Channel A

The Anime Pitch Card Game Manga Edition
By Ewen Cluney (©2012)

About

If you could make an anime series, what would it be about?

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!

This is the free "Manga Edition" of Channel A; for epic full-color logos and to avoid the hassle of printing and cutting, check out the "TV Series Edition" from Asmadi Games! (www.asmadigames.com)

Prinling

The simplest way to get a deck made is to go to Staples or another print shop and have them print from this PDF on heavy cardstock (80 pound or heavier) and cut them out. On the other hand I was able to just run lighter cardstock through my laser printer at home and cut the cards out by hand, so there's that. If you want a box to keep the cards in, you can get one at places like The Container Store or Tap Plastics.

Specs

of Players: 3+

Playing Time: 30+ Minutes

Materials: 200 Title Cards, 80 Premise Cards, Rules

Recommended for anime fans of ages 13+

Credits

Designed by Ewen Cluney

Playtesters: Andrew Bodenhammer, Michael Bom, Chris Camareno, Dave Empey, Ben Lehman, Elton Sanchez, Aaron Smith, Dave Taue, Jono Xia, Sushu Xia

How to Play

Gelling Started

First off, separately shuffle the decks of Title Cards and Premise Cards.

You play the game in a series of rounds. Each round one player is the Producer, who if you care about the "story" of this card game is someone who needs an anime series for the 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. Or you can use a less contrived method.

1. The Premise

The Producer draws 5 Premise Cards, picks any 2 he or she likes, and discards the rest. He or she then reads the two cards 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. The Producer must discard his or her entire hand of Title Cards and draw 10 more.

Once per game if you don't like your hand you can discard it and draw a new hand of 10 Title Cards, but you have to discard your entire hand.

3. Make Tilles

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 Pilches

The players take turns giving brief pitches as to what the series with that titles 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. Voling

Now it's time to vote on a winner. This is pretty simple; once everyone's ready, count to three and everyone 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 their 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. If you need 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's still feeling 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 fine work 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.
- The limit of 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 Voling

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 I red card and 3 black cards.) Once everyone's made their pitch, give the red card to whoever you think did the best pitch, and give the black cards to everyone else, all face-down, on top of the set of title cards they played. Whoever has the most red cards wins the round; score and move on like usual.

Token Voling

Get a supply of some kind of tokens, such as poker chips, glass beads, pennies, etc. (One or two of Koplow Games' tubes of mini poker chips or one pack of sorting chips can do the trick.) 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 3x3 grid of random cards (or 4x4 if you have 5+ players). 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 Commillee

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. The 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 the title.

Tille Scramble

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

Tille Blilz

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 with this game 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 the contents of 2 Premise Cards and 10 Title Cards somewhere online, and challenge your followers/fellow posters/whatever to come up with a title and pitch.

Alien	Alien	Art	Bishounen
Babes	Invasion	Club	
PREMISE	PREMISE	PREMISE	*"Beautiful Young Men" PREMISE
Blazing	Bloodsport	Boys	Business
Spirit		Love *About young men in gay relationships.	
PREMISE	PREMISE	PREMISE	PREMISE
Catgirls	Chinese	Classical	Colorful
	Fantasy	Music	World of
			Magic
PREMISE	PREMISE	PREMISE	PREMISE
Coming	Conspiracy	Cooking	Cross-
of Age			Dressing
_			
PREMISE	PREMISE	PREMISE	PREMISE
Cthulhu	Cute	Cyberpunk	Death
Mythos	Schoolgirls	Dystopia	Reapers/
7 2 2 2 3			Shinigami
PREMISE	PREMISE	PREMISE	PREMISE

Delinquents	Desert	Dolls	Drama
PREMISE	PREMISE	PREMISE	PREMISE
Ecological	Educational	England	Fairy
			Tales
PREMISE	PREMISE	PREMISE	PREMISE
Fanservice		Feudal	
	Fantasy Adventure		Fighting
	Adverture	Japan	Tournament
PREMISE	PREMISE	PREMISE	PREMISE
Gambling	Gender	Giant	Grotesque
	Swap	Robots	Aliens
		Fighting	
PREMISE	PREMISE	PREMISE	PREMISE
Gun	Harem	Heartwarming	Idol
Action	*A show about a milquetoast boy and a bunch of girls who're into		Singers
PREMISE	him. PREMISE	PREMISE	PREMISE

Kid Detective	Magical Girls	Magicians	Maids
PREMISE	PREMISE	PREMISE	PREMISE
Manga	Mascot	Military	Moeblob
Artists	Girls *Anthropomorphic personifications		*Saccharine fluff
PREMISE	of organizations, products, food, etc. PREMISE	PREMISE	about cute girls. PREMISE
Monster	Nihilistic	Otaku	Pet
Hunters			Monsters
		*Obsessive fans, usually of anime and manga.	
PREMISE	PREMISE	PREMISE	PREMISE
Police	Political	Post-	Psychic
	Satire	Apocalyptic	Powers
PREMISE	PREMISE	PREMISE	PREMISE
Psychological Horror	Racing	Restaurant	Rock
			Music
PREMISE	PREMISE	PREMISE	PREMISE

School	Science	Sentai	Slapstick
Romance	Fiction	*Teams of	
	Epic	superheroes, as seen in Power Rangers	
PREMISE	PREMISE	PREMISE	PREMISE
Slice	Space	Sports	Spy
of Life	War		Thriller
PREMISE	PREMISE	PREMISE	PREMISE
Steampunk	Street	Supernatural Battles	Surreal
	Culture	Dattles	
PREMISE	PREMISE	PREMISE	PREMISE
Time	Urban	Utopia	Vampires
Travel	Fantasy		
	4		
PREMISE	PREMISE	PREMISE	PREMISE
Versailles	Video	Wrestling	Zombies
	Games		
PREMISE	PREMISE	PREMISE	PREMISE

120%	2nd Stage	Α	A Certain
Academy	Agent	Air	Akihabara
reductify	7 igenie	7 441	, udi idodi d
			*The electronics/otaku
TITLE	TITLE	TITLE	district of Tokyo. TITLE
Alchemist	Alien	Angel	Angelic
TITLE	TITLE	TITLE	TITLE
Area	Arena	Baby	Bandit
Dattle	D:blo	Dlada	Dland
Battler	Bible	Blade	Blood
TITLE	TITLE	TITLE	TITLE

Blue	Boy		Brave	Bride
TITLE	7	TITLE	TITLE	TITLE
Bubblegum		1166	Burning	Cake
TITLE	_	TITLE	TITLE	TITLE
Captain	Card		-chan	Channel
			*A diminutive name suffix used for small children, animals, etc.	
TITLE		TITLE	TITLE	TITLE
City	Club		Code	Comic
TITLE	_	TITLE	TITLE	TITLE
Complex	Corps		Cosmic	Cowboy
TITLE	Т	TITLE	TITLE	TITLE

Creamy	Custom	Cutie	Cyborg
TITLE	_	TITLE	TITLE
D	Dark	Darkness	Days
TITLE	TITLE	TITLE	TITLE
Demon	Detective	Doctor	Dolls
TITLE	TITLE	TITLE	TITLE
Double	Dragon	Dream	Drive
Doubic	Diagon	Dicain	Dilve
TITLE	TITLE	TITLE	TITLE
Dynamite	Elemental	Eternal	EX
TITLE	TITLE	TITLE	TITLE

Excellent	Exorcist	Eyes	Fight
TITLE	TITLE	TITLE	TITLE
Fighter	Fighting	Fist	Flash
TITLE	TITLE	TITLE	TITLE
Fräulein	Future	Galaxy	Garden
*A German honorific for an unmarried woman; similar to "miss."			
TITLE	TITLE	TITLE	TITLE
Gear	Genesis	Ghost	Giant
TITLE	TITLE	TITLE	TITLE
Girl	Girls	God	Goddess
TITLE	TITLE	TITLE	TITLE

Half		Нарру	Harajuku	Heart
	TITLE	TITLE	*A district of Tokyo noted for its bizarre, cutting-edge street fashion.	TITLE
Hell		Heroes	Honey	Hunter
	TITLE	TITLE	TITLE	TITLE
Idol		J	Jewel	Kaiser
	TITLE	TITLE	TITLE	TITLE
Keiichi		Key	King	Kiss
		-		
*Common male				
Japanese name.	TITLE	TITLE	TITLE	TITLE
Kitty		Knights	-kun	Lancer
		-		
			*A diminutive suffix added to names to	
	TITLE	TITLE	give a boyish character. TITLE	TITLE

Legend	Legendary	Lingere	Little
TITL	_	TITLE	TITLE
Love	Lucky	Lyrical	Machine
TITL	TITLE	TITLE	TITLE
Magic	Magica	Magical	Maid
11.65	11168166		
		Girl	
TITL		TITLE	TITLE
Man	Maniac	Mask	Masters
TITL	TITLE	TITLE	TITLE
Melty	Memories	Metal	Midori
			*Common female
			Japanese name. Also means "green."
TITLI	TITLE	TITLE	TITLE

Miku	Milky		Monsters	Muscle	
*A female Japanese given name.		T.T. C	TIT! C		TITI C
Nanaka	Neo	TITLE	Next	Ninja	TITLE
*A female Japanese given name.					
TITLE		TITLE	TITLE		TITLE
Noodle	Nurse		Ocean	Panic	
TITLE	_	ritle	TITLE	D (4	TITLE
Panzer	Peach		Penguin	Perfect	
TITLE		TITI	TIT! C		TITI C
Pink		TITLE	Dluc	Police	TITLE
PITIK	Plastic		Plus	Police	
TITLE	1	TITLE	TITLE		TITLE

Pretty	Princess	Prism	Project
TITLE	TITLE	TITLE	TITLE
Queen	Quest	R	Rain
Dovol: 4:00	TITLE	TITLE Ding	Dood
Revolution	Klaer	Ring	Road
TITLE	TITLE	TITI C	TITLE
Robo	Rune	S	Sailor
TITLE	TITLE	TITLE	TITLE
Sakura	Samurai	School	Seed
*A female Japanese given name. Also means			
"cherry blossom."	TITLE	TITLE	TITLE

Shining	Silent		Silver		Sister	
TITL	E	TITLE		TITLE		TITLE
Sketch	Sky		Smile		Song	
TITL	E	TITLE		TITLE		TITLE
Soul	Stars		Steel		Story	
	_					
Strike	Sugar	TITLE	Super	TITLE	Super-	TITLE
	30.80				Dimens	ional
TITL	E	TITLE		TITLE		TITLE
Sweet	Sword		Sympho	onic	Tales	
TITL	E	TITLE		TITLE		TITLE

-tan	Task	Tokyo	Tomorrow
*Super-cute name suffix, often used for anthropomorphic personification characters.	Force	TITLE	TITLE
Tsubasa	Twinkle	Twins	UFO
*A Japanese given name that can be male or female. Also means "wings."			
TITLE	TITLE	TITLE	TITLE
Ultimate	Ultra	TITLE	Valkyrie TITLE
Variable	Venus	Victory	Wars
Witches	World	Z	Zero
TITLE	TITLE	TITLE	TITLE