

Your First Game of MacGuffin™

You can download the game rules and Meta-Plot Booklet from legendaryquest.com

Getting Started

If you have just opened your game of MacGuffin, you will see that there are several boxes of cards. You'll need to gather the cards shown in the illustration from these decks if you want to play this scenario. You will need:

- 1) The violet-bordered Treasure Map MacGuffin Card.
- 2) The Chestnut Historical Society and Fiction Diction Coalition red-bordered Faction cards.
- 3) The following gold-bordered Character Cards: Malinda Bjork, Dimitri Markovic, Ormond Redman, Fiona MacGregor, Aideen O'Neill, Galena Black, Trent Corbeau, Dr. Sky Neelam
- 4) The following green-bordered Setting Cards: Official Cannon Park, A Twist of Rhyme, The Old Rostrum Estate
- 5) The following blue-bordered Trope Cards: Spending Spree, Hot Rod
- 7) The Temptation Sub-Plot Card.
- 8) All of the Lemon and Fan Mail cards.

Before you go any further, make sure the Main-Plot and Temptation Sub-Plot cards are ordered based on the clock icons in the lower-right corner of each card.

Each story has at least two factions vying for the MacGuffin.

Each story has a MacGuffin, which is some item of interest to all the story's characters. In this case, it is a Treasure Map.

Trait Cards apply additional traits to characters throughout the game. A couple are always laid out available for players to assign to characters.

Stacks of Fan Mail are placed in easy reach so players can reward one another.

The gold-bordered cards are Character Cards. Each player has their own character sitting in front of them. Other non-player characters are placed on the game board. The Dr. Sky Neelam card is shown on top of the stack of all other Character cards but is, itself, available for use as a bystander if needed.

A stack of Lemon Cards should be placed within easy reach of each player.

Scenario

The introductory game starts out with a scenario to help get your creative juices flowing. Before you start, read the scenario description aloud to everyone:



THE GOLD NUGGET MINE

The Chestnut Historical Society and the Fiction Diction Coalition held a charity event at the local bookstore to raise money to restore the Old Rostrum Estate and use it as a much needed library. The celebration started with the

start diggin fer gold. We gonna be richr n Jehova! I buried a map to the klame in a sigar boks undr the basmunt stars sos we dunt fergit where it is.” After the speaker finished reading the note aloud, the event quickly ended as the various members of the two groups suddenly remembered various pressing tasks they had forgotten to take care of.

Starting the Game

The person sitting in front of the Main Plot card stack will be playing the role of Fiona MacGregor. The other players should each pick a different character sitting on the table (off of the game board). After you finish reading the scenario aloud, the Quidnunc should go to Chapter 1 in the Meta-Plot Booklet and read the section for “Race to the MacGuffin” (the Main-Plot for this scenario) aloud. The other players should ad-lib responses to the questions as if they were acting the part of their characters and answering in the past-tense (as if the events of the story already happened long ago). Play then proceeds to the Temptation Sub-Plot section of Chapter 2. Play then goes to the next chapter, etc.

As players describe what happened in the story, if they describe a story element as having a trait on its card (without specifically stating the trait), any other player may recognize that fact by blurting out the trait, and “expending” the card by rotating it slightly. When this is done, both the describing player and recognizing player gain one Fan Mail point. (Fan Mail points are used in later chapters to bid on the Sub-Plot and Main-Plot endings, respectively.) All story element cards are reset at the end of every chapter.

reading of a recently

This is a Sub-PlotCard. Specifically, it is the Temptation Sub-Plot. In most games, there are two Sub-Plots, but to get things started quickly, this introduction includes only one sub-plot

The green-bordered cards are Setting Cards. They represent various locations where the events of the story transpire. The Sad Tire Junk Yard card is on top of a stack of all other Setting cards, but is, itself, available for use.



The blue-bordered cards are Trope Cards. They encourage players to bring in story elements pertinent to the story's genre. The Police Officer card is on top of the stack of all other Trope cards but is, itself, available for use.

Each story has a Theme, which is a question the story tries to answer.

discovered old dusty diary of Henry Rostrum.

As the diary was read, a slip of paper with writing on it fell out of the cracked binding. The person reading the diary picked up the note and read it aloud: “Jake, I dun traked down the sorse o the dust I fond at Ogopogo. Tis a vein richur n any I evr seen. Soon as we git the Gold Nugget Mine runin smooth like, we kin