

MacGyver : The Lost Episodes

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Given a random challenge and a ridiculous assortment of objects, figure out how you would solve the scenario.

Players are given a random challenge (like “repair the hot-air balloon”) and each receive a different set of objects (like “a map,” “duct tape,” and “a branch”) along with a few modifiers (like “on-fire, or “heavy”) with which to tell a brief story on how they’d complete the scenario. It’s then up to the judge on which story they like best. Judges rotate each turn.

Instructions:

Number of players: 3+ (*Probably best w/ 4+*)

Playtime: 20+ minutes

There are 3 decks of cards: Scenarios, Objects, and Modifiers.

Pick one player to be the judge for the first round.

The other players should draw 4 object cards and 2 modifier cards each. They keep these cards hidden in their own hand.

The judge draws a card from the scenario deck and puts it face up on the table so everyone can read it. The judge can then choose to further set the scene if they’d like, optionally introducing further objects, challenges, or themes. *Note: Any objects the judge mentions during scene setup become usable to the players.*

The player to the judge’s left goes first. Play continues clockwise.

The current player uses their object cards to tell a brief story about how they would solve the challenge scenario. They can use modifier cards only on their own object cards (not on themselves or any judge provided scene objects.) The player is encouraged to use as many cards as possible to tell the best story. What makes the story “best” is up to each judge. Sometimes it is absurdity, sometimes humor, sometimes realism.

Once each player has told their story the judge picks which one they liked best. Whichever player the judge picks gets to keep the object and modifier cards they used in their story as points in a pile. They discard the unused cards.

The losing players discard all the cards in their hand (whether they played them or not.)

The player to the left of the judge becomes the new judge and a new round continues.

The game ends when the first player reaches the point limit set at the beginning. We recommend 20, 30, or 40. It depends on how long you would like to play.