

## **MALIGN**

*by Sebastian J. Bae & Emily Yoder*

<b>Subject / Theme:</b>	<b>Malign is a card-driven educational game with rigid rules, where players must grapple with the pernicious effects of malign influence, while attempting to foster social resilience.</b>
<b>Type:</b>	<b>Facilitated boardgame; simple rules, room for exploration of ideas outside initial options available to players.</b>
<b>No. of participants:</b>	<b>The game is designed for 2-5 players but can accommodate up to 10 if two players represent a single country.</b>
<b>Duration:</b>	<b>The game duration is estimated to be roughly 2-4 hours.</b>
<b>Design Notes:</b>	<b>The game is set in an alternate world of countries to explore a range of case studies from foreign electoral interference to domestic disinformation campaigns. Players, representing countries, compete to increase their malign influence on other countries, while simultaneously warding off the influence of other players. Players must build successful influence campaigns through card combinations of intent, method, and amplifier. Ultimately, each country aims to achieve their secret strategic goals within a set number of turns.</b>