

# Legend of MOTHMAN

## Quickplay guide

You are a moth-man – part man, part moth - living among the humans. You suffer from dissociative identity disorder. Each player represents one personality and each personality has a different goal throughout the game. Events occur every turn and the players (personalities) vote on how MOTHMAN act during these events.

### Setup

Place the **GAME BOARD** in the middle of the table. The board contains a grid with a **STYLE (STY)**- and a **REPUTATION (REP)** axis, ranging from -5 to +5. The board also has a “**PRESS COUNTER**” ranging from 0-5.

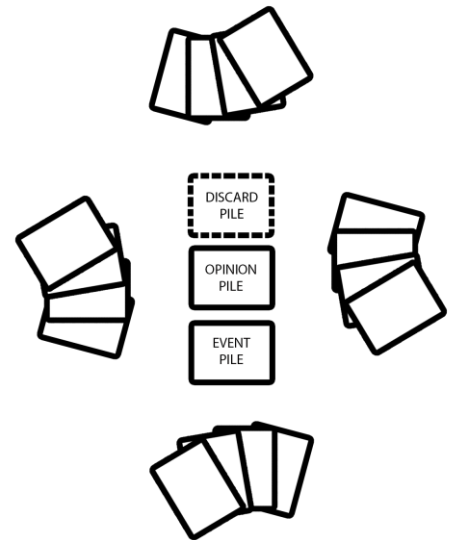
Place a **tracker on the 0** on both the **GAME BOARD** and the **PRESS COUNTER**.

Sort the cards into two piles – Opinion Cards and Event Cards. Shuffle these piles and place them somewhere where everyone can reach them. Example →

At the start of the game, each player is dealt one personality card, face down. This should be kept hidden from the other players. The card tells you what your goal is – e.g. to have a **+1 OR MORE REPUTATION** and **-1 OR LESS STYLE**, or to have **-1 OR LESS REPUTATION** and **-1 OR LESS STYLE**.

Each player then draws **4 Opinion cards** from the Opinion Card pile.

Opinion values range from 0 to 6 and represent how strong your will for a specific option is during each vote.



### How to play

1. Draw an **EVENT**-card and placed face-up on the table so everyone can see and read it. The card paints a scenario with two possible outcomes.
2. After the event-card is read, all the players place one of their **opinion-cards**.
3. The opinion-cards are shuffled - then turned face up.
4. The **OPINIONS** for each **OPTION** is added together.
5. If the **OPTION 1** cards total to more than the **OPTION 2** cards, **OPTION 1** on the event card takes place.  
If the **OPTION 2** cards total to more than the **OPTION 1** cards, **OPTION 2** on the event card takes place.  
If the total of both **OPTION 1** and **OPTION 2** are equal – nothing happens, and the event card is discarded.
6. Move the **GAME BOARD TRACKER** according to the outcome on the event card.  
**If STYLE (STY) or REPUTATION (REP) would become more, or less, than the maximum (-5, +5) – Move the PRESS COUNTER forward one step.**  
Move the **PRESS COUNTER** if the outcome has a **PRESS** event tied to it.
7. Everyone draws another card. Place the **OPINION**- and the **EVENT** card from this turn in the **DISCARD** pile.  
If there are no more **OPINION** cards – re-shuffle the **DISCARD** pile into a new **OPINION** pile.

Event Example

While out flying, you see a cat is stuck in a tree.  
What do you do?  
**OPTION 1**  
You fly up to help the cat. **+1 REP**  
**OPTION 2**  
Bark and squeak to scare it. **-1 REP**

### How to win

If either the **PRESS COUNTER** reaches **5**, or **there are no more event cards**, the game is finished, MOTHMAN is exposed to the public. How the newspapers portray MOTHMAN is dependent on his previous actions.

The personality whose goal matches the **GAME BOARD TRACKER** is the winner – that’s how MOTHMAN is seen by the general public. Multiple personalities can be crowned winners.