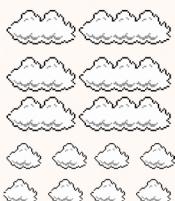
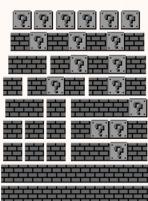
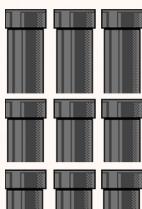
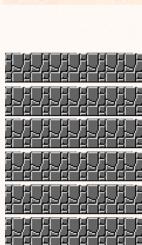


GAME RULES

Super Mario Odyssey ...the definitive Mario Odyssey game to test your patience

GAME AIDS

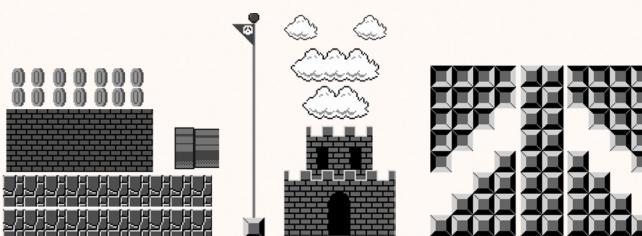


SET UP

1. Insert GAME CARD #5 into the Master Control Unit.
2. Turn the SPEED control to slowest setting.
3. Remove and unfold the clear MARIO ODYSSEY overlay.
4. Carefully cut out the included GROUND, PIPES, BRICKS, SCENERY, CASTLE, RAMPS, and SECRET ROOM overlay game pieces.
5. Determine who is Player 1 and Player 2 by coin toss (not included).
6. Player 1 takes the red MARIO player card and Player 2 takes the green LUIGI player card, set each card face up on either side of the Master Control Unit.
7. Player 1 covers their eyes while Player 2 assembles a challenging GAME MAP on the clear MARIO ODYSSEY overlay.
8. To prepare a GAME MAP begin by securing the GROUND game pieces along the bottom of the clear overlay using your collectible MARIO ODYSSEY ADHESIVE TAPE (included). HINT: leave some gaps in the ground to really challenge your opponent. Next add the CASTLE at the far right of the GAME MAP to indicate a finish line. Then add the flag a few inches to the left of that and a ramp a few more inches from the flag. Now place BRICKS, PIPES, and RAMPS across that rest of the GAME MAP.
9. Player 1 may now open their eyes.
10. Player 1 takes the copper color ENEMY CARDS and Player 2 takes the gold color POWER UPS CARDS. Shuffle each pile and set it on the coffee table within reach of the other player.
11. Find two adults to hold the GAME MAP overlay tightly on both ends. Instruct them to watch the television display and move it at a steady pace from right to left as the players move from left to right across the screen making sure that the active player's square doesn't cross the right side of the screen until the map reaches the end.

PLAY

Play begins with Player 1 as their HERO taking the left Player Control Unit and Player 2 as the OPPONENT taking the right Player Control Unit. The HERO player should begin with MARIO or LUIGI positioned on the ground at the left side of the screen. Each player should set their ENGLISH knob to the upright center position. The HERO uses the HORIZONTAL Control to move MARIO or LUIGI forward and backward staying positioned on the GROUND and the VERTICAL control to jump. MARIO and LUIGI may only jump up to five times their height. The HERO player must sing the MARIO SONG and make a BLOOP sound whenever they jump. If the HERO lands on top of a brick in the sky they may treat this as the new position for horizontal movement until they move off the BRICKS or jump again.



The HERO must also Jump onto PIPES. MARIO and LUIGI can jump over smaller PIPES but larger ones must be landed onto of. HINT: PIPES are often good places for enemy traps but sometimes it is worth trying to go down them anyway.

If the HERO hits any BRICKS from below the brick is considered destroyed and the HERO may no longer land in that position from above.

If a brick has a question mark the player instead draws from the top of the POWER UPS CARDS and places it down in front of them. COINS are set aside and the player must make a BING noise to indicate wealth. An ORANGE MUSHROOM protects the HERO from the next source of damage they take and the player should make a BOOP BOOP BOOP sound to indicate growth. A GREEN MUSHROOM gives the HERO an extra chance to run the map if they die. A WHITE FLOWER gives the HERO a fireball attack to destroy enemies ahead. A YELLOW STAR makes the HERO invulnerable to OPPONENTS and increases movement speed. Turn the SPEED control to its fastest setting for 10 seconds and sing the MARIO SONG at double time. To summon and shoot a fireball, set the ENGLISH control to the upright center position and press the RETURN button then collide with the fireball to shoot it forward towards the OPPONENT. Adjust the english to simulate the fireball bouncing off the GROUND and make a BLIP sound.

The OPPONENT begins by drawing 5 cards from the ENEMY CARDS deck, looks at them, and places them face down. The OPPONENT then positions themselves off the right side of the screen or under behind the GROUND if their monster card may attack from inside PIPES. When they are ready to attack they flip the corresponding ENEMY CARD over and attempt to collide with the HERO using movement determined by the monster type. A GOOMBA may only move left or right on the ground. A KOOPA TROOPA may jump 3 times their height while moving left or right. A PIRAHNA PLANT cannot move but can surprise the HERO by hiding and leaping straight up out of PIPES as MARIO and LUIGI pass by.

The HERO can destroy enemies and take their card by timing their jumps to land on top of the OPPONENT but if they miss judge and the OPPONENT collides with MARIO or LUIGI from the front or back they die or the OPPONENT takes any POWER UPS cards the HERO currently has, except COINS and STARS.

MARIO or LUIGI move to the right of the GAME MAP until they reach the CASTLE at which point they may attempt to jump as high up on the flagpole as possible by performing a jump and stopping the HERO exactly on the pole without overshooting it. After entering the CASTLE total up the score and switch roles.

SCORING

After each player has run and defended the current GAME MAP tally up all cards in each players inventory and Multiply it by the percentage of height MARIO or LUIGI reached on the flagpole. COIN cards are worth 10, STAR cards 100, Orange MUSHROOMS 25, FIRE FLOWER cards 50. All Enemies are worth 20.