MADMAN

30 - 60 mins 3 - 6 Players Age 10 +

OVERVIEW

In the game "Madman," players enter a clandestine auction brimming with illegal deals and organ trafficking. Here, you will acquire various body parts, assembling them to create the most fearsome monster for the auction showcase.

GENRE & TARGET AUDIENCE

This game is suitable for players over 10 years old.

HOW TO PLAY

Beginning with the auction, each round will feature seven cards, each with its own minimum starting price. Players can borrow from the bank during the auction, but must repay their debt before the second round of trading begins. After the auction, players are free to trade with others, but must keep their card values confidential.

For more details, please refer to the rule book.



Players laugh about others monster



Players thinking what monster to form



RULES

- 1. Players must bid to buy cards from the auctioneer.
- 2. Item cards are available during the auction.
- 3. Players may borrow from the bank.
- 4. Trading is allowed between players or with the bank.
- 5. The game ends when the auctioneer's cards are gone; the winner is the player who forms three creatures and scores highest.

GAME SETUP

- 1. Assemble 4 to 6 players around a table and set up all the game pieces to begin Madman.
- 2. Choose one player to serve as both the auctioneer and banker.
- 3. Lay out all the assets, including body part cards, blank cards, item cards, and tokens. Position the cards face down on the table and place the token before the banker.
- 4. The auctioneer shuffles the cards and distributes \$20 from the bank to each player.



RESEARCHES AND INSPIRATIONS

Inspiration for many character cards in Madman is drawn from various characters, objects, and cartoons existing.





EARLY DRAFT & PLANNING SKETCHES

Of the three proposed prototypes for Madman, only one was selected and refined based on player feedback and suggestions.



- Rules:

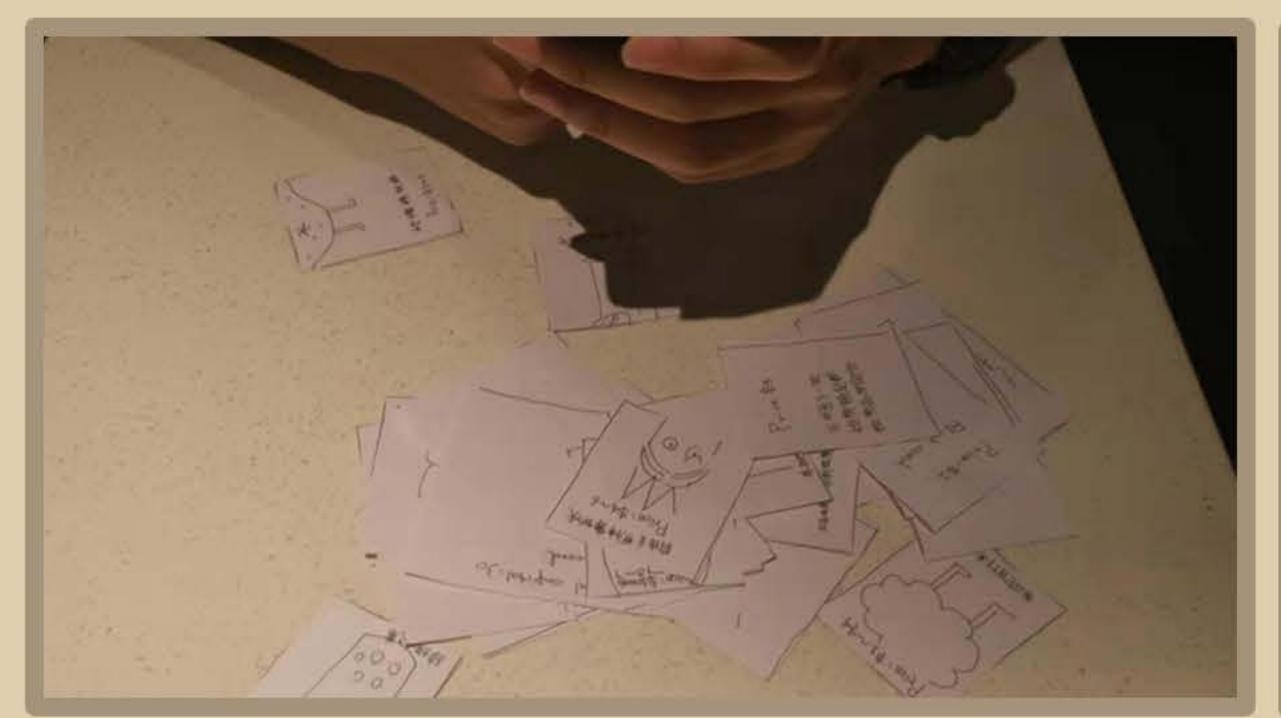
 One person should be chosen to be the auctioneer before the game starts. This person cannot participate in the game until there's a winner, and a new round is formed.
 There should be no less than four players in this game.
 All players should carry the same amount of initial capital before the auction begins.
 Players can purchase more than one auction item during the auction.
 Machines can only be used for a limited number of times but can produce a considerable but relatively
- stable profit. While players can sell the machines to other players after using them for a couple of times.

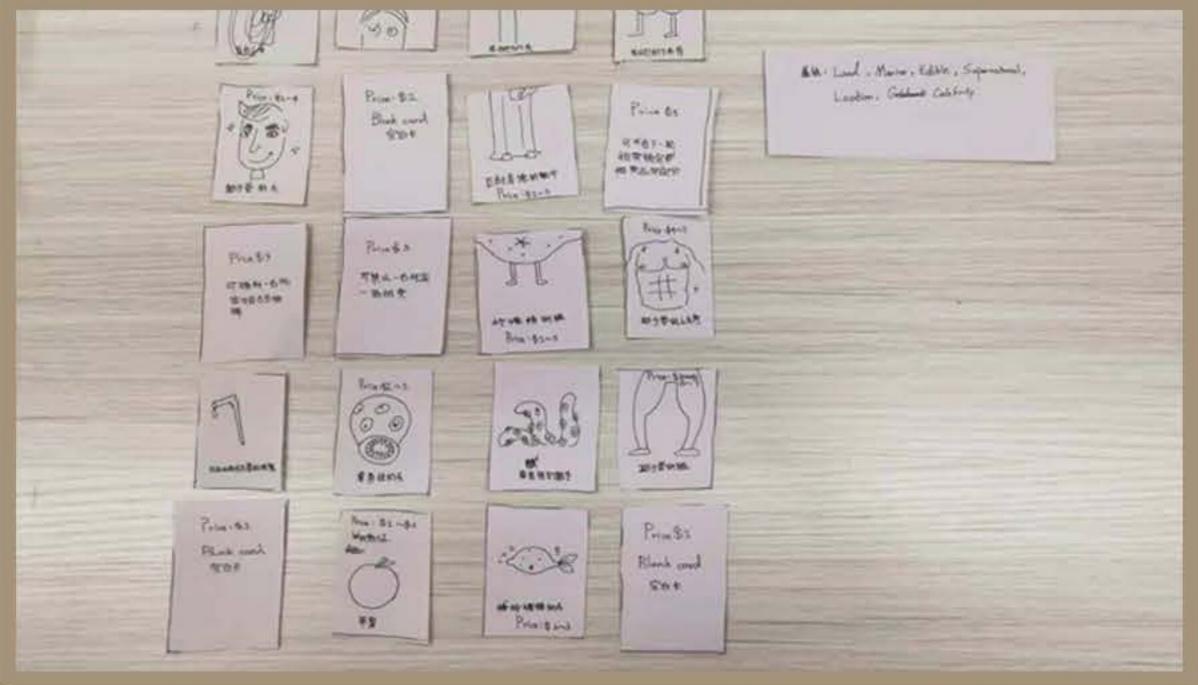
 -When the machines ran out of the number of use, the players can no longer produce body parts.

 -Players can set their price for their items while trading.
- -Players can assemble the body parts to create their creatures.
 -If the body parts are from the same category, players can gain double, triple, or even higher score by putting them together.



EARLY PROTOTYPE & REVISIONS





- 1. Unlimited auction bids, with a set minimum price.
- 2. Bid increments of \$1.
- 3. Introduction of a guessing round.
- 4. Inclusion of a banking system.
- 5. A single-guess opportunity in the guessing round: after revealing basic card details (e.g., item type, body part), players can guess its attribute. The first correct guess gets a \$0.5 discount on the item.

PLAYER FEEDBACKS ON TESTING

Kuang Letong: "The elaborate item cards give different chances to the game, which means the players have no idea about what will happen next. And that is the most attractive part of the game. "

Zeng Xucheng: "Not to mention, the best part I love this borad game is the trading section. It seems like a small demostration of what happen in the stock market haha."

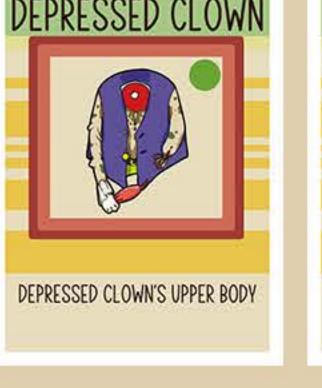
Chen Jianfeng: "I never get into a game like this one does and I am looking forward to the next game with Yanfei."

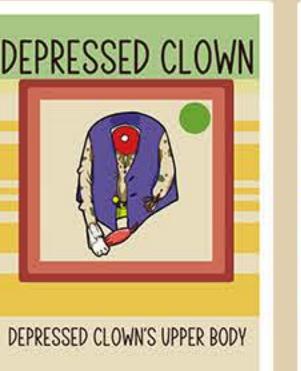


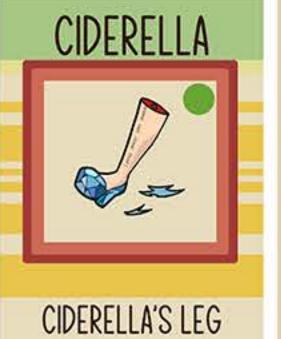


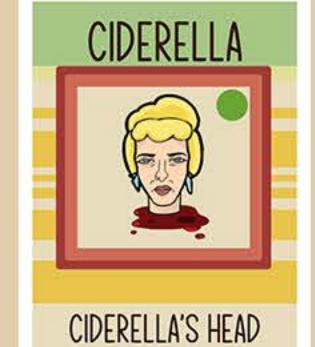
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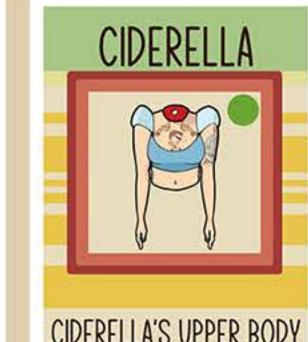


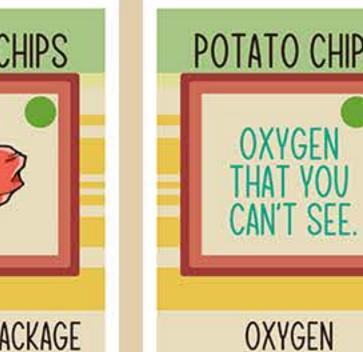


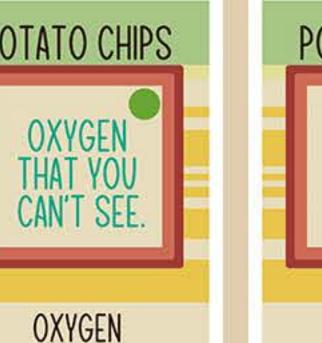


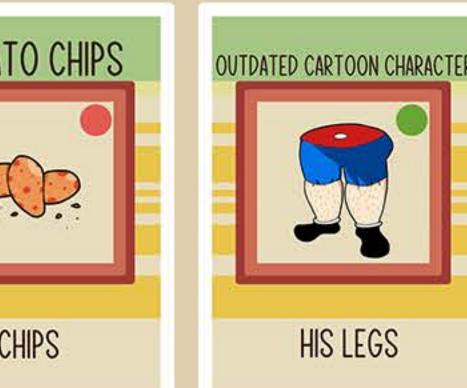


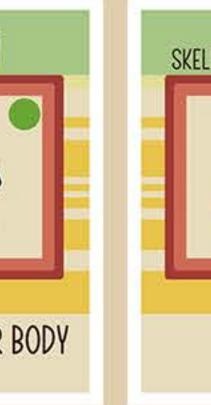


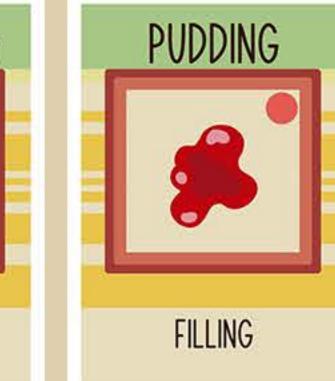






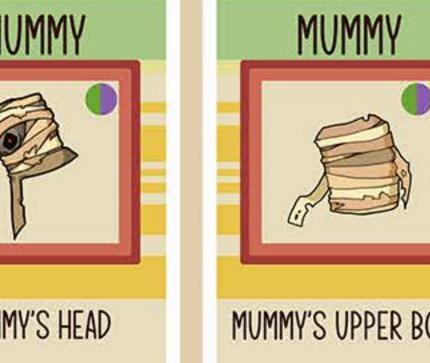


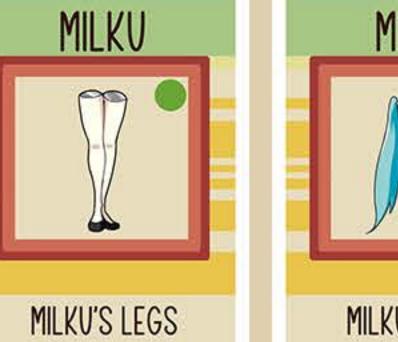


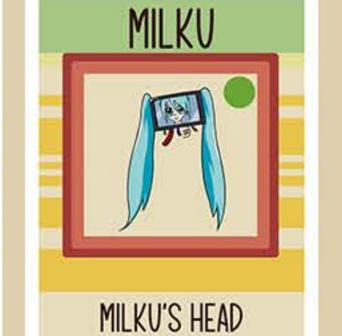






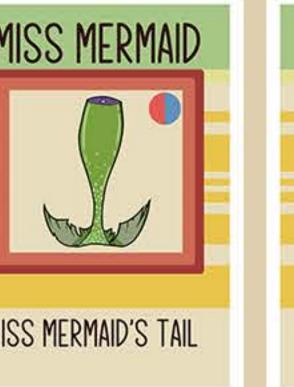




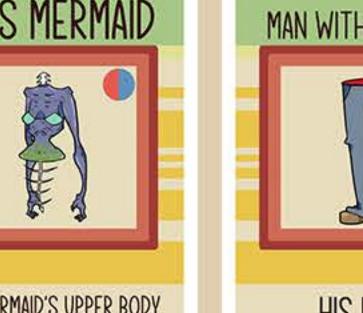


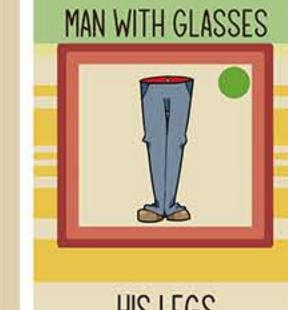




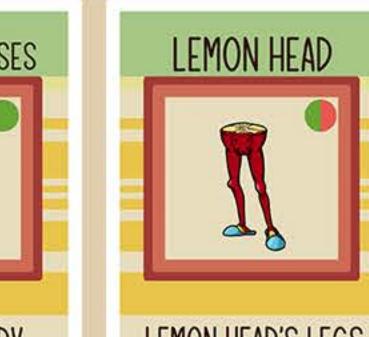


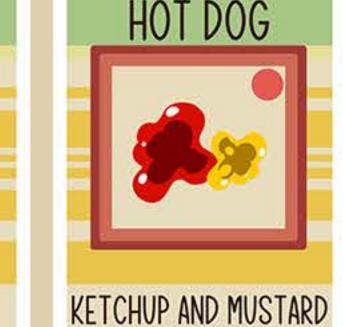




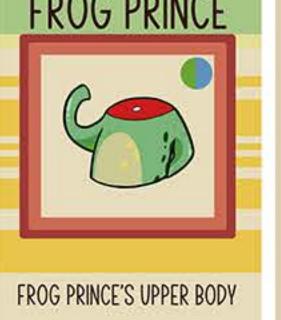






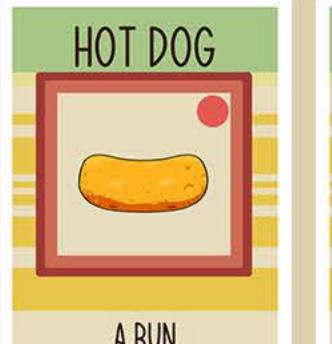




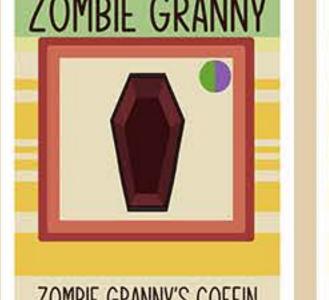


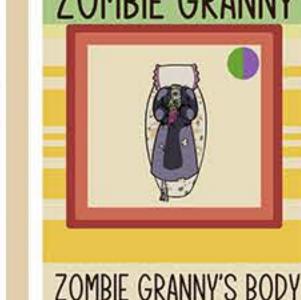


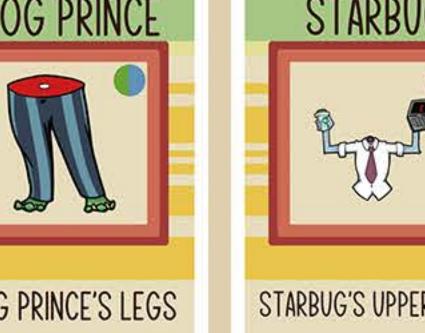






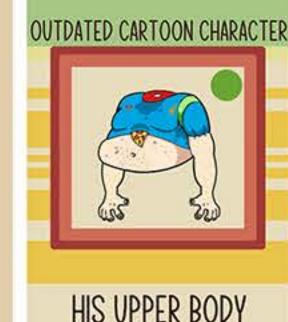




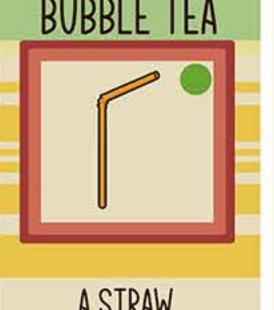




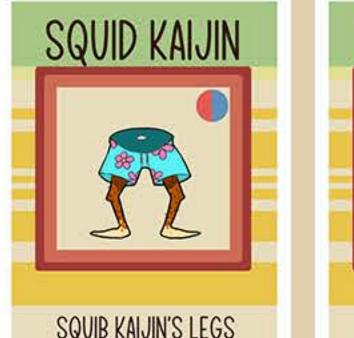








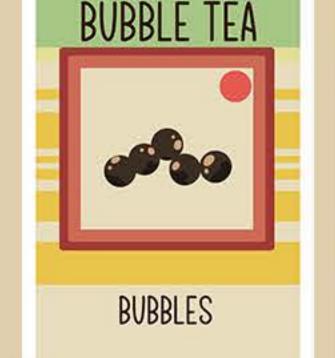


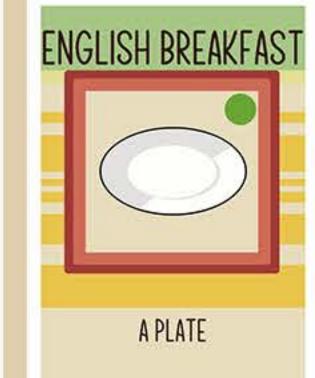


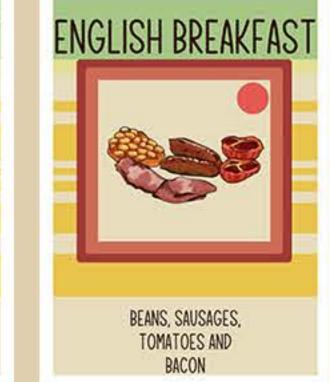


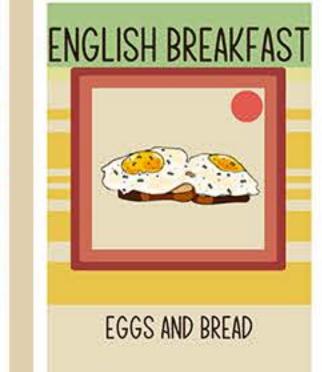


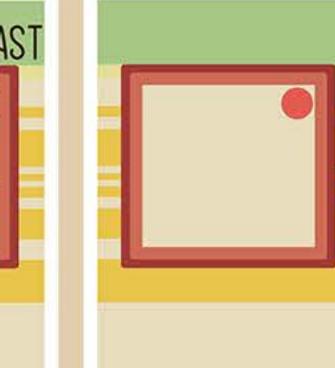


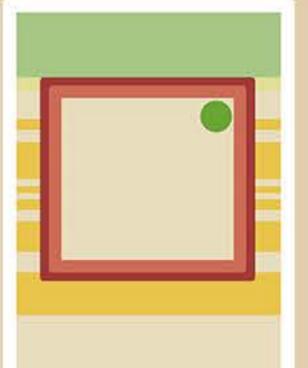


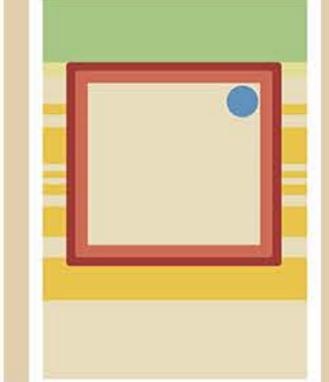






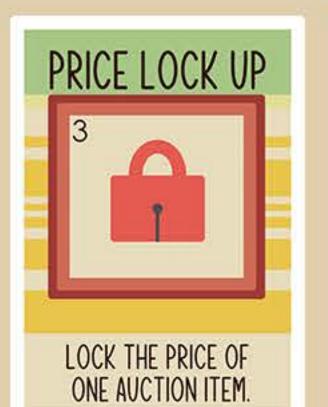


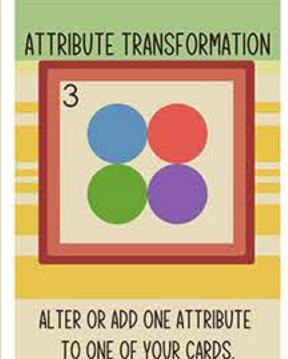






GAME PIECES

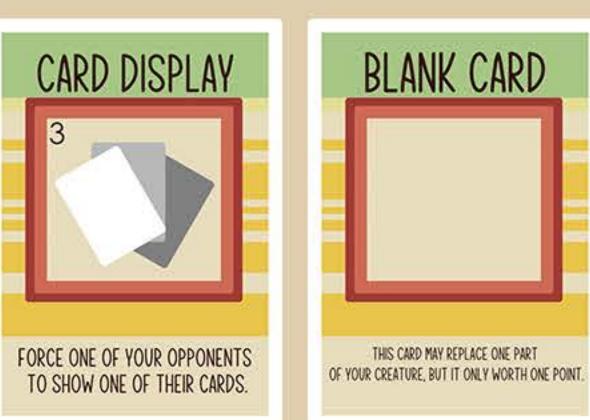














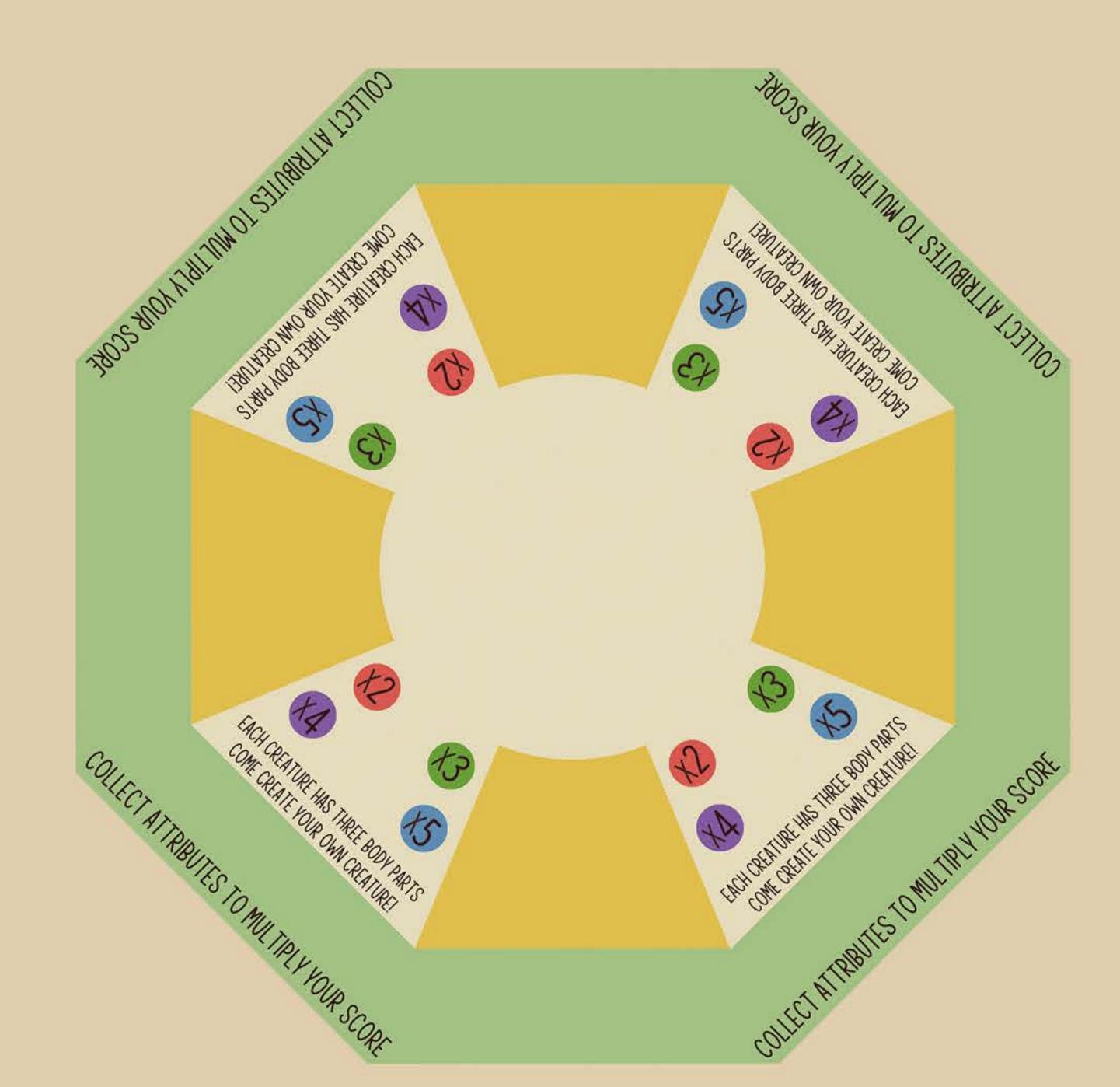
18 Item Cards





x 50





1 Game board

A little bit of background story.....

As a bunch of science maniacs who completely lost your mind, you were invited to an underground auction. In this auction, you can purchase not expose the attributes or the function of the the body parts that worth the most using limited funds, You will form a new creature from those slippery, sticky, or lethal substances. It would be another corner stone for your scientific career, and perhaps a small fortune.

Number of players: four to six people

-One player will be selected as the banker and the

-Take out and shuffle the cards, and place them on the table facing downwards. Take out the

game board, and place it in the middle of the ta-

Preparation of Madman:

-Each player is given twenty dollars divided as follow: two each of five dollars, three each of two dollars, and four each of one dollars. All remaining

Banker in madman:

money goes to the bank.

THE RULE BOOK

-Starting with the second round, and in each subsequent round, five dollars will be given to each player by the banker.

to repay before the next trading round, the bank shall take away his/her most valuable cards.

-If a player is reluctant to trade with other players, he/she can sell an auction item at its lowest price to the bank.

-Players can sell their new creatures to the bank.

Auctioneer in madman:

-During the auction, the auctioneer may describe the auction item to the players but may

-The auctioneer may not interfere with the trad-

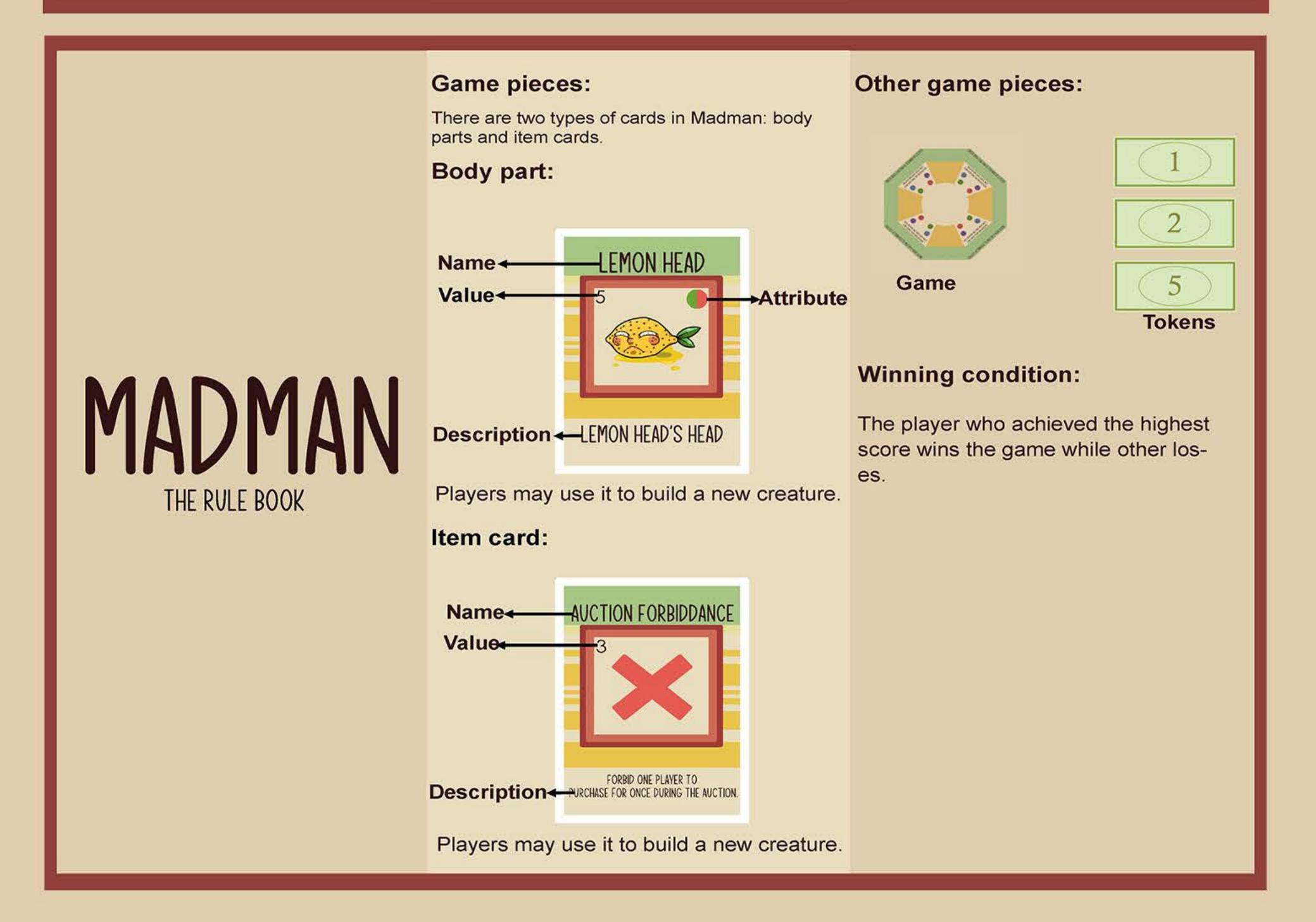
How to play:

Seven cards will be auctioned off in the first round. Each card has its lowest price written on the back of the card. The auctioneer will draw one card and describe it to the players. The player may guess the attributes of this card if it is a body part. The player who gets the correct answer shall get a chance to buy this card one dollar cheaper than others.

The price of the auction item is non-capped, and auction prices can increase by one dollar

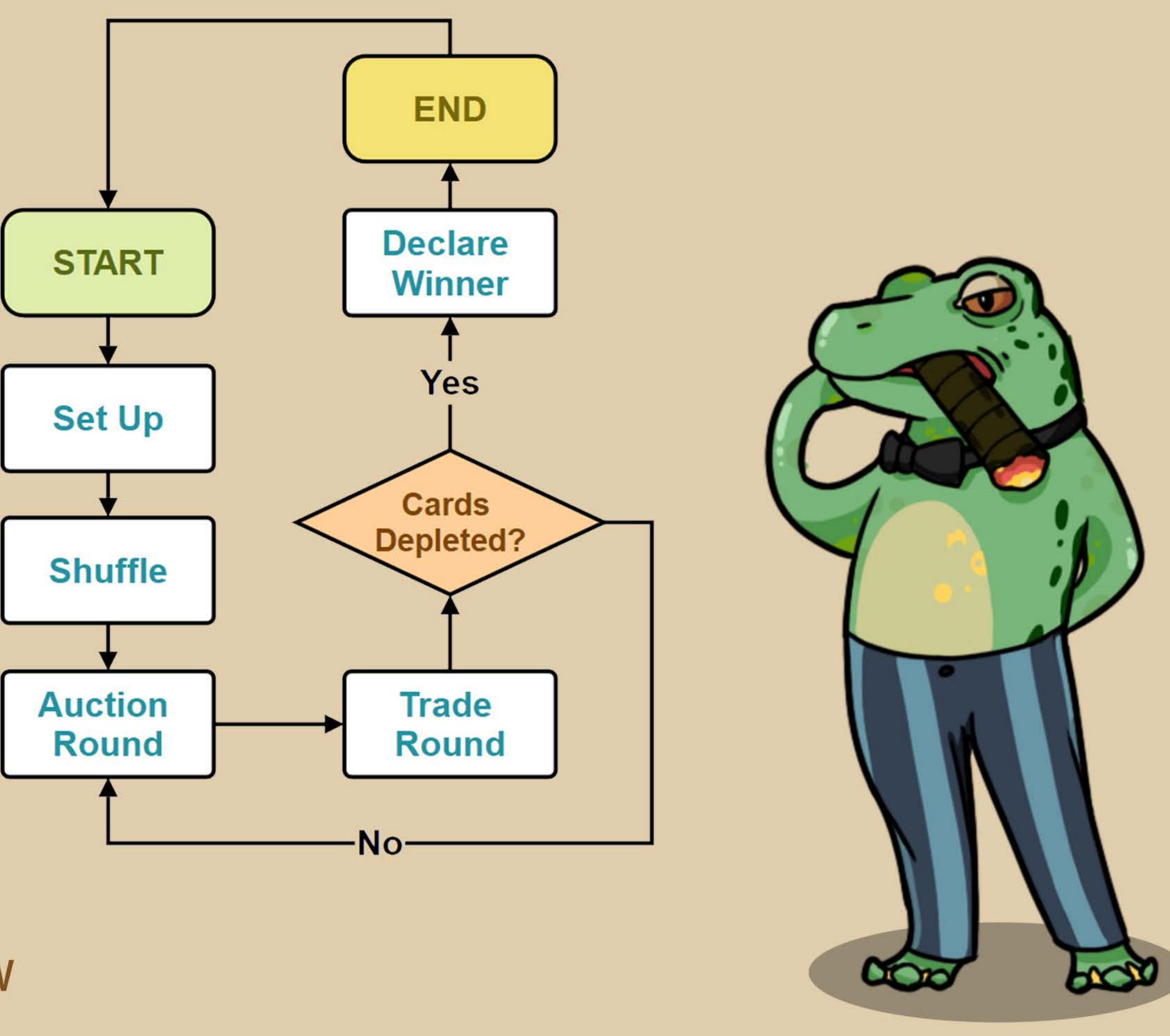
Players shall start trading with each others after the auction round, but they must not expose the value of the card to other players. The trading quantity is not limited, they can also purchase/ sell cards to other players.

Players may multiply the creature's value by -Players can loan from bank. If a player has failed putting body parts that have the same attributes together. Players may receive a bonus mark when they have created a character with all of their original body pieces.

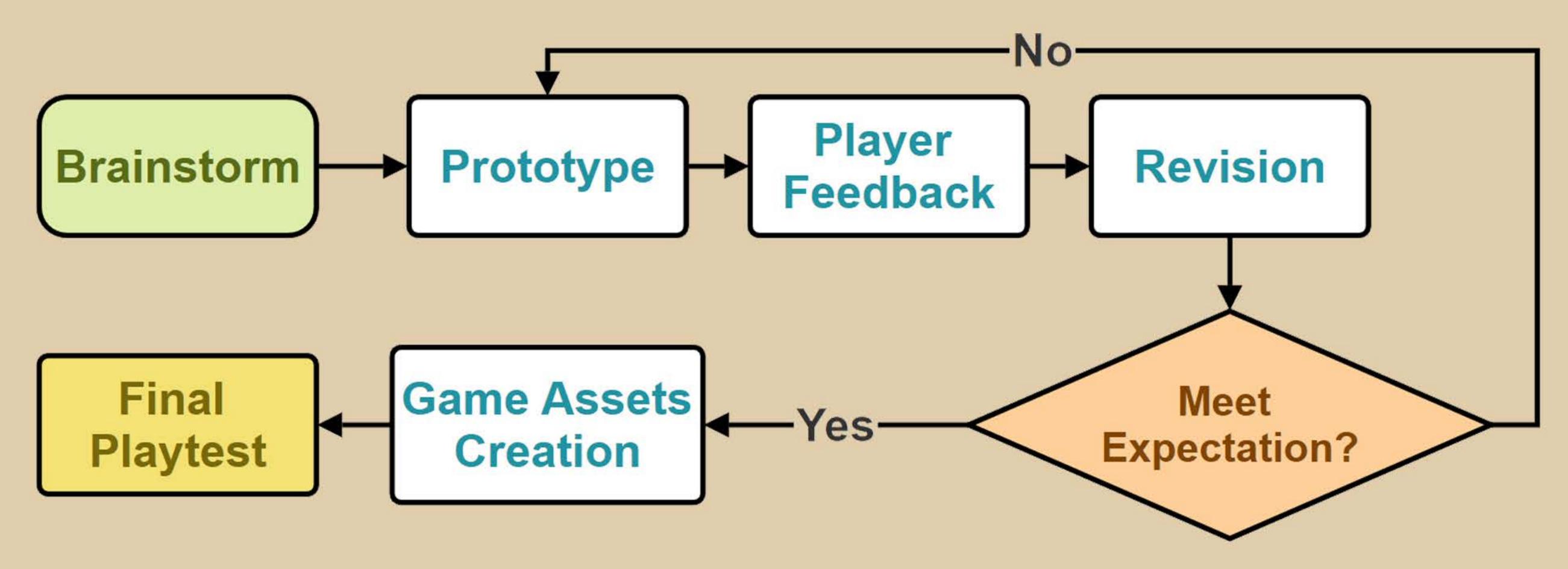


1 Rulebook

GAME FLOW



WORKFLOW



PLAYTESTS







