

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



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Unregulated Big Tech is arguably now as great a risk to civic and cultural life as Terrorism.

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."

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