

FOR IMMEDIATE RELEASE: EVIL CORP BOARDGAME LAUNCHES AMIDST GAMESTOP SHORT FRENZY

Friday 29 January, 2021

Have you ever wondered what it would be like to live in the grey and amoral world of today's Big Tech Billionaire Class?

Conceived in 2016 at the peak of global disillusionment towards Big Tech, Evil Corp The Boardgame satirises a the core conceit at the heart of every big name tech CEO's ego:

"Only I can save the world - no matter the cost."

Mark Zuckerberg wants to "connect every person on the planet", whilst Elon Musk wants to "take us off-world for a chance to go interplanetary".

Evil Corp the Boardgame asks the question "who are YOU to decide what humanity needs?"

With Evil Corp's focus on making games which reflect the real world, it is timely that the #GAMESTOP #ROBINHOOD debacle reaches its peak.

This is the most interesting real-world example of what Evil Corp Boardgames hope to promote: **We can all do something about injustice meted out by financial behemoths like hedge-funds if we work together!**

When asked for comment on the game Elon Musk said:

"Great name. A little on the nose."

Game designer <u>Alfie Dennen</u> was also behind <u>"We're Not Afraid"</u>, the largest and most impactful citizen activism project against global terrorism.

Dennen says

"Unregulated Big Tech is arguably now as great a risk to Civic and Cultural life as Terrorism. Games playfully surface narratives about the world around us, and have the power to reach across divides - nurturing meaningful conversation between people with different ideas about the world. Has there ever been a better time to champion the free exchange of ideas?"

Evil Corp the boardgame demonstrates the power boardgames have to break through to a mainstream audience when they talk about issues that are anything but a Game.

[ENDS]

Notes for editors

Visit Evil Corp Boardgame Site for full release and links to high resolution media

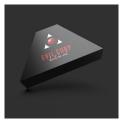
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