

MADMAN

THE RULEBOOK

SOME BACKGROUND...

Picture yourselves as science enthusiasts on the brink of madness, summoned to a clandestine auction. Here, with only a modest budget, you vie for the most valuable body parts on offer. Assemble a creature from the slippery, sticky, and even deadly components you acquire. This creation could be a defining moment in your careers and might even net you a tidy profit...

NUMBER OF PLAYERS

Four to six people

WINNING CONDITION

The player achieves the highest score wins the game.

SETTING UP

One player will take on the roles of both banker and auctioneer. Shuffle all the cards and lay them face down on the table, then position the game board at the center. Distribute twenty tokens to each player: two five-dollar tokens, three two-dollar tokens, and four one-dollar tokens. Any leftover tokens will form the bank's reserve.

THE AUCTIONEER

During the auction, the auctioneer can present the item to the players without revealing its attributes or functions.

THE BANKER

From the second round onward, the banker will distribute five dollars to each player at the start of every round. Players may borrow from the bank as needed. Should a player fail to repay the loan by the next trade phase, the bank will confiscate their highest-value card. If a player chooses not to engage in trades, they have the option to sell an auction item to the bank at its minimum price. Additionally, players are allowed to sell their crafted creatures back to the bank.

HOW TO PLAY

In the first round, seven cards are up for bid. Each has a minimum price on the reverse side. The auctioneer reveals a card, offering a description to the players. If it's a "body part" card, players can attempt to identify its attributes. Whoever guesses correctly can purchase the card at a dollar less than the usual rate. Bidding starts at the minimum price and can be raised in one-dollar increments. Post-auction, players can trade among themselves without revealing their card's value. There's no limit to trade volume, and players are free to buy or sell cards. Combining body parts with matching attributes can increase a creature's value. Completing a character with all original parts earns a bonus.

GAME PIECES

There are two types of cards in Madman: body part cards and item cards.

BODY PART CARD

Name ← MISS MERMAID

Value ← 3

Attribute →

MISS MERMAID'S UPPER BODY

Description ↑

ITEM CARD

Name ← AUCTION FORBIDDANCE

Value ← 3

FORBID ONE PLAYER TO PURCHASE FOR ONCE DURING THE AUCTION.

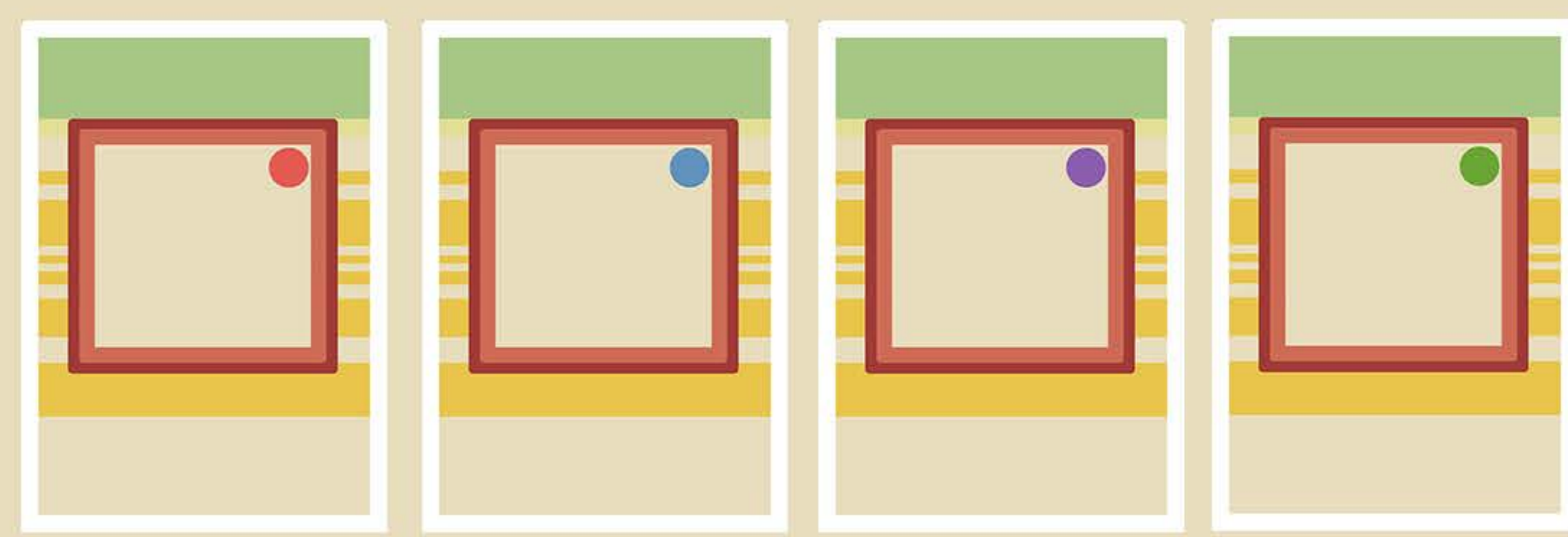
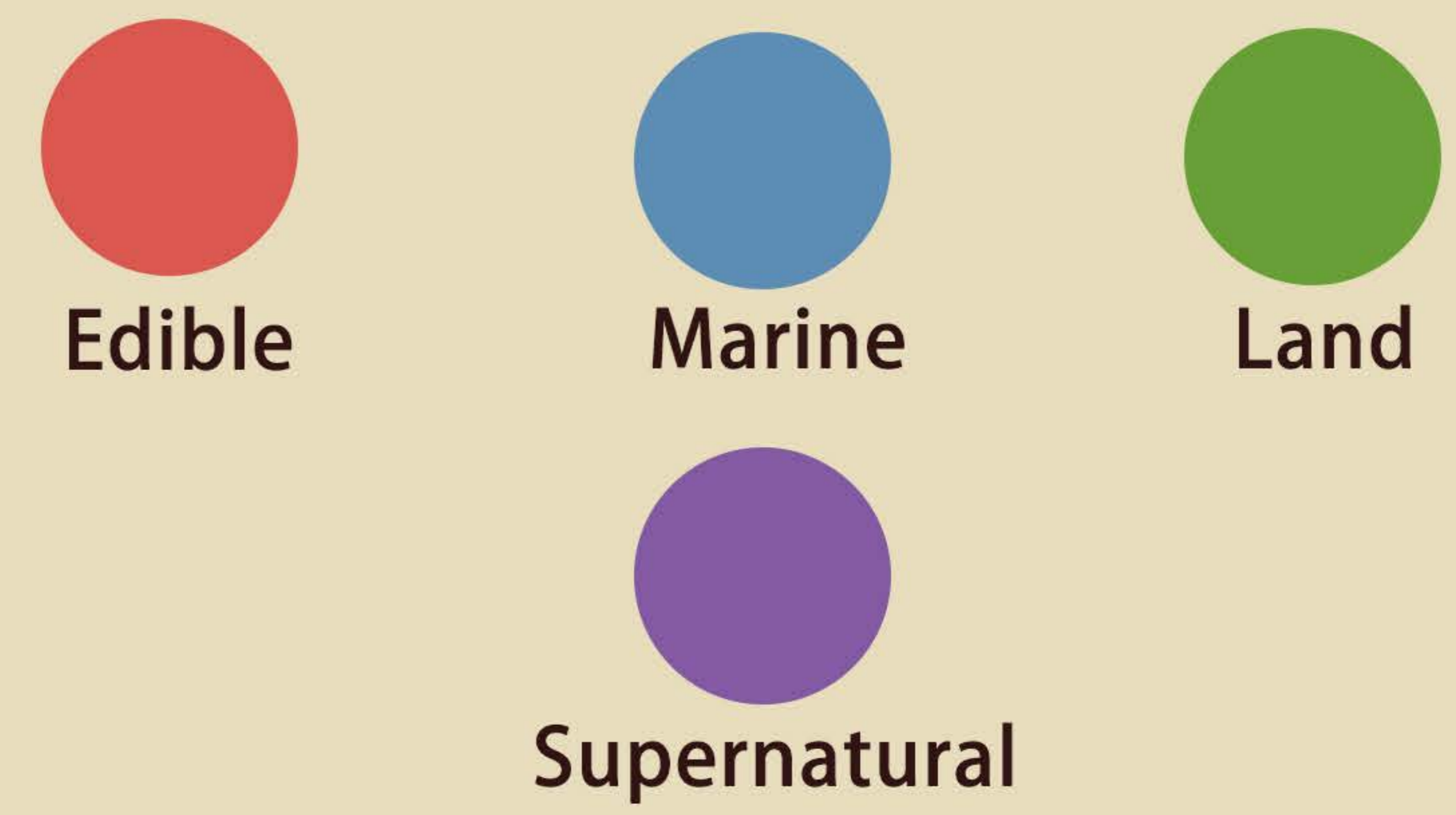
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PRICE

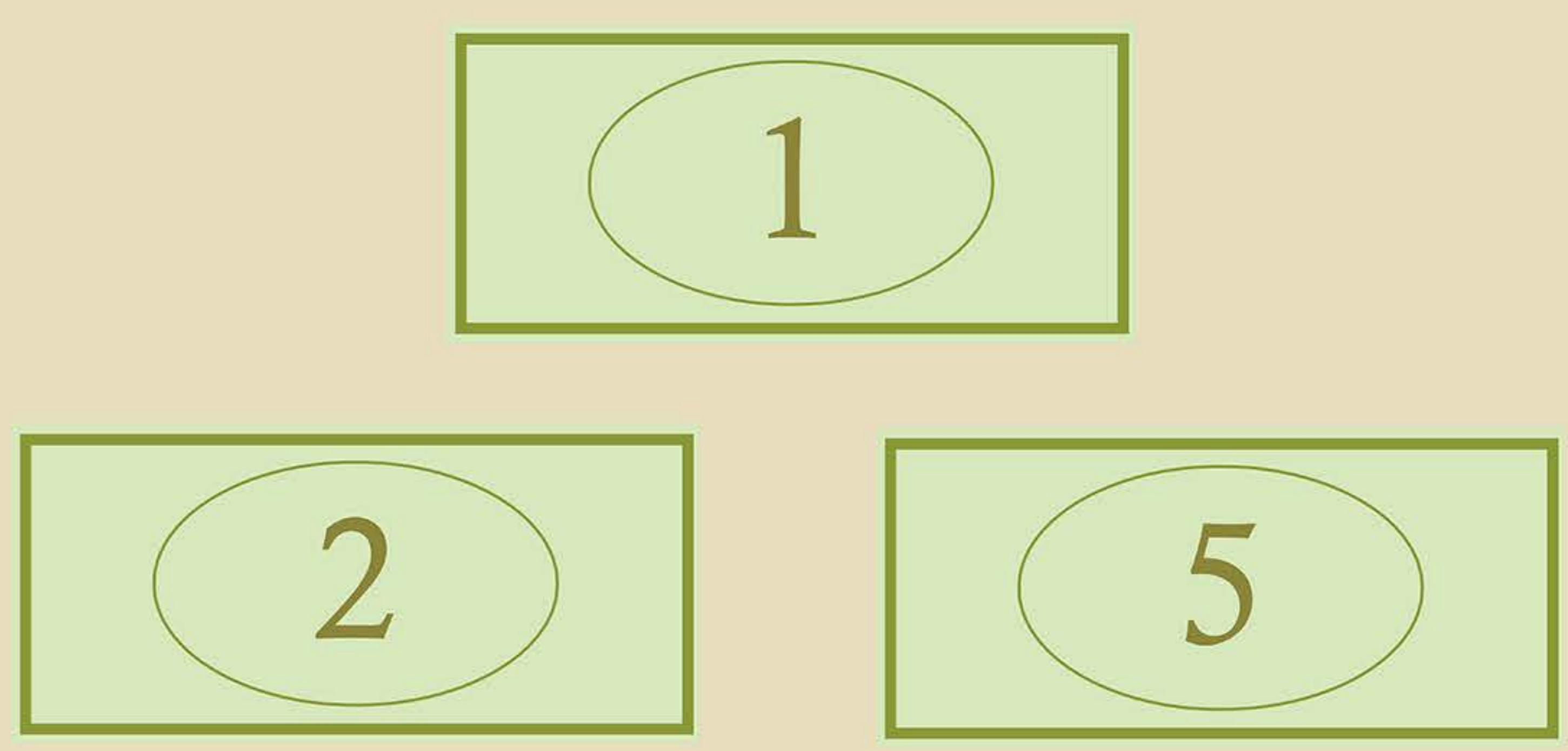
Each card comes with a price.



ATTRIBUTE



TOKEN



HOW TO SCORE & CHARACTERS

HOW TO SCORE?

YOU CAN...

PUDDING + PUDDING = DOUBLE YOUR SCORE!

COMBINE THE CARDS WITH THE SAME NAME.

AND FOR AN EXAMPLE...

ENGLISH BREAKFAST + POTATO CHIPS + MAN WITH GLASSES = TRIPLE YOUR SCORE!

COMBINE THE CARDS THAT HAVE THE SAME ATTRIBUTE.

OR...

CREATE YOUR OWN CREATURE!



GAME BOARD

