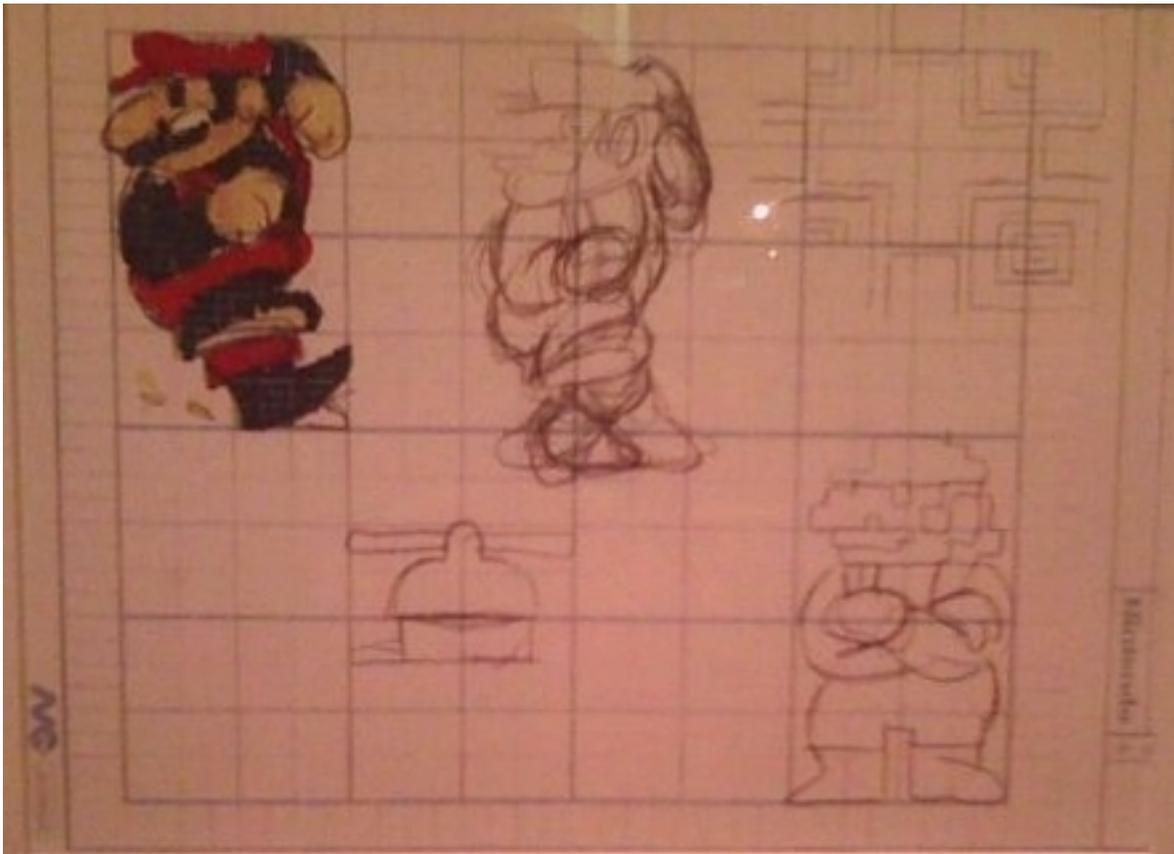


Mushroom Kingdom Stories



A roleplaying game for Mario, Luigi, the Princess, and Toad,
by hans chung-otterson

Mushroom Kingdom Stories is a whimsical game for four players. Pick a character (next page, bottom), then take its numbered *tags*, *two dice* of the appropriate color, *five coins*, and then pick a **goal**:

- *Get the people of the Mushroom Kingdom to recognize you as the hero you've always been*
- *Rescue the maid Daisy*
- *Confront Bowser*
- *Convince the Monarch of the Mushroom Kingdom to give you a post in court*

Stage One of **MK Stories** is played over 4 **rounds** of **events**. Over these rounds, players pursue their **goals**, and act as an **enemy** for other players.

To *reach your goal*, you have to win 3 **events** as your character. The check boxes on your character pace your pursuit. When you win an event, mark off a box. After both are marked, you are within reach of your goal: if you win the event where your goal is within reach, you reach your goal!

At the beginning of a **round**, players roll a die *onto* the **MK element** table, starting with Mario in the 1st round (the player on his left in the 2nd round, etc.) and going clockwise around until everyone has rolled both dice, one die at a time. Players are allowed to knock their dice into their own or others' as they roll. Mario (in the 2nd round, the player on his left, etc.) will then pick up one of his or one of someone else's dice. If he picks his, he will play an **event**, and another player will pick up Mario's other die, playing his **enemy** in this event. If he picks up someone else's, he will play their **enemy** in this event, and they will pick up their other die. After this event, we move clockwise and the next player starts an event in the same manner. Once all four have done this, we start a new round by rolling again on the **MK element** table.

The die that Mario picked up will have a number corresponding to one of his *tags*. In this event, that tag will give Mario one coin as normal plus one free coin that will be discarded at the end of the event. The die that his enemy picked up will correspond to a *tag* that will give Mario no coins in this event. If both are the same, the event plays as normal.

In an **event**, the **enemy** describes and elaborates upon whatever MK element was under the die she picked up. Mario describes and acts as Mario, saying how he's pursuing his goal, and using, talking to, or overcoming the MK element. This doesn't take long, and not more than 5 minutes. Don't rush; the event will naturally come to a head pretty quickly. When it does, and it's clear Mario is just about to step nearer his goal if he succeeds, then the other (non-enemy) players step in, and tell Mario how many out of his 5 coins he gets to use in the event, based on how many *tags* he **embodied** in the event. These players should be fair, but not overly generous. It should be a genuine judgment. Mario picks up this many coins from his coin pool.

The **enemy** has to use at least 1 coin from her pool, and she can add as many others as she wants. The others (non-character) can award the enemy 1 free coin (discarded after this event) if she **embodied** an *entertaining, whimsical, or challenging* roadblock for Mario.

Both players shake their coins and throw them down. Whoever has more heads wins. Mario has to get *more* heads than the enemy to win. If Mario wins, he describes how he wins the event and comes closer to his goal. If he loses, the **enemy** describes how he loses and is diverted to pursuing his goal in another way. Whoever wins discards the coins they used from their pool. Whoever loses keeps all the coins they used. If anyone ever **runs out** of coins, they get a fresh **pool of 3** coins. After everyone has played an **event** as their character, we start a new **round**, and everyone gets **another coin**. Stage One ends when we've done four rounds, also called **one story**. The rounds take place in the following locations—use them in your description of the Mushroom Kingdom:

1. The green gardens/ 2. The underground caverns/ 3. The sky-high mushroomtops/ 4. Inside the castle

Stage Two+ Keep your character, and make a new goal. Or make a new character, complete with new tags—someone you've met in an event, or some other denizen of the Mushroom Kingdom you know about. You can also write four new locations for a new **story**, or even a whole new event table.

Mushroom Kingdom Elements

A warp pipe to minus world	A lonely Goomba	The greedy Hammer Bros.	Bullet Bills shooting off into the horizon	A Spiny riding in Lakitu's cloud
An advancing Koopa Troop	Smarmy old Lakitu, making fun of you	A beanstalk stretching into the sky	A Koopa Troopa napping on the job	A Bad mushroom and a poisoned Shyguy
Two friendly, unintentionally dangerous Snifits	Birdo guarding a nestful of eggs	A Boo is in love with you	An old drawbridge over lava	Quicksand and fireballs
A box of Bob-ombs, one of which is lit	A treacherous giant squid	A bridge, assaulted by masses of flying cheep-cheeps	A Pokey on a patch of desert, between you and a stash of coins	A pair of Koopa Troopa deserters
A bumbling Paratroopa	The gates to a white fortress	A Pirahna Plant guarding a warp pipe	Big Bertha wants to play	Crying Lakitu, throwing Spinies from above



Mario
(red)



Luigi
(green)



Princess Toadstool
(pink)



Toad
(yellow)

1. Run
2. Jump
3. Fireflower
4. Inspire
5. Convince
6. Trust

1. Run
2. Jump
3. Iceflower
4. Humor
5. Con
6. Question

1. Run
2. Float
3. Mushroom
4. Demand
5. Entreat
6. MK law

1. Run
2. Lift
3. Star
4. Debate
5. MK history
6. Ramble