My Bright Future in Evil

A Kakos Industries Card Game

Greetings, and congratulations! You've been hired by Kakos Industries, the company that specializes in helping its clients to Do Evil Better, in the Division of Synergy and Product Development. This is an honorable, and most importantly, profitable position, but the competition is fierce, and only the best (and most Evil) employees keep their jobs.

Sitting around you are your coworkers. But they are not your friends or colleagues. They are the competition. In order to survive, you must put together project pitches that are better, more applicable, more Evil, and more likeable than those of your opponents.

The process is simple. The Judge for the given round is given a Product card. The remaining players must take two of their Feature cards that they think would make the most profitable, most effective, and most Evil version of that Product and give a convincing and succinct pitch on why their Features make the best Product. But of course, this is Kakos Industries, and we fully embrace the ancient art of petty Sabotage. When the pitch-giver has concluded their initial argument, another player then gives them a Sabotage card (a re-purposed Feature card from their own hand). This card is now a part of the pitch for better or worse. The pitch-giver must rise to the marketing challenge and explain how this new Sabotage actually makes the product better. Or better than all of the others at least. Use your wits, your public speaking and improvisational skills, or perhaps just your raw sex appeal to get ahead any way possible. Remember, if you fail, you could end up cleaning the muck from monster tanks, tunneling below the building with nothing but a rock, or being a genetic test subject. Everything is on the line.

Setup

- Separate the Product cards and Feature cards, and place them in separate stacks where everyone can reach.
- Everyone takes 8 Feature cards.
- Pick one person to be the Judge for this round. Then the next round, the person to their left is the next Judge.
- The Judge draws a card from the Product deck, reads it out loud, and places it down on the table where everyone can see it. Everyone else must select two of their Features to create the most Evil version of that Product that they can. Their goal is to create a Product that does the most Evil while also doing the most for the company. They should then place those two cards in front of them face down. The Feature cards contain adjectives and qualities that Products may have. Try combining these to create more than the sum of their individual parts.
- When in doubt, doing Evil to the Evil is not so Evil. Doing Evil to Kakos Industries itself is less Evil than doing Evil to the world at large.
- Anything that will leave the world without people destroys good and Evil equally.
- Sex is Evil. The good didn't want it and they can't have it back.

The Discussion

Pitch:
- The first player begins their pitch based on their two Feature cards and makes a pitch explaining how these Features make the best and most Evil Product. The Feature cards may be revealed staggered throughout the pitch for dramatic effect, but they must both be shown by the end of the pitch.
- The Judge may ask questions.
- The game involves leaps of creativity, and it is the Judge's job to decide what is too great of a reach. What is plausible for one Judge may not be plausible for another.
- If pitches run long in your group, consider instating a 30 second timer. You've almost certainly got one of those on your cellular device.

Sabotage:
- After the pitch-giver has completed their pitch, the player on their left (skipping over the Judge) plays a Feature card from their hand (not their pitch) that the pitch-giver has to now incorporate in their pitch. This is the Sabotage. Alternatively, consider using the cards numbered 1-8 to randomize the order of Sabotage by dealing one card to each player at the beginning of a round. The saboteur for a given pitch has the card one higher than the pitch-giver, with 1 being higher than the highest card in use (and also less than 2). At the end of the round, after the Judge has made their decision, collect, shuffle, and deal these cards again.
- The goal of a Sabotage card is to make your opponent's Product less Evil, less profitable, less popular, or at least less desirable to the Judge. Choose your Sabotage accordingly.
- The saboteur reads their Sabotage card out loud, and they briefly explain how their Sabotage works for the given Product pitch. The saboteur may choose to say something like "That's all very Evil, except…" before revealing the nature of the Sabotage for added drama. Once the saboteur's moment to speak is over, they must remain silent as the first player then rebuts the Sabotage.
- If the Sabotage explanations run long in your group, consider instating a 10 second timer for the saboteur to make their point.

Rebuttal:
- The pitch-giver is then given the opportunity to rebut the Sabotage card and explain why the judge should choose their product in spite of this flaw, or how this supposed flaw actually makes their product even better.
- The Judge and other players may ask questions or debate them, if they choose. If you have an argumentative group of people, consider limiting discussion to one question or one comment from each person other than the pitch-giver. It is certainly more attractive to only say what is necessary to make a point and no more.

Then the second player clockwise makes their pitch and so on until there is no one left to pitch. Then the Judge makes their selection.

Ending the Round

Selection:
- Based on the pitches, the Judge chooses the winner based on any criteria they wish, but defaulting to the most Evil and profitable Product. Nothing is stopping them from making their selection based on whatever the hell they want. The Judge's decision is final. Other players may complain, but are encouraged instead to be the change they wish to see in the world on their turn as Judge.
- The player who won the round keeps the Product card to keep track of points. The Feature cards that have been played are discarded.
- After each round, the next person counter-clockwise becomes the Judge, and everyone draws back up to 8 Feature cards.

How to win:
- For 3-4 players, play twice around the table (each player is the Judge twice). For 5-6, play once around the table (each player is the Judge once). For larger groups, consider playing on teams or the game may grow very long.
- At the end of the game, the player with the most Product cards is the winner, and gets to keep their job. For now.
- In the case of a tie, play another round where only the tied parties submit Features, and the remaining players Judge. In the event of a tie between all players, pat yourselves on the back for beating the system, or play again if you wish.

Tips:
- Remember that you have to remain friends with the people you're playing with after the game. This is arguably more important than winning. In fact, you should definitely argue about it.
- See if you can turn being Sabotaged to your advantage—a truly brilliant Product developer can find opportunity anywhere!
- If arguments run too long, be sure to set timers for each pitch and rebuttal.
- Killing people is Evil, but keeping them alive and miserable is also Evil.
- You can dump your hand for any reason by saying it's too Evil for you and get new cards. If you have any points, lose one by doing this.
- If you aren't sure what a card means, consider what it could mean to you. Then look it up if you have to. Cards do not have to be interpreted literally.

Have fun! And remember to Do Evil Better.