

COLLATERAL DAMAGE: The Manga

WELCOME TO
Collateral Damage™
THE ANIME BOARD GAME.



Collateral Damage is the only anime based board game on the market. In it you control typical characters from romantic comedy anime who fight in order to take over cities. The game is for 2-6 players ages 13 and up.

IN THIS GAME, YOU PLAY A
NOTORIOUS GANG BOSS, TRYING
TO TAKE OVER NEO JAPAN USING
TYPICAL ANIME CHARACTERS.



YOU DIRECT YOUR
CHARACTERS TO MOVE
ACROSS THE BOARD
AND FIGHT,

BOING!

AND YOU ULTIMATELY
WIN THE GAME BY TAKING
OVER CITIES.

YOU AS A GANG BOSS GET
NOTORIETY POINTS™ BY HAVING
YOUR CHARACTERS FIGHT AND
HURT OTHER PLAYERS'
CHARACTERS.

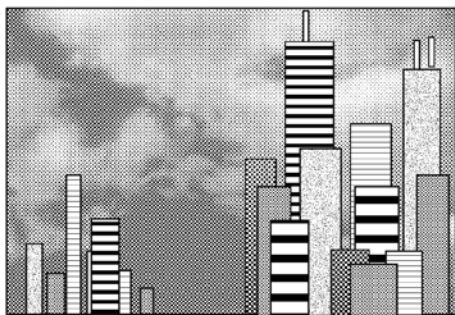
JUST LIKE IN ANIME, HOWEVER,
CHARACTERS COULD FALL IN LOVE,
IGNORING YOUR DIRECTIONS IN ORDER
TO FIGHT RIVALS OR FOLLOW
A LOVE INTEREST.



TO MAKE IT MORE EXCITING,
ALL CHARACTERS HAVE SPECIAL
POWERS THAT BREAK THE
NORMAL RULES OF THE GAME.



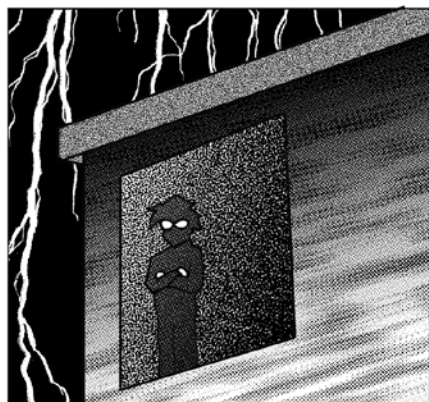
IF YOUR CHARACTERS MISS THEIR
TARGET DURING AN ATTACK, THEY
WILL INSTEAD CAUSE
COLLATERAL DAMAGE™ TO THE CITY,
MAKING IT WEAKER AND ALSO
GIVING YOU **NOTORIETY POINTS™**.



THE GAME BOARD IS MADE UP OF
DIFFERENT CITIES, WHICH HAVE
DIFFERENT STRENGTHS. THE
BIGGER A CITY, THE HARDER IT
IS TO CONTROL AND THE MORE IT
IS WORTH.



YOU USE THESE
NOTORIETY POINTS™
TO HELP CHARACTERS DOMINATE
CITIES, OR TO RECRUIT NEW
CHARACTERS.



WHEN A CHARACTER **DOMINATES**
A CITY HE IS **GUARDIAN** OF THAT
CITY, WATCHING OVER IT FROM
HIS PENTHOUSE LAIR, AND IS
EFFECTIVELY OUT OF PLAY.

A TYPICAL TURN GOES AS FOLLOWS:

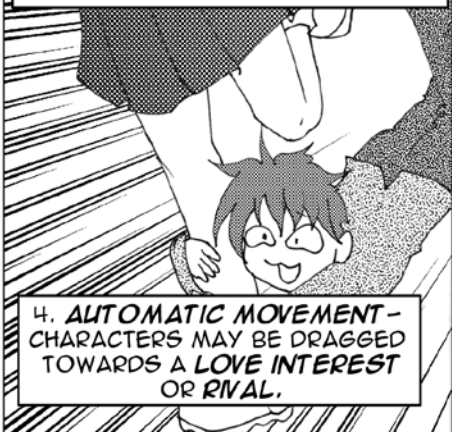


1. **INITIATIVE**- FIGURE OUT TURN ORDER, BASED ON PLAYER STRENGTH.

2. **LIBIDO**- ALL CHARACTERS GAIN LIBIDO, WHICH THEY CAN USE TO MOVE AND FIGHT.



3. **VOLUNTARY MOVEMENT**- PLAYERS MOVE THEIR CHARACTERS, THEN...



4. **AUTOMATIC MOVEMENT**- CHARACTERS MAY BE DRAGGED TOWARDS A LOVE INTEREST OR RIVAL.

5. **LOVE**- CHARACTERS MAY FALL IN LOVE BASED ON THE LOOKS AND GENDER OF OTHER CHARACTERS IN THAT CITY.



6. **COMBAT**- CHARACTERS IN CITIES FIGHT, GAINING NOTORIETY FOR THE PLAYER.



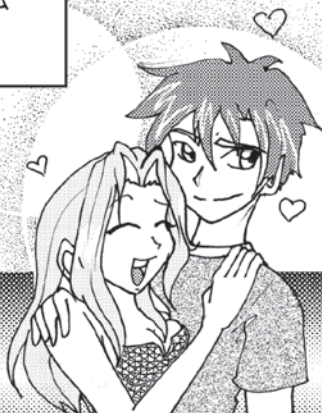
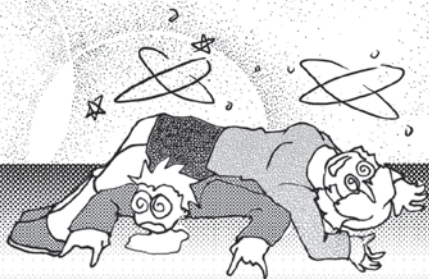
7. **DOMINATION**- PLAYERS CAN TRY TO USE ANY CHARACTERS STILL CONSCIOUS TO DOMINATE CITIES, SPENDING **NOTORIETY POINTS™** TO BETTER THEIR CHANCES.



8. **FIRING & RECRUITMENT**- PLAYERS CAN FIRE CHARACTERS AND RECRUIT NEW CHARACTERS, SPENDING **NOTORIETY POINTS™** TO DO SO.



9. **MUTUAL LOVE**- CHARACTERS IN LOVE WITH EACH OTHER AND ALONE TOGETHER IN A CITY LOSE ALL OF THEIR LIBIDO. WE'RE NOT SAYING WHY...



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THE FIRST PLAYER TO CONTROL 15 **CITY STRENGTH** POINTS WINS THE GAME!



FIGHT YOUR OPPONENTS
FIGHT OFF YOUR ADMIRERS

Collateral Damage™
The Anime Board Game™

VISIT US ONLINE AT
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