



WHAT ANIME SERIES WOULD YOU CREATE?

In this randomly creative party game you're part of Channel A's struggle to come up with an anime series that will be the next big hit. You know what general premise the network wants, and it's up to you to stitch together a title from random words and pitch a series to win over the fans. Will Love Ninja Z be the hit of the season, or will the network pin its hopes on Fighting Fight Fighter EX? Play to find out!

Specs

of Players: 3+

Playing Time: 30 Minutes

Materials: 240 Title Cards, 90 Premise Cards, Rules

Recommended for anime fans of ages 13+

Credits

Game Design by Ewen Cluney

Graphic Design by Clay Gardner

Character Art by Dawn Davis

Playtesters: Andrew Bodenhammer, Michael Bom,

Chris Camareno, Dave Empey, Ben Lehman,

Elton Sanchez, Aaron Smith,

Dave Taue, Jono Xia, Sushu Xia

© 2013 Asmadi Games



HOW TO PLAY

Getting Started

First, separately shuffle the decks of red *Title Cards* and white *Premise Cards*.

You play the game in a series of rounds. Each round one player is the *Producer*; if you care about the "story" of this card game the Producer is someone who needs an anime series for the TV station to buy. In each successive round the person clockwise from the prior Producer becomes the new Producer.

Whoever's been watching anime the longest (heavily edited stuff like Robotech doesn't count) gets to be the Producer first.

1. The Premise

The Producer draws 5 Premise Cards, picks any 2 he or she likes, and discards the rest. Then the two cards are read to the other players.

2. Draw Cards

Each player draws cards from the Title Deck until they have a hand of 10. If it's the first round, draw an initial hand of 10, and in later rounds draw enough to replenish your hand to 10. Once per game if you don't like your hand, you can discard *your entire hand* and draw a new one of 10.

3. Make Titles

The players each assemble a set of up to 4 Title Cards to form the title of an original anime that fits the Producer's premise cards. You can add simple articles (a, the, of, etc.) and change singular words into plural or vice versa, but otherwise you have to use what's on the cards.

4. Make Pitches

The players take turns revealing their titles and giving brief pitches as to what the series they've created are about, which needs to fit the premise. If you want to make it quick and easy, keep the pitches to a couple sentences, just enough to explain your idea. If you have buckets of time to kill, you can take as long as you want making an elaborate pitch.

5. Voting

Now it's time to vote on a winner. Once ready, everyone count to three and points to the player whose pitch they liked best. Whoever has the most votes wins the round and gets 2 Points. The winner keeps the two Premise Cards from that round to represent these points. If there's a tie, everyone in the tie gets one Point (if there are more than two, take the extra Premise Cards first from the discard pile and then the deck). Put all of the Title Cards everyone used for titles into a separate discard pile.

6. New Round/End Game

This is the sort of game where you're likely to just keep playing until you get tired. For a hard rule for when to end, play until everyone's had a chance to be the producer the number of times listed below.

# of Players	Times Each Player is the Producer
3	4
4	3
5-6	2

If everyone still feels like playing, the next person clockwise from the old Producer becomes the new Producer, and you do a new round starting from Step 1.

Whoever has the most points at the end is the winner!

TIPS

- This game should work fine whether you play it with deeply involved anime fans or just people who like making fun of anime weirdness, or anything in between. If you don't know what something is you could ask, but it's usually funnier to just make something up and run with it.
- There are a lot of different ways to approach a pitch. You could role-play a cynical marketing guy laying out demographic data, narrate a trailer, give an elevator pitch, present a wide-eyed fan's spastic summary, offer a clinical look at how it will play into fandom, or anything else. Figure out a style that works for you and run with it.
- If you're having trouble coming up with a suitable title using the cards you have, try coming at the premise from a different angle, the weirder the better.
- There are several Title Cards with things like A, Z, R, Plus, etc. usually used as a suffix for a subsequent season of an existing anime title. If you use one of these, feel free to pretend there was a season or two before and you're pitching a continuation. Also, the series creators usually think of the letter as standing for something.
- You don't have to use the full four Title Cards all the time. Short titles can be really effective, especially if you go for something serious and poignant, and stringing together as many random words as possible tends not to do all that much.
- Four Title Cards is a soft limit to keep titles from getting too ridiculous and unwieldy. It's harder than you might think to make a long stream of word salad funny. Still, we'll forgive you going over that once in a while.
- The Title Cards make it possible to recreate actual anime titles, sometimes even by accident. What effect this has depends entirely on what the other players think of it.
- Consider setting up a recorder to capture the nifty ideas this game can produce. If you want to be really ambitious, turn it into an Actual Play podcast or a written replay.
- In anime, pretty much anything can be about cute girls fighting something. That makes a good fallback if you can't think of anything else.
- If you have the stamina to keep playing so long that one of the decks runs out, just reshuffle the discard pile and keep going. Or maybe that's a good sign that it's time to take a break.
- The selection of Title and Premise Cards is a bit idiosyncratic on purpose, because that's how we roll.

VARIANTS

This section contains entirely too many ways you can mix things up when you play Channel A, if the game isn't weird enough for you already.

Team A

In Channel A the sweet spot for the number of players is around 4 to 6. If you have more than 6 people each round will be pretty long, which makes it harder to remember all of the pitches when it comes time to vote on them. If you have more than 6, consider splitting into teams of two or more. In this arrangement each team functions as a single player.

Card Voting

Get a deck of playing cards. Each player gets a total number of cards

equal to the number of other players, with one red card and the rest black. (e.g., if there are 5 players total, each player should have 1 red card and 3 black cards.) Once everyone's made their pitch, place one playing card face down on top of each of the other players' titles. Give the red card to whoever you think did the best pitch, and give the black cards to everyone else. Whoever has the most red cards wins the round; score and move on like usual.

Token Voting

Get a supply of some kind of tokens, such as poker chips, glass beads, pennies, etc. At the end of a round, each player gets one token, and after a 3 count gives it to one other player whose pitch they liked. Players keep their tokens, and whoever has the most at the end is the winner.

Anime Bingo

Instead of drawing hands of Title Cards, lay out a 3x4 grid of random cards. Each player gets to claim a set of three cards in a straight line to use as their title, and other players can't use that exact combination of cards, though they can use one or more of the same cards along a different line.

Anime by Committee

There is no Producer; draw two random Premise Cards each round. If most of the group thinks the two Premise Cards constitute a dud, discard those and draw two more.

Freestyle Pitches

Don't bother with the Premise cards. Players just make up whatever they want with their Title Cards.

Freestyle Producer

Instead of drawing cards, the Producer simply picks two Premise Card type elements for the pitches to be about.

Reverse Channel

The Producer makes a title, and the other players try to give a pitch that fits it.

Title Scramble

Don't use Premise Cards; draw 4 cards, arrange them into a title, and make a pitch about whatever you want.

Title Blitz

Each player draws 2 Premise Cards. They then each get a turn adding one Title Card to one title that everyone will share. On your turn you can add a new word at the beginning, at the end, or in between existing words. From there, each player makes a pitch trying to fit the title to the premise they drew.

More of the Same

Your fans get hooked on your successful series and want more of the same! If you have Premise Cards representing points, you must work at least one of them into the premise of each pitch.

Solitaire/Writing Exercise

If you don't have any friends (around at the moment), you can mess around by yourself. Draw 2 Premise Cards, draw a hand of Title Cards, and make a title. Rather than saying your pitch out loud, write it down or post it online.

Social Media Challenge

Post a photo of 2 Premise Cards and 12 Title Cards somewhere online, and challenge your followers/fellow posters/whatever to come up with a title and pitch.