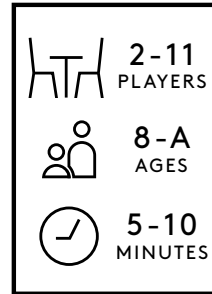


Get the MacGuffin

Quick Start Guide

The Goal: This is an elimination game. You win if you are the last player still possessing cards, either in your hand or on the table in front of you.



MacGuffin (n.)

the object in a story that everyone wants, but which might have little or no explanation as to what it actually is.

Setup: Deal each player the number of cards indicated. Put the remaining cards ("the tomb") face down in the center of the table. The player to the left of the dealer starts.

Each player gets a hand of just a few cards.



Used Actions go onto the discard pile.

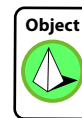
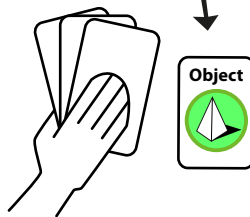


No one is allowed to look at the unused cards in the "Tomb."



Players	# of Cards
2-4	5
5	4
6-7	3
8-11	2

Objects in play go face up in front of you.



You are still in the game as long as you have cards in your hand OR an object in play.

On Your Turn: You MUST do exactly ONE of the following:

- Discard an ACTION and do what it says.
- Play an OBJECT on the table in front of you. (You may not use its power on this turn.)
- Use the POWER of an Object already on the table in front of you (placed previously).
- DISCARD an Object on the table in front of you (sometimes your best or only option).

When you have no more cards in your hand OR on the table, you are immediately and permanently eliminated from this game.

LAST PLAYER REMAINING WINS!