

**Game Set-Up:**

*All players begin on the START area and roll a d6 to determine turn order.*

*Each player starts with 10 coins.*

*The first star location is placed. The star location is determined by rolling a d10. Numbered blue spaces are potential star locations.*

*The game will last 5 rounds.*

**Star Movement:**

*If a player passes through or lands on a star location during their turn, they may purchase a star for 10 coins. Immediately after purchasing a star (and before continuing a player’s movement), a new star location will be revealed.*

**Types of Spaces:**

***Blue Space*** – Gain 5 coins

***Red Space*** – Lose 5 coins

***Bowser Space*** – Roll a d6 to determine outcome

1 – BOWSER POTLUCK: Bowser steals 5 coins from each player

2 – BOWSER REVOLUTION: Bowser steals all coins and distributes them equally

3 – COINS FOR BOWSER: Bowser steals 10 coins from the current player

4 – BOWSER’S CURSE: Current player rolls 1 fewer dice next turn

5 – BOWSER SHUFFLE: All players move to the position of the player after them in turn order

6 – 100 STAR GIFT: ???

***Event Space (Boo’s Gift)*** – Roll a d6 to determine outcome

 1 – Steal a star from another player

2-3 – Steal 5 coins from another player

4-6 – Steal 5 coins from a random player

***Event Space (Yeti Bridge)*** – Angry yeti throws snowballs at you. Roll a d6 to determine outcome

1-2 – You are hit. Return to START

3-6 – He missed. Nothing happens

***Event Space (Warp Pipe)*** – Player must take pipe to the other pipe location

***Event Space (Chance Time)*** – Player acquires one Mushroom

***Toad’s Item Shop*** – Players may purchase an item as they pass through. Players may only hold 3 items

Mushroom – 5 coins – Player gets an extra d6 to roll on a future turn

Reverse Mushroom – 5 coins – Player can move backwards for one turn

Magic Lamp – 10 coins – Player immediately teleported to the star location

**Game End:**

*The game ends after the mini-game is played at the end of round 5. The player with the most stars (including stars purchased during the game and end-game bonuses) is the Paper Mario Superstar! Ties will be decided with coins, then mini-game wins.*

End-Game Bonuses – Roll d6 to determine which bonuses apply. Three unique bonuses will be selected. In case of a tie, all tied players will receive stars.

1 – COIN STAR: Player who earned the most coins throughout the game

2 – MOVEMENT STAR: Player with the highest dice roll total

3 – ITEM STAR: Player who acquired the most items

4 – HAPPENING STAR: Player who landed on the most event (green) spaces

5 – MINI-GAME STAR: Player who won the most mini-games

6 – PITY PRIZE STAR: Player with the least number of stars and coins before end-game bonuses