放在您面前，然後將另一張卡放回牌組底部。您的回合隨即結束。您最多可擁有三張「同伴」卡，但如果您再次停在「同伴」格子，便可以交換一張新卡。（如需更多資訊，請參閱「同伴」卡。）



水管

可選擇停下：如果途經此格，您可以選擇前往對應顏色的「水管」格子。您的回合隨即結束。



星星

立即停下！選擇領取5個金幣或花費10個金幣購買一顆同色星星。星星可在決戰庫巴時助您一臂之力！如果您選擇購買一顆星星，將一枚與格子同色的星星放到您的角色棋子底座上。每種顏色的星星只能擁有一顆。



庫巴城堡

當您至少擁有兩顆星星後，即可解鎖庫巴城堡！準備就緒後，您便可以前往此格，與他展開決戰。您不需要靠確切數字來到此格，但如果您經過此格則必須停下！每顆星星可在您轉出的數字上加 +1。轉出12或以上數字，方可擊敗庫巴！（詳情請參閱「勝出遊戲」。）



WHAT IF I RUN OUT OF COINS?

Don't worry, you're still in the game! If you don't have enough coins to pay the bank or another player, just pay as many as you have. Don't have any? Then nothing happens. Just try to make it to a coin or star space on your next turn.



ITEM CARDS

Different items can be played at different times. Some must be played at the start of your turn, before you spin and move, while others must be played at the start of an opponent's turn. **No item cards can be used in the fight against Bowser!** Once you use an Item card, return it to the bottom of the deck. Remember, you can only have **one** Item card in your hand at a time, but you may swap for a new one if you stop at an Item space again.



COMPANION CARDS

Companions give you a boost during the game! Keep your Companions face up in front of you - their benefits remain active for as long as you have them. If you have a Companion with a lucky number, their power is only activated during normal play (i.e. when someone is spinning to move) But if a player completes their turn before you remember to activate your Companion, you miss out that round!

Remember, you may only have **three** Companion cards at a time. You may swap for a new one if you stop on a Companion space again or draw an applicable Action card.



WIN

If you reach Bowser's Castle with at least two stars, spin to battle him! Every star you have boosts your spin by +1. (For example: if you spin 8 but have 5 stars, your total spin is 13!)

Spin 12 or higher?

You defeat Bowser and win the game! Everyone else counts up their coins and stars (1 star=10 coins) to determine who comes 2nd, 3rd and 4th.

Spin under 12?

Oh no! Bowser steals all your coins and sends you back to the start! Your turn ends.



★ MARIO ★



★ LUIGI ★



★ PEACH ★

超級瑪利歐
SUPER MARIO



★ YOSHI ★

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CHOOSE YOUR PATH TO BOWSER'S CASTLE!

Move through the Mushroom Kingdom collecting coins, playing minigames and buying stars as you prepare to fight Bowser. The first player to defeat him in battle with a spin of 12 or higher wins!

CONTENTS

Gameboard • spinner (dial, base, pointer, cardboard insert) • 4 character tokens • 24 star pegs (4 of each color) • 60 cards (26 Action, 10 Minigame, 10 Companion, 10 Item, 4 Reference) • 95 cardboard coins • storage tray

WHAT'S NEW IN THE GAME OF LIFE SUPER MARIO™?



Defeat Bowser to win

This game isn't about reaching retirement or collecting the most money. To win, you'll have to battle Bowser and spin 12+ to defeat him!



Choose your path

The path on this gameboard splits and loops, so you choose which areas to explore and when to head towards Bowser's Castle!



Collect stars

Use coins to buy stars! Each star boosts your spin +1 in the fight against Bowser.



Compete in minigames

Minigames let you battle other players for prizes!

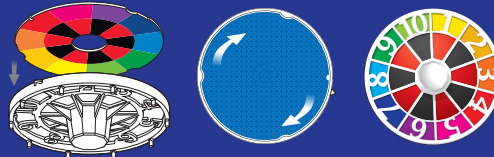
THE FIRST TIME YOU PLAY

1. Remove the spinner dial and base from the plastic frame.

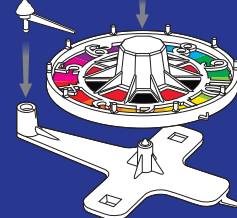
An adult should carefully remove all of the pieces from the runner frame, then discard the frame. If needed, remove excess plastic from the pieces.

2. Place the cardboard insert in the dial, with the colours facing out.

Line up the three large notches on the insert with the tabs on the dial. Then twist the insert clockwise slightly to lock it in place. Make sure that the colours and numbers line up.



3. Insert the spinner and pointer into the base.



4. Pop out the cardboard coins from their sheet.

SET IT UP

1 Insert the spinner into the gameboard.

Slot the four tabs of the base into the holes on the gameboard. Then slide the base forward to lock it in place.

2 Split the Action, Minigame, Companion and Item cards into separate decks.

Shuffle and place each deck face down where everyone can reach.

3 Place the coins and star pegs (separated by colour) in their sections of the storage tray.



4 Each player chooses a character piece and places it on START!

5 Each player takes:

x5
(worth 1 each)

x1
(worth 5 each)

PLAY!

Everyone spins and the highest spinner goes first! Play then moves to the left.

ON YOUR TURN

1 Spin and move that number of spaces!

On your first turn, you can choose which direction to go. **Once you've chosen a direction, you may not change course until the board splits or you travel along a Pipe.** Keep track of your direction by facing your character that way.



If you reach a Star space, you must **STOP** there immediately, even if you have moves left.



If you reach an orange space, it's an **optional stop** – you can choose to stop there or keep going the number you spun!

2 Where did you land?

Take a look at the BOARD SPACES to see what happens.

3 Your turn ends!

Now the player to your left spins!

THE BOARD SPACES



COIN

Collect (or lose!) the amount of coins shown on the space.



ACTION

Draw the top Action card, read it out loud and do what it says. Return used cards to the bottom of the deck.



MINIGAME

Draw the top Minigame card and battle it out with other players for prizes! Then return that card to the bottom of the deck.



ITEM

Optional stop: If you reach this space, you may choose to stop and draw the top Item card. **Keep it to yourself!** Your turn then ends. You may only keep one Item card in your hand, but you may trade for a new one if you stop on another Item space. (See ITEM CARDS for more info.)



COMPANION

Optional stop: If you reach this space, you may choose to stop and draw the top two Companion cards. Keep one and place it face up in front of you, then return the other to the bottom of the deck. Your turn ends. You can have a maximum of three Companion cards at a time, but you may trade for a new one if you stop on a Companion space again. (See COMPANION CARDS for more info.)



PIPE

Optional stop: If you reach this space, you may choose to travel to the Pipe space with the matching colour. Then your turn ends.



STAR

Stop immediately! Choose to either collect 5 coins or buy a star of that colour for 10 coins. **Stars help you in the fight against Bowser!** If you buy one, pop a star peg matching that colour space into your character's base. You can only have one star of each colour.



BOWSER'S CASTLE

Once you have at least two stars, you unlock Bowser's Castle! Whenever you're ready, make your way to this space to battle him. You don't have to land here by exact count, but if you reach this space, you must stop on it! Each star adds +1 to your spin. Spin 12 or higher to defeat Bowser! (See WIN for details.)

