

# Collateral

<30 minutes. 2-5 players. 12+

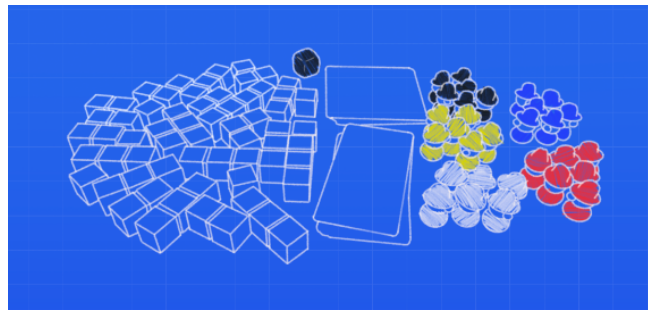
*Build a sky-high tower and place your residents carefully before the whole thing comes down!*

## Objective:

Have the most points at the end of the game by placing higher residents on the tower and destroying the tower for bonus points.

## Setup:

1. Get a notepad and pen for scoring.
2. Put all of the 31 white blocks in a pile reachable by everyone-- set the black cube aside until the **Destruction** phase.
3. Sort all the cards by shape and into 2 “decks” reachable by everyone. The designs on all the cards do not affect gameplay.
4. Take square cards equal to the number of players +1 and place them on the table adjacent to each other in any arrangement. These will be the foundations.
5. Each player receives residents of the same-colored outfit according to the chart below. Each player puts residents standing upright in front of them.



|             |                    |
|-------------|--------------------|
| 2-3 players | 6 residents/player |
| 4 players   | 5 residents/player |
| 5 players   | 4 residents/player |

6. Pick a player to go first. In a clockwise turn order, everyone places 2 blocks of any size onto the foundations. Then, begin play.

**Play:**

On your turn, you will place one block, one card, and one resident (standing upright) in any order:

You can place your pieces simultaneously.

You may reuse pieces that completely fell off the tower.

A piece is only “placed” when you fully let go of it.

Pieces must be completely on the foundations or on a piece connected to the foundations.

***Toppling Residents:***

If you (or a cat, dog, etc.) topple another player’s resident(s), even when it’s not your turn, then that player places those residents along with the regular 3 pieces on their turn. If they had no more residents, they get an extra full turn.

If you topple your own, you cannot place them again and they are worth zero points.

You cannot purposely topple another player’s resident(s).

When no more residents are to be placed, or there are no more playable white blocks or cards remaining, finish the ongoing turn and begin scoring.

**Scoring:**

Count up the total score for each player’s residents on the scorepad.

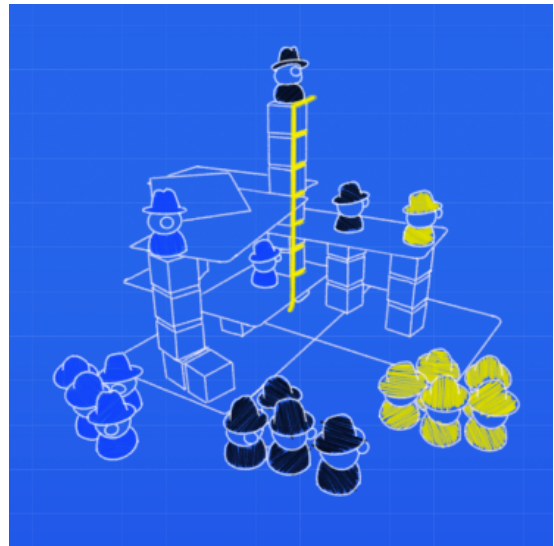
A resident’s score is based on how many cubes *high* they are above the ground.

For example, the tallest resident on the image to the right is 7 blocks high and is worth 7 points.

Residents do not have to be directly above blocks to score.

Residents on slanted cards change values depending on where they are on the card; for example, being on the taller side of a slanted card would be worth more points.

Then, begin destroying.



**Destroying:**

Whoever has the highest resident goes first, going clockwise. (If there's a tie, whoever was closer to going first earlier goes first).

On your turn, you can pass or destroy: to destroy, take the black cube and drop it from above the tower *without adding any momentum*.

There are no more consequences for toppling residents.

After all players pass or destroy, score the tower again, adding those points to the previous scoring round.

Whoever has the most points wins!



**Art by Franklin Vrtis**  
**Thank you, playtesters!**