

# HOW to PLAY

# Get the MacGuffin

## DEFINITIONS

**The Tomb:** The cards that are set aside after initially dealing the cards.

**In Your Hand:** The cards you are holding. When you get a card, it usually goes in your hand to be played later. If asked you must reveal how many cards you are holding.

**On The Table:** These cards are Objects that belong to you, but are not in your hand. They do count as "having cards," but they're unaffected by Wheel of Fortune, Vortex, Switcheroo, or Can I Use That. An Object's power cannot be used on the same turn that you put it on the table.

**In Play:** Another way of saying "on the table." Cards in hand, in the discard pile, and in the tomb are not in play.

## FREQUENTLY ASKED QUESTIONS

**Q:** What happens if the last two players lose their last two cards at the same time? For example, what if I use The Fist of Doom to destroy the other player's MacGuffin when those are the last two cards in the game?

**A:** It's simply a tie. Enjoy your shared victory!

**Q:** What exactly is a MacGuffin?

**A:** It's a script-writer's term for the thing in the story which the characters are all trying to get their hands on. They may not even know what it is or why it's important, they just know they need to get it. A few examples include the Holy Grail, the Maltese Falcon, and whatever's in the briefcase in Pulp Fiction.

**Q:** Can you answer more of my questions online?

**A:** Yes! Please visit <http://faq.looneylabs.com/> for the latest questions and answers!

**Q:** Is there a sample game video I can watch online?

**A:** Yes! Visit [looneylabs.com/video-index](http://looneylabs.com/video-index) to find it!

## PLAYING WITHOUT A TABLE

This game can be played in a variety of situations in which most card games wouldn't work, such as sitting around a campfire, waiting out a dust storm, or even standing in a long line at an amusement park. To play this way, cards that would go face up on the table in front of a player are instead held with the rest of the player's hand, facing out. The player to the right of the current player holds the discard pile, with the box underneath, creating a tiny platform. The Tomb cards are stored inside the box. Take the box + discard pile from the previous player when your turn ends.

## CREDITS

**GAME DESIGN:** Andrew Looney

**ILLUSTRATIONS:** Alex Bradley

**PACKAGING:** Meredith Shelton

**PLAYTESTERS:** The team at Looney Labs, the Wunderland Toast Society, the Pyramid People, Captain Pump's Raiders, and numerous random gamers at parties and conventions.



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## OBJECT OF THE GAME

Be the last one with cards.

## NUMBER OF PLAYERS

2–11

## GOING FIRST

The player to the left of the dealer goes first.

## SETUP

Shuffle the cards and deal no more than 5 to each player. Each player must have the same number of cards, so stop dealing when there aren't enough cards for each player to get another. Set all extra cards aside without allowing anyone to see what they are.

## HOW TO PLAY

Turns proceed clockwise. When it's your turn you must do one of the following four things:

- 1) Play an Action:** Discard it and follow its instructions.
- 2) Play an Object:** Remove an Object card from your hand and place it face up in front of you.
- 3) Use an Object:** If you have an Object in play at the start of your turn, and the power of the card is currently applicable, you may activate the card's power. (Using an Object may or may not require that you discard the Object—read the card carefully.)
- 4) Discard an Object:** If you have an Object in play at the start of your turn, you may discard it as your turn action.

## ELIMINATION

If you have no cards, either in your hand or on the table, you are immediately and permanently out of the game.

## HOW TO WIN

When only one player remains in the game—with all others having been eliminated for having no cards left in either their hands or on the table—that player wins!

**That's it! You're ready to play! The rest of this sheet contains extra info and answers to questions that you might have after you start playing.**

## CARD POWERS

You do NOT need to study this before playing, but for reference, here's a complete list of all 23 cards and a short summary of what each does.



### The MacGuffin

If this is your only card, it becomes infinitely replayable.



### Backup MacGuffin

In the absence of the actual MacGuffin, this card is treated as if it were the real thing. Otherwise, it is worthless.



### The Crown

You must be addressed as "Your Majesty." You may pass if you have this in play, unless a MacGuffin is also in play.



### The Money

Discard this to buy an Object another player has in play, or a random card from their hand, and put it in your hand.



### The Rock

Can be used to discard the Scissors if that Object is in play.



### The Paper

Can be used to discard the Rock if that Object is in play.



### The Scissors

Can be used to discard the Paper if that Object is in play.

## ↑ OBJECT CARDS



### The Merchant

If just one player has Objects, steal one. If two have Objects, make a trade. If no one has an Object, do nothing.



### The Thief

Steal an Object another player has in play, or a random card from someone's hand, and put it in your own hand.



### Garbage Collector

Look through the discard pile, take any card, show it to the other players, and add it to your hand.



### Tomb Robbers

Without looking, take a random card from the pile of unused cards and add it to your hand.



### The Spy

Look at the cards in another player's hand.



### The Interrogator

The holder of the MacGuffin must reveal it (unless you have it yourself). If no result, the Backup MacGuffin is revealed.



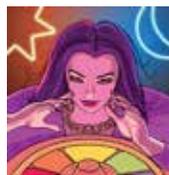
### The Assassin

Discard the Crown if any player has it in play. Otherwise, discard any Object in play or a card at random from a hand.



### The Fist of Doom

Discard any Object in play, or a random card from someone's hand if there are no Objects in play.



### Wheel of Fortune

All players must pass their hand to the player next to them. The person who played this decides the direction.



### Vortex

Cards from all players' hands are shuffled together and dealt back out clockwise, starting with the person who played this.



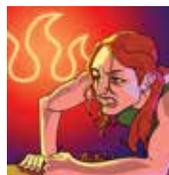
### The Switcheroo

Choose another player and trade hands with them.



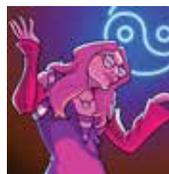
### Can I Use That?

Take a card at random from another player's hand and play it immediately as if it were your own.



### I'm Not Dead Yet!

If this is your last card of any kind, steal a card from another player's hand, or an Object other than the MacGuffin.



### The Shrugmaster

Shrug.



### The Hippie

Show the peace sign.



### Grand Marshal

Wave.

## ↓ ACTION CARDS