



Rulebook

Or just watch
this video!



GAME COMPONENTS

1 game board



12 figures



1 D10 die

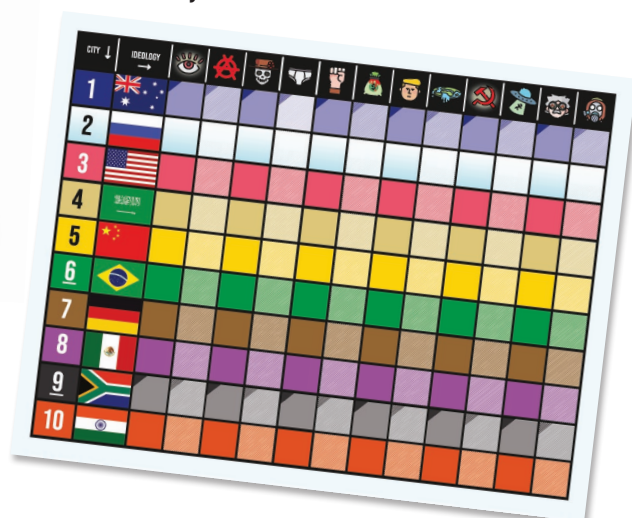


2 effect tokens

1 dry-erase marker



1 City List



4 rules cards



3 walls

132 playing cards



12X



10X



50X



40X



19X



1X

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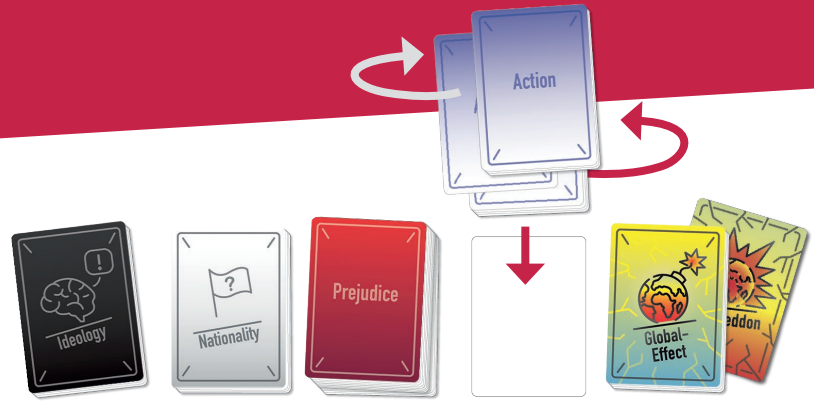
MANKIND MADNESS is about your secret nationality, a journey around the world, a bunch of Prejudice cards that you can use to your advantage or against others, and a lot of fun!

But beware: your actions can also harm the (social) environment and may ultimately even trigger Armageddon, leading to “game over” for everyone!

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1. SETUP

1 Shuffle Cards: Shuffle all 5 decks of cards (Ideologies, Nationalities, Prejudices, Actions, Global-Effects) and place them next to the game board.



2 Create the Global-Effects deck: Select 9 random Global-Effect cards, place them face down, and put the Armageddon card underneath. Place the deck next to the Global-Effects discard pile on the game board.

9X



3 Character creation: All players draw a Nationality and an Ideology, look at them, and place their Nationality face down and their Ideology face up in front of them. Based on the Ideology, each player takes a corresponding figure.

1X

1X

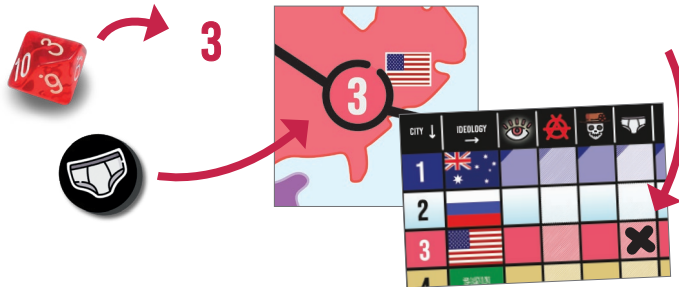


4 Introduction round: Everyone introduces themselves by stating their Ideology and its ability to the other players.



Hi, I'm Tommy, I'm a Welfare Willy, and I can draw 1 additional Prejudice if I forgo moving my figure on my turn. Peace.

5 Determine starting Capital: All players roll the ten-sided die and place their figures on the Capital City matching the rolled number. Each player marks this Capital in their City List. If a Capital is already occupied by another player, the player moves to the next higher available number.



6 Draw your starting hand: Each player draws 1 Action and 1 Prejudice card into their hand.

1X

1X



7 Who goes first: The player who feels the most underprivileged in our society! Everyone may describe the gravity of their fate in one sentence. The most convincing victim gets to start.



I constantly have pizza stains on my ribbed undershirt, but no spare change for the communal washing machine. And now I get weird looks!

I suffer greatly because I can see other people's weird auras, and the channelling coaching sessions I need every month are not covered by my health insurance! WTF!



2. QUICKSTART GUIDE

The most important things at a glance:

This quick guide is suitable for returning or experienced players to get started right away. If you still have questions, we recommend reading the following pages as well.

2.1 How Do I Win?

If you have **at least 6 victory points** and your figure is on the **Capital of your Nation**, you can reveal your **secret Nationality** and win the game.

Victory points consist of your **visited Capitals in the City List** and **all played Prejudices that belong to your Nation** (played Prejudices are placed on country-specific discard piles so that they are visible to all).

→ more on page 6

2.2 How Does My Turn Work?

1. **Draw phase:** Draw 1 Action and 1 Prejudice.

2. **Play phase:**

- **Free movement:** Move your figure 1 space.
- **Play hand cards:** Play any number of Actions and Prejudices.
- **Ability:** Activate the ability of your Ideology (if possible).

All activities in the play phase are optional and you can perform them in any order.

→ more on page 7

2.3 Rounds and Game End

Once you have finished your turn, the **next player in clockwise order** takes their turn, and so on.

Rounds: Before the player who started the game takes their turn again, a round is completed. Now, the top Global-Effect from the deck is revealed and read aloud. → more about Global-Effects on page 10. Then, the next round begins, and the first player takes their turn again.

Game end: The game ends as soon as the first player wins or Armageddon is revealed.

2.4 Quick-Effects

Cards with a lightning symbol can also be played outside of your turn – for example, to counter other players during their turn.

If a Quick-Effect is applied to the activation of another card, the Quick-Effect is executed first, before the effect of the other card takes place.

→ more on page 9

2.5 Global-Effects

At the end of each round, a Global-Effect is revealed and read aloud. It is placed face-up on the designated space on the game board and remains in effect for all players until the next Global-Effect is revealed.

Using Prejudices with global symbols will reveal additional Global-Effects.

If the last card in the deck, Armageddon, is revealed, all players lose the game.

→ more on page 9

2.6 Additional Rules

Stealing from players: If, during your turn, you land on the same space as another player (or they land on yours), you can randomly steal 1 Action from their hand, if they have any.

Confidentiality: If you learn the secret Nationality of one or more fellow players, you must not reveal it to the others.

Golden rule: In case of any disagreement about the rules during the game, the owner of the game has the final word. → more on page 7

*Have fun and may
the most reckless
nation win! :)*

3. VICTORY CONDITION

If you have **at least 6 victory points (VP)** and your figure is on the Capital of your Nation, you can reveal your secret Nationality and win the game. **As soon as the first player wins, the game ends.**

3.1 Victory Points

Victory points = All your Capitals in the City List (1) + All played Prejudices that belong to your Nation (2)

Tip: To visit a Capital, you only need to pass through it; you don't have to stay on it!

1

CITY	IDEOLGY	1	2	3	4	5	6	7	8	9	10
1	Russia										
2	Saudi Arabia										
3	China										
4	Brazil										
5	Football										
6	Rainforest										
7	Brazil										
8	Football										
9	Rainforest										
10	Brazil										

2

4 VP (from City List)
+2 VP (from Prejudices)
6 VP (Total)

6 VP + Standing on = WIN!

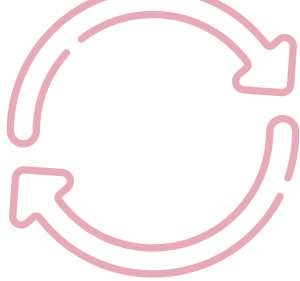
(Prejudices are placed on country-specific discard piles visible to all.)

EXAMPLE

If your Nationality is Brazil, you already have 3 Capitals in the City List ((1): Russia, Saudi Arabia, and China), and 2 Prejudices about Brazil have been played, then you have a total of 5 victory points. You only need to reach your Capital to gain the final victory point and win the game.

By the way: Visiting your own Capital also gives you a new entry in the City List (=1 victory point). Since you need to go there anyway, it's worth visiting it last (if you already have 5 victory points, for example).

Through the shared City List, everyone knows how many Capitals you currently have. However, since your Nationality is secret, only you know how many additional victory points you have from the Prejudices of your Nation. Only when you are in your home Capital and have at least 6 victory points, you reveal your Nationality to win the game.



4. GAMEPLAY

4.1 Turn Structure

Your turn always follows the same sequence and consists of the following 2 phases:

1. **Draw phase:** Draw 1 Action and 1 Prejudice.

2. **Play phase:**

- **Free movement:** Move your figure 1 space.
- **Play hand cards:** Play any number of Actions and Prejudices.
- **Ability:** Activate the ability of your Ideology (if possible).

All activities in the play phase are optional, and you can perform them in any order.

Once you are finished, the next player in clockwise order takes their turn, and so on.

4.2 Rounds

Before the player who started the game takes their turn again, a round is completed. Now, the top Global-Effect from the deck is revealed and read aloud (more information about Global-Effects can be found on page 10). Then, the next round begins, and the first player takes their turn again.

4.3 Additional Rules

Stealing from players: If, during your turn, you land on the same space as another player (or they land on yours), you can randomly take 1 Action from their hand, if they have any.

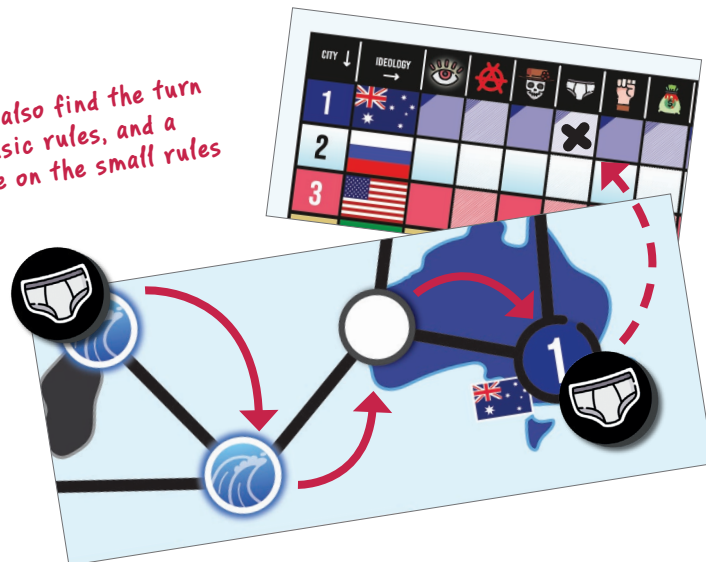
Confidentiality: If you learn the secret Nationality of one or more fellow players, you must not reveal it to the others.

Golden rule: In case of any disagreement about the rules during the game, the owner of the game has the final say.

4.4 Game End

As soon as the first player wins or Armageddon is revealed, the game ends.

Tip: You can also find the turn structure, basic rules, and a symbol guide on the small rules card!



EXAMPLE

Ben draws 1 Action and 1 Prejudice. Together with his starting hand, he now has 4 cards in his hand. He moves 1 space with his free movement, plays 2 Sprint Actions, and moves one additional space for each. He has visited a new Capital and marks it down. Then, he plays his Organ Donation Prejudice and steals a kidney from a fellow player. He saves the last card, a Prejudice, for his next turn.

5. HAND CARDS

LEGEND

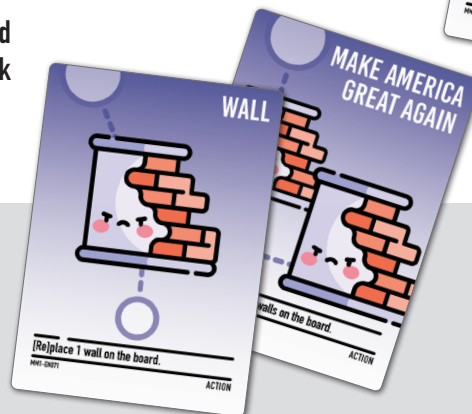
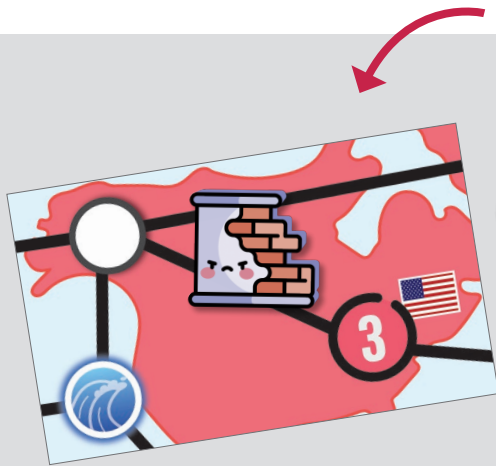
Your hand cards consist of two types of cards: **Actions** and **Prejudices**.

5.1 Actions

There are 3 types of Actions, each with single and double effects: **Poke**, **Sprint**, and **Wall**.

Actions can only be used during your own turn and are then placed on a discard pile.

If the Action deck is depleted, the discard pile is shuffled and used as a new deck face down.



Wall: Block a path with a wall, making it impassable. Alternatively, replace an existing wall by moving it to a different location to free yourself from entrapment.

Only one wall can be placed on a path!



Poke:
Move another player's figure.



Sprint:
Move your figure.

5.2 Prejudices

Each Prejudice is associated with a Nation and has a unique effect. Regardless of your own Nationality or position on the game board, Prejudices can be played by anyone.

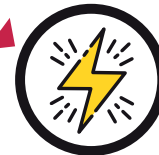
After activation, a Prejudice is placed face up on the discard pile of the corresponding Nation on the game board and counts as one victory point for that Nation as long as it remains there.



6. CARD SYMBOLS

LEGEND

Some Prejudices have symbols in the top right corner that grant them additional properties.



6.1 Lightning Symbol

Cards with a lightning symbol in the top right corner can be activated at any time, even during other players' turns. If a Quick-Effect is applied to the activation of another card, the Quick-Effect is executed first before the effect of the other card takes place.

EXAMPLE

Hannah activates the Prejudice „Freedom of Speech“ during her turn. She wants to place her fellow player Ben in custody for his next turn. Jan doesn't like this and activates (during Hannah's turn) his Quick-Effect card „Made in Germany.“ This Prejudice nullifies the effect of „Freedom of Speech“ and allows Jan to place Hannah in custody instead. Both Prejudices are then placed on the corresponding discard piles for Saudi Arabia and Germany.

Pro tip: Quick-Effect cards can also be countered by other Quick-Effect cards (as long as their condition is met). If this happens, the most recently played Quick-Effect card takes effect first.



6.2 Global Symbol

Prejudices with a global symbol have global consequences that affect all players. Immediately after the effect of the Prejudice is executed, a Global-Effect must be revealed and read aloud.

EXAMPLE

Hannah burns down her rainforest to gain more resources, drawing 1 Prejudice and 2 Actions. Since her action has global consequences, she must then reveal a Global-Effect, in this case, a flood that makes coastal cities impassable for all players.

Note: If a Prejudice with a global symbol is nullified or copied, the revealing of the Global-Effect is also nullified or copied!



7. GLOBAL-EFFECTS

LEGEND

The Global-Effect deck represents the health of the planet and primarily contains global catastrophes (e.g., droughts & world wars) that affect everyone.

Initially, the deck contains 9 Global-Effects and the Armageddon card beneath them.



At the end of each round, a Global-Effect is always revealed and read aloud.

It is placed face up on the corresponding field on the game board and remains in effect until the next Global-Effect is revealed.



Note: If no one manages to win the game before the last card in the Global-Effect deck, the Armageddon card, is revealed, and all players lose the game together.



8. CHARACTER ELEMENTS

LEGEND



1X



1X



8.1 Nationality and Ideology

At the beginning of the game, each player draws a Nationality and Ideology card.

The **Nationality** is secret and known only to you. It remains face down in front of you throughout the game and determines your victory condition. Your Nationality indicates the victory points you can get from Prejudices of your country in addition to your visited Capitals in the City List, and which Capital City you must return to in order to win the game.

The **Ideology** is public, determines your game figure, and grants you an individual ability.



8.2 Game Figures

Each player receives their individual game figure based on their Ideology card. With your figure, you can move around the game board and collect Capitals in the City List.



9. GAME BOARD

LEGEND

A world map with **cities** marked as spaces. **Paths** between these cities allow you to move from one city to another to complete your world tour. There are **3 paths** that lead over the **edge**, marked by arrows. You need a movement, just like with all other paths, to move your figure over the edge of the game board to the other side.



The **Global-Effect discard pile** is used for the active Global-Effect. All Global-Effects are placed face-up here, but only the top one is active.

The coloured **discard fields** at the edge of the game board are used to place the already played **Prejudices** of the respective nations.

The spaces on the game board are divided into three city types, which are relevant for certain card effects.



Capital City



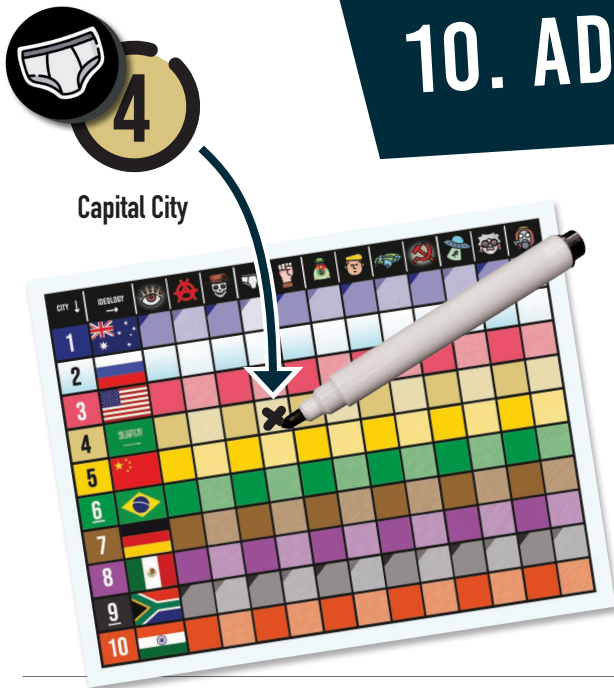
Village



Coastal City

10. ADDITIONAL COMPONENTS

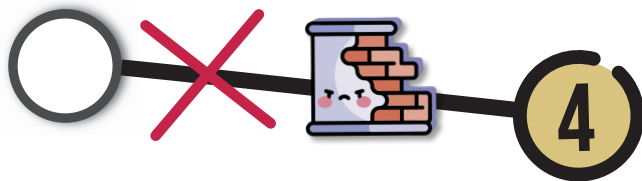
LEGEND



10.1 City List

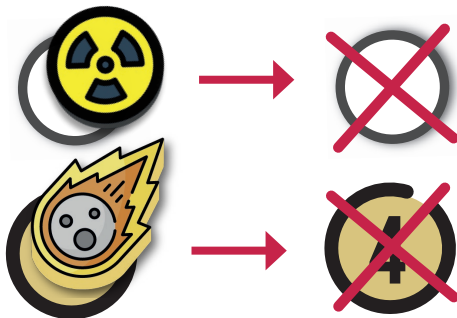
Whenever you pass through or stop on a Capital City (a space numbered from 1 to 10) that you haven't visited before with your figure, you gain a Capital in the City List: Mark the box in the City List where the row of the corresponding Capital City's nation intersects with the column of your Ideology.

If a visited Capital is removed, remove the mark from the List. If you lose the Capital City you are currently on, you immediately regain it.



10.2 Walls

Paths are drawn between cities on the game board, allowing movement to other cities. If a wall is placed on a path, it cannot be crossed until the wall is removed. There are a total of 3 walls that can be brought into play and relocated through card effects.



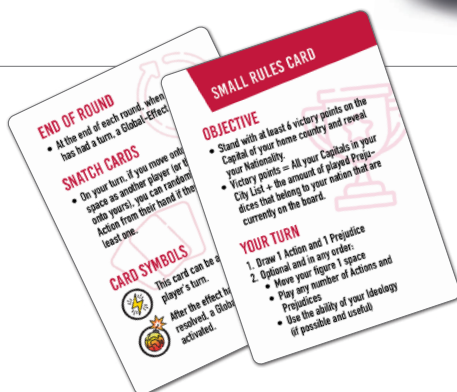
10.3 Tokens

The Nuclear and Meteor tokens are brought into play by certain card effects and placed on the game board. The city or space where they land is no longer passable for the rest of the game.



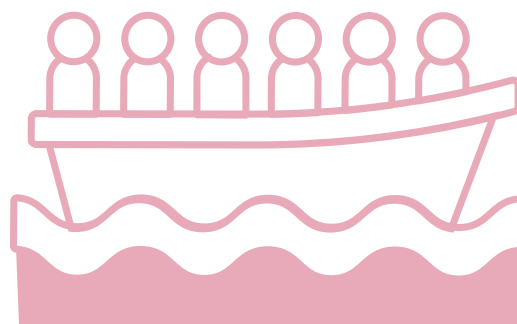
10.4 D10 Die

The ten-sided die is used to determine the starting Capital City and is also relevant for certain card effects.



10.5 Rules Card

A quick reference guide for the most important rules, including victory conditions (page 6), turn sequence (page 7), and card symbols (page 9).



11. GAME MODES + VARIANTS

You can customize your MANKIND MADNESS experience according to your own rules. Here are a few recommendations:

11.1 Quickie

Quick fun! Over before it begins! Reduce the victory points needed to win to 4 and reduce the cards in the Global-Effect deck to 6 + Armageddon.

Guaranteed 5-20 minutes of enjoyment.

11.2 FULL GAME

Want to play longer? HAVE MORE PREJUDICES? Increase the victory points needed to win to 9 and increase the cards in the Global-Effect deck to 12 + Armageddon.

1-2 hours of uninterrupted fun.

11.3 After Me, the Deluge (Difficulty: Veggie)

Are you terrified of the apocalypse? We understand and offer a pleasant mode: Play with all 19 Global-Effects in the deck. Free from the fear that you, your cat, or your lousy neighbour will kick the bucket anytime soon.

11.4 Standard Mode (Difficulty: Medium-Rare)

Perfectly cooked. 6 victory points, 9 Global-Effects + Armageddon.



11.5 Reality mode (Difficulty: Bloody)

The ultimate reality check! Can anyone make it home before Armageddon?

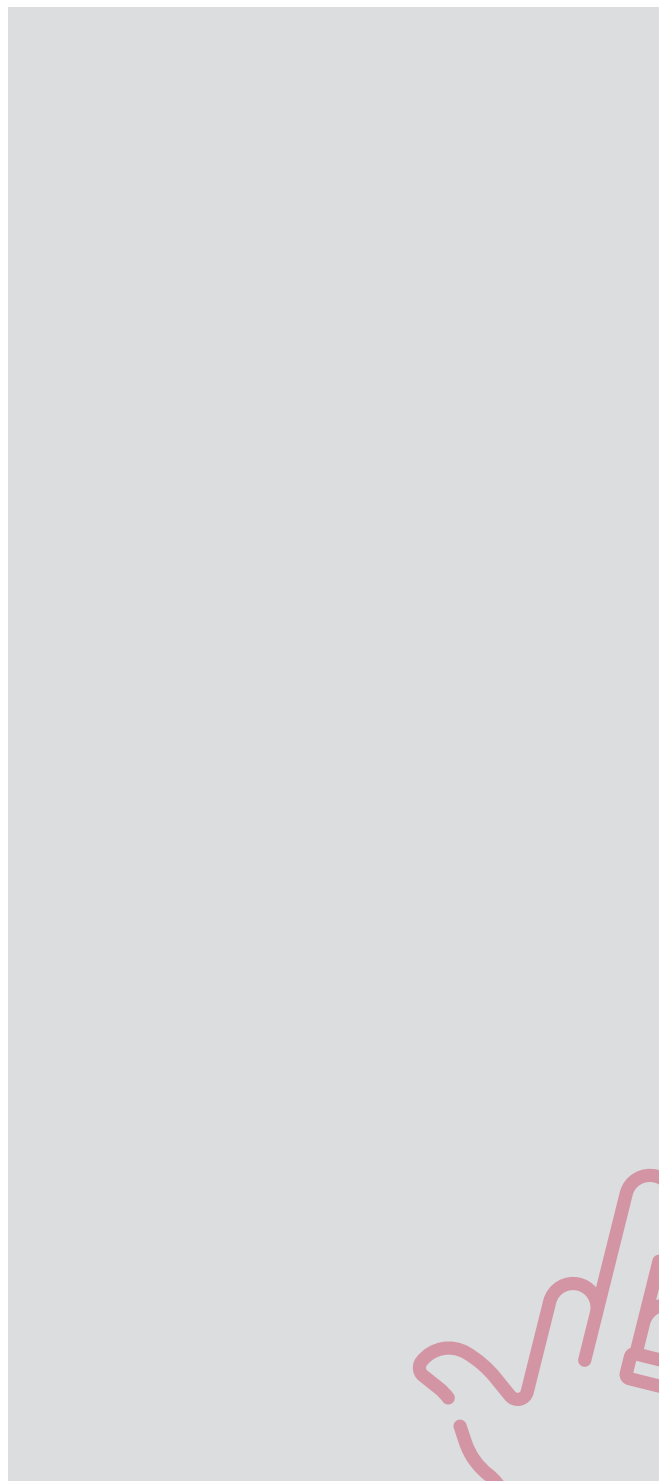
You must work together, or you won't stand a chance!

6 points, 6 Global-Effects — consisting of Lockdown, Drought, Cancel Culture, Inflation, Floods, and Human Error.

11.6 Do Whatever You Want!

Get creative! Spice up your gaming experience with your own rules that apply only to your game.

Record them here for posterity:



12. FAQ + LEGAL NOTICE

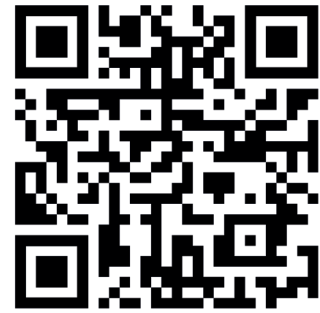
Any Questions?

Find answers to specific rule questions under this QR code:



mankindmadness.com/faq

Or ask our community on Discord:



discord.com/invite/7ZV3M9qFnM

Many thanks for all your support:
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1. Edition

Authors: Lennart Derlin, Filip Schödel

Graphic design: Caroline Ennemoser

Illustrations: Flaticon.com; Artists:
Freepik, justicon, pongsakornRed,
Nhor Phai, monkik, Good Ware, max.icons,
DailyPm Studio, dDara, Smashicons,
Flat Icons, Vitaly Gorbachev, wanicon,
mnauliady. Revision:
Caroline Ennemoser

www.mankindmadness.com



EMBARK ON A TOTALLY CRAZY TRIP AROUND THE WORLD WITH YOUR FRIENDS!

In MANKIND MADNESS, each player is assigned a random Ideology and a secret Nationality. Your mission is to visit a specified number of Capital Cities and be the first to return to your home country.

Utilize your powerful Prejudices and Actions to hinder your opponents and accelerate your progress toward victory. But beware! Triggering too many Global-Effects while dropping nukes and burning rainforests will have negative consequences for all players and may even lead to Armageddon, resulting in a game over for everyone.



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