

# Super Mario Bros. Power Up Card Game

## Quick Reference

Players begin with 1 Question block card & 4 tokens

There are 4 steps in each round:

- Deal Level cards
- Keep or Trade Level
- Reveal and Modify Levels
- Score

## Overview

In the box are the instructions, 52 Level cards, 30 Question Block cards, and 50 Extra Life tokens. The winner is the last person to have extra life tokens.

### *Level Cards*

Level cards have your indicating level number in the top left, from 1-12, 12 being the highest points in the top left. There are also Castle Cards, which when received, must be immediately shown and guarantee that the player has the highest points for that round.

### *Question Block Cards*

Question Block cards have special instructions listed on each card. The top line lists the name of the card. The middle line instructs what the card can be used for. The last line on the Question Block card indicates when it can be played.

A Question Block card can be used on the player's own played Level card or an opponent's Level card depending on the instructions on that card. Some Question Block cards can be used in the beginning game play and others can be used anytime.

### *Extra Life Tokens*

All players begin with 4 tokens. The player with the lowest points in that round loses one token.

## Game Set Up

Game begins by passing out one (1) Question Block card (you may look) and four (4) Extra Life tokens to each player. The remaining Question Block & Level cards are placed face-down in their respective piles in the center of the table. Oldest player deals first.

# Game Play

There are 4 steps in each round:

- Deal Level cards
- Keep or Trade Level
- Reveal and Modify Levels
- Score

## Deal Level Cards

Play begins with the player to the left (P2) of the dealer. Dealer passes one Level card to each player facing down. Players are allowed to look at their card, but not show them to other players. If a player receives a Castle card, they should reveal it immediately and draw an additional Question Block card. Castle cards guarantee that the player does not lose that round.

## *Keep or Trade Level*

P2 now decides IF he wants to trade his Level card with player 3 (P3) to his left. If he chooses to trade because he has a low number on his Level card, the player on the left must trade UNLESS he has a defending Question Block card in hand. Keep notice, several cards have the capability to defend their Level card! Play now moves to P3. They may choose to keep their card or trade with player 4 (P4), and so on until the round has circled back to the dealer. The dealer then chooses whether to keep his card, or place the card face

up in the discard pile and draw a new card from the Level pile in the center.

## *Reveal and Modify Levels*

When all players have had the option to trade or keep their level cards, all players reveal their Level card and place it on the table in front of them. Any player with matching level numbers, draws another Question Block card.

Players now have the chance to play a Question card from their hand to modify their personal Level card value or decrease, trade, defend other cards, or steal an Extra Life token from another player.

Multiple cards may be played, and players may play cards in any order, but card effects DO NOT STACK. Previous cards that might have been placed on the Level card no longer apply, and only the most recent card played on each player's Level card is active and affects their Level value.

## How to Get More Question Block Cards

There are 2 ways to gather Question Block cards during the game.

- Place a Castle Card down - only that player picks up another Question Block card
- 2 or more players with the same number on the played

[www.LearnNewGames.com](http://www.LearnNewGames.com)

card. Only these players pick up another Question Block Card.

## Score

After all players have played their Question Block cards, level points are compared. All players with the lowest Level points lose one Extra Life token.

Cards are placed in their discard pile and the deal passes to the left. The new round begins again with the steps listed above. Play continues in rounds until only one player has Extra Life tokens left.

## Winning the Game

After all Level and optional Question Block cards have been played the player with the lowest level number in that round determines the loser for that round. That player must pass in one Extra Life token. The game is played in quick rounds; the player with the lowest point card loses a token.

The winner is the last person with extra life tokens.