

# FORM

# BASED

# EVIL



WELCOME TO FORM BASED EVIL. YOUR HOPE FOR THE FUTURE, PUBLIC PARTICIPATION, HAS MET AN UNTIMELY END - THE VICTIM OF A FOUL DOCTRINE. TO WIN BACK FREEDOM; YOU MUST ANSWER THREE QUESTIONS: WHERE DID IT HAPPEN? HOW DID IT HAPPEN? AND WHO SHOULD BE HELD ACCOUNTABLE?

EACH PLAYER REPRESENTS AN ICONIC MOTIVE IN A SOCIETY GONE WRONG. PLAYERS NEED TO MOVE THEIR TOKENS AROUND THE BOARD AND GATHER CLUES BY ENTERING DIFFERENT ROOMS. EVERY TIME THEY ENTER A NEW ROOM; IT'S ANOTHER CHANCE TO GET CLOSER TO THE TRUTH BY USING THE PROCESS OF ELIMINATION.



MS. GREEN



HALFAMAN YELLOW



MEGALOMANIA MAGENTA

Ms. Green – She’s a greenie – a Doctrine Droid. One Thought – One Taught – One Voice – One Choice. Doctrine is everything. A dangerous blade – with a broken handle.

Halfaman Yellow – Which side will he side with? It depends on who’s looking. What will he do? It depends on who’s looking. Don’t take him for granted – or close your eyes.

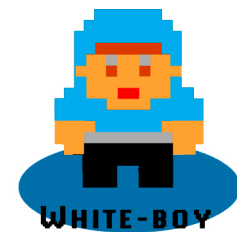
Megalomania Magenta – Fame – Fortune – Power – and the Realization of a Dream. He will Rule the World — it’s only natural. Believe it! You had better believe it!



RACIAL RED



PATRICIAN PLUM



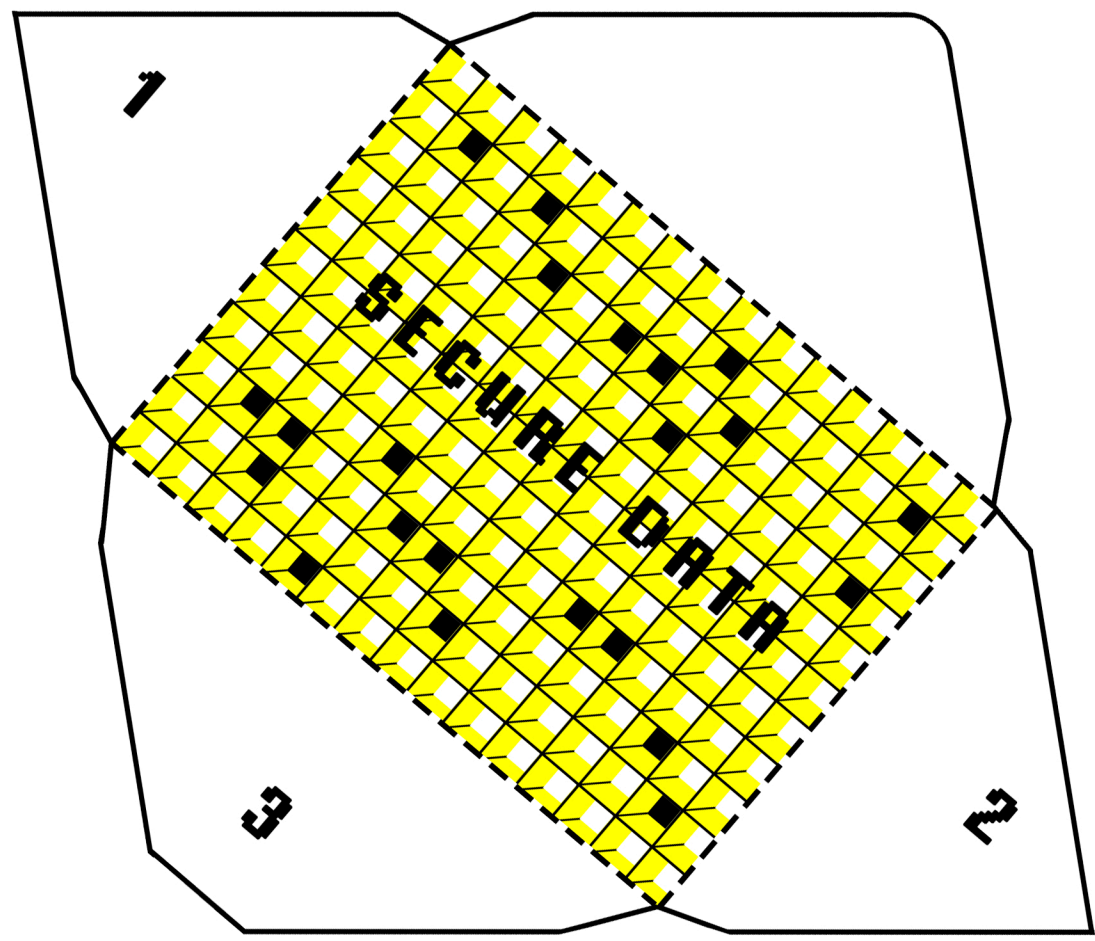
WHITE-BOY BLUE

Racial Red – He’s so far into digging himself; he can’t see what’s going on around him. His “street stupid” awareness only sees the bait – not the trap.

Patrician Plum – Born to the elite; she knows that those on top – stay on top. A “Users and Losers” realist – she’s ready to make any sacrifice: as long as it’s someone else.

White-boy Blue – “What should I do?” is no substitute for doing. It’s a truism that if victims allow themselves to be led somewhere else — it’s always to a worse place.

Copy and print envelope template. Cut out on the solid outline.  
 Fold flaps 1, 2 and 3 on the dotted lines and tape or glue together  
 make the envelope.



**FORM BASED EVIL**

SUSPECTS	
Ms. Green	
White-boy Blue	
Racial Red	
Megalomania Magenta	
Halfaman Yellow	
Patrician Plum	

ACTIONS	
Wrong-place-at-the-wrong-time	
Suicide?	
Beat Down	
Adjudication	
Overdose	
Organ Harvest	

**ROOMS**

Green Space	
Stone the Unbeliever	
Boiler Room	
COVID Room	
School Room	
Puppet Show	
Interview Room	
Counselling Room	
Kafka Kraze AI Maze	

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**FORM BASED EVIL**



GAMEPLAY

- 7. Active Player Spins To Move Character Token – Spin to determine the number of square spaces on the board that you can move. After you spin, your movement is from where your token currently resides (it may have been moved by another player).
- 8. Try to Enter Rooms - The goal of moving is to try and enter one of the 9 rooms in Form Based Evil. When you are able to accomplish this, you are able to make a “suggestion”. If you do not have enough movement to enter a room, your turn ends immediately following that move.
- 9. Make A Suggestion - If you entered into a room, you can make a “suggestion” about the murder being committed in that room to try and gather clues. Move another character and an action into that room (from elsewhere or keep them there). Then say “I think it was [person , \_] in [room , \_] with [action , \_]”.
- 10. Discredit A Suggestion - Players now have to discredit that suggestion. Moving around the table, if a player has any of the cards you said, they show you one privately to show you it is not in the “secure data” envelope. By process of elimination, you start to figure out who did it. This is the most important thing you need to learn to understand how to play the game.
- 11. Make An Accusation - Once per game, and only on your turn, you get to make an accusation. You do the same thing as a suggestion except you are putting the game on the line. If you are right you win and if you are wrong you are out. After you say the person, place and action, you look in the “secure data” envelope to see if you won. If you did not, you sit out and the game continues.
- 12. Pass Spinner and Repeat - After a turn is done, the spinner

- clockwise and all of this is repeated.
- WINNING
- 13. When Someone Makes a Successful Accusation - When someone chooses to make their one “accusation”, if they are right, they win the game.
- PROVING A SUGGESTION FALSE
- As soon as you make a suggestion, your opponents, in turn, try to prove it false. The first to try is the player to your immediate left. That player looks at their cards to see if one of the three cards you just named is there. If the player does have one of the cards named, they must show it to you and no one else. If the player has more than one of the cards named, they select just one to show you. If that opponent has none of the cards that you named, then the chance to prove your suggestions false passes, in turn, to the next player on the left.
- As soon as one opponent shows you one of the cards that you named, it is proof that this card cannot be in the envelope. End your turn by checking of this card in your included notebook, or do whatever you do for keeping notes. If no one proves you wrong, you can either end your turn or make an accusation right then and there.
- SPINNING
- You may move horizontally or vertically, forward or backward, but not diagonally.
- You may change directions as many times as your spin will allow.

## Form Based Evil

### Instructions

#### SETUP

1. Scan or copy, print, cut out, and assemble the game as shown. Put out the game board.
2. Choose Player and Take Token - Look down at the board, each player represents the character that is shown on the 1 of 6 colored “start” tiles that is nearest to that player. Take that color character and place it on your respective “start” tile.
3. Place Actions Randomly - Take the 6 Action tokens and put 1 each in 6 of the 9 rooms randomly - only 1 per room.
- 4 Determine “Secure Data” Evidence - Take all the cards and separate them into three piles – actions, character, and rooms. Shuffle each pile separately and blindly take one card from each pile. Put the 3 secret cards in the “Secure Data” envelope. This is the final result of “Who, How, and Where.”
5. Distribute Remaining Cards - After the data file has been determined, combine the three piles of cards and shuffle them together. Deal out all the cards face down one at a time to each player, moving clockwise around the table until all cards are gone.
6. Determine Player Order - The last step of how to play Clue before getting into gameplay is to determine order. Racial Red always goes first and then order moves clockwise around the table.

You may not, however, enter the same square twice on the same turn.

You may not enter or land on a square that is already occupied by another player.

#### MOVING IN AND OUT OF ROOMS

A door is the opening on the wall, not the space in front of the doorway. When you pass through a door, do not count the doorway itself as a space.

You may not pass through a door that’s blocked by an opponent’s character pawn.

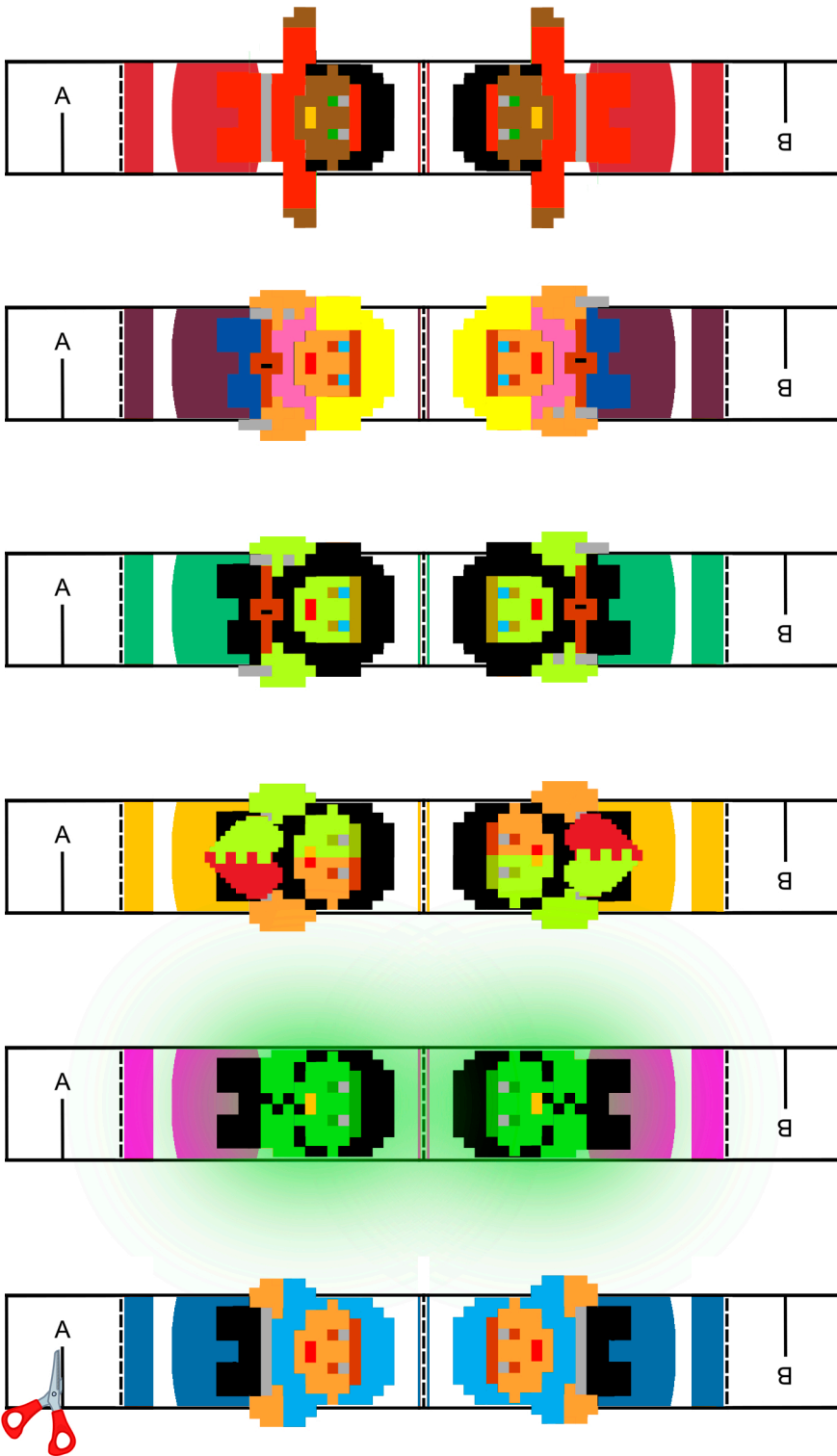
As soon as you enter a Room, stop moving. It doesn’t matter if you spin a number that’s higher than you need to enter.

You may not re-enter the same room on a single turn.

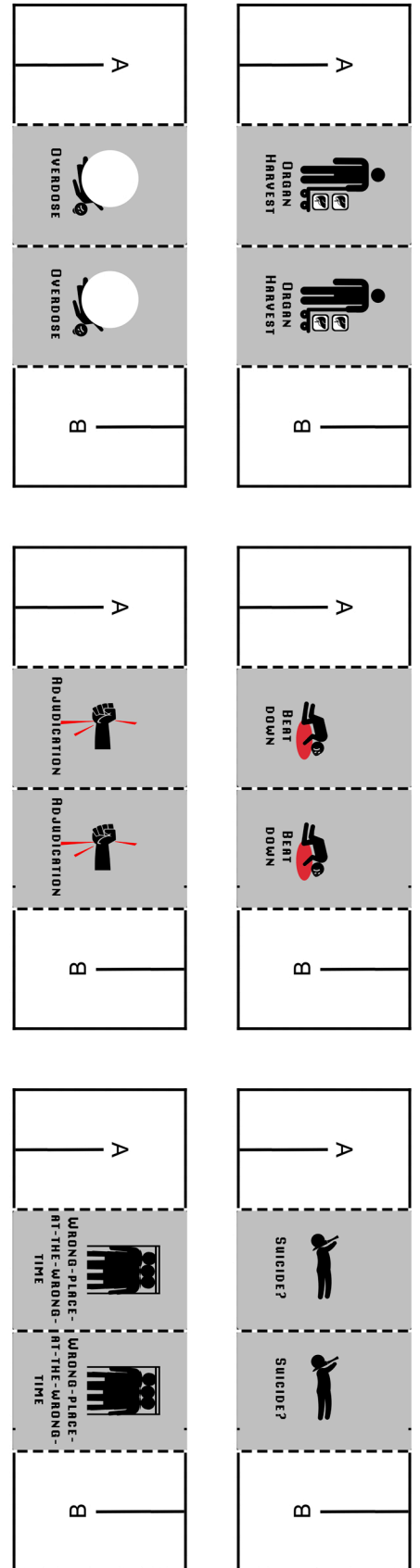
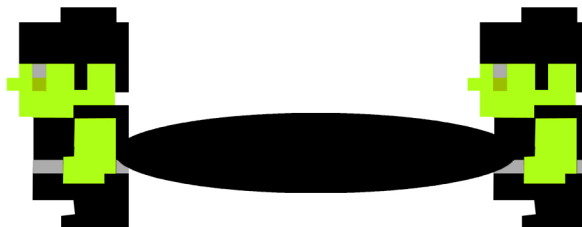
It is possible that your opponents might block any and all doors to trap you inside a room. If this happens, you just have to wait until someone moves.

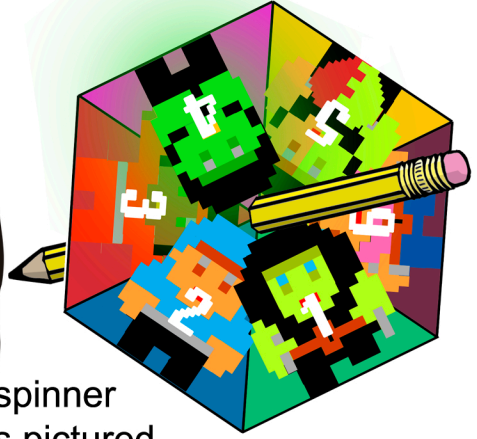
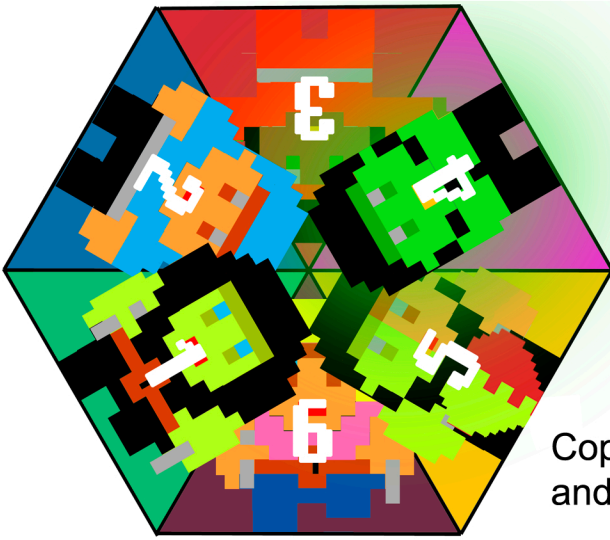
#### SECRET PASSAGES

The Rooms in the opposite corners of the mansion are connected by Secret Passages. If you’re in one of these Rooms at the start of your turn, you may, if you wish, use the secret passage instead of spinning. To do this, just announce this is what you are going to do before spinning.

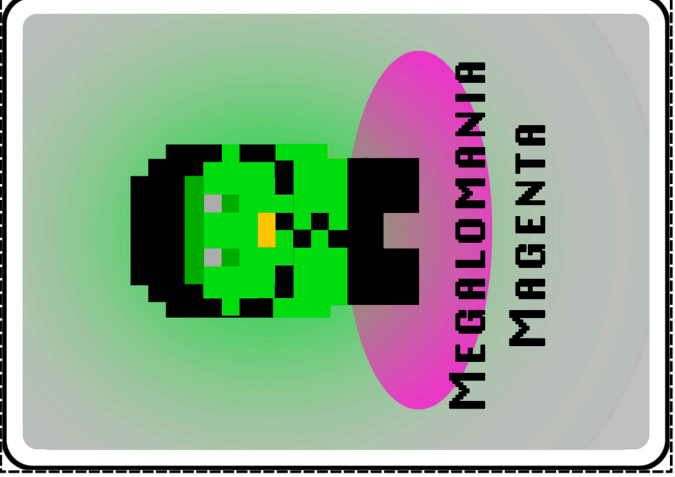
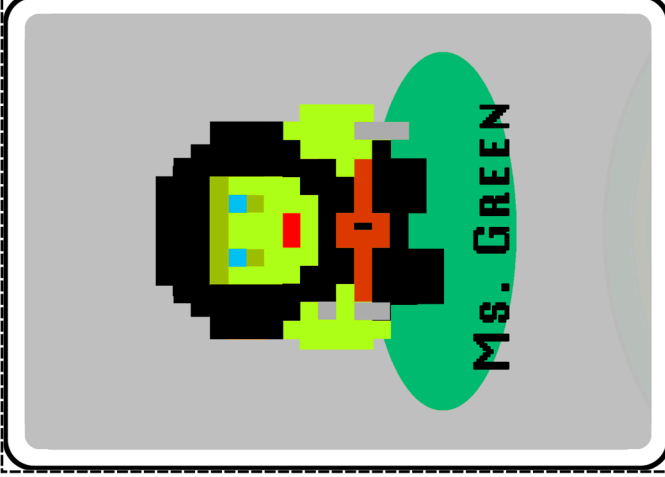
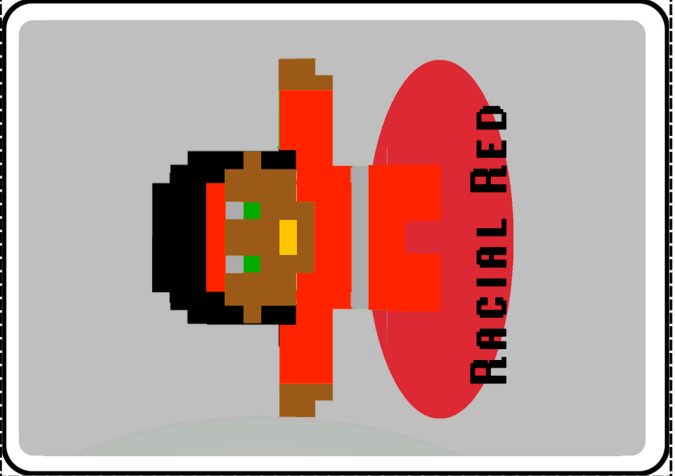
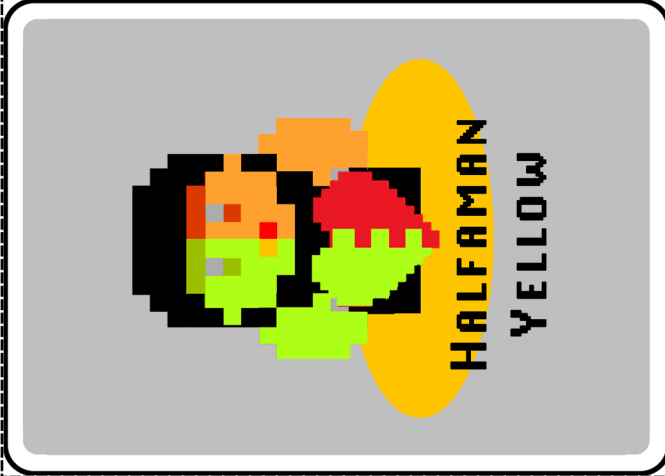
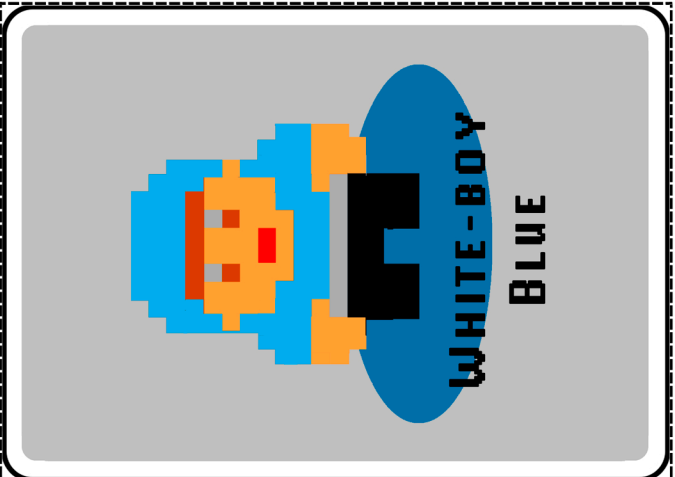
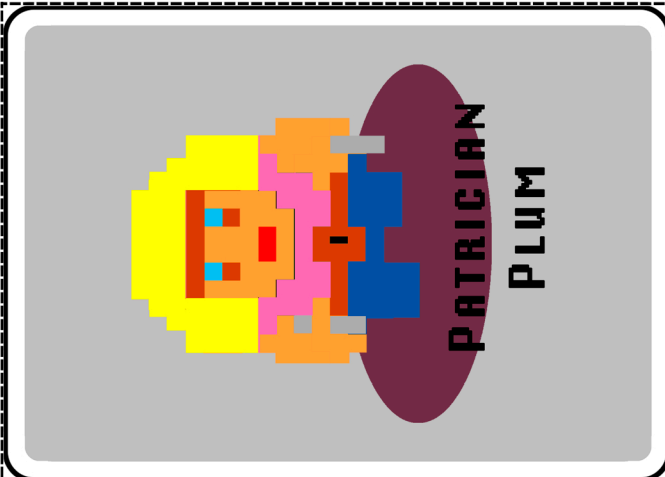


Cut slots "A" and "B" where shown by the black line. Fold on the dotted lines and slide slots "A" and "B" together to form the base of the token.





Copy or cut out spinner and assemble as pictured.

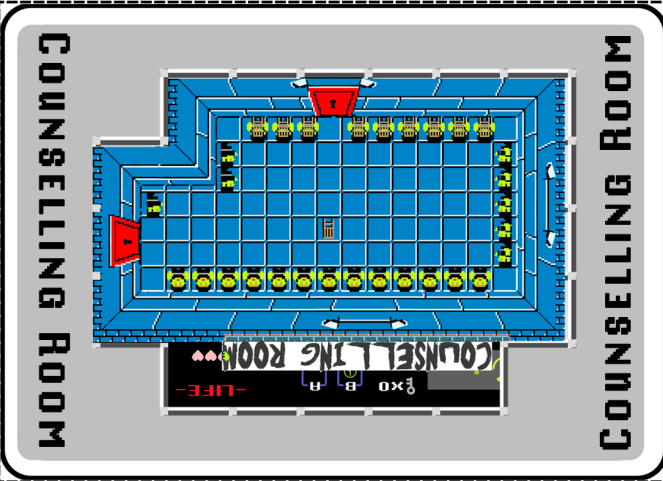






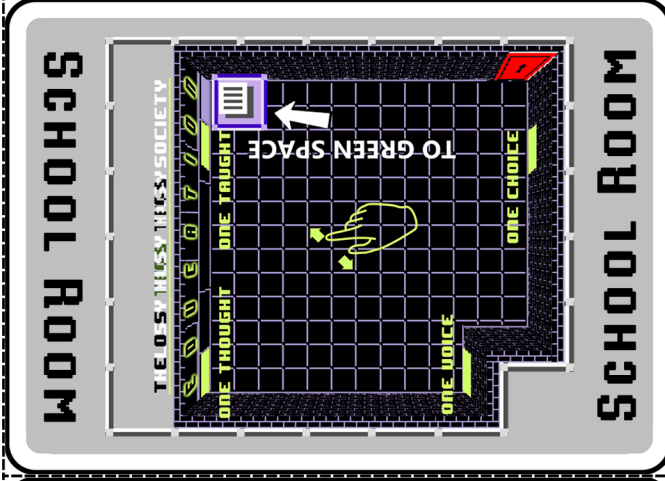
INTERVIEW ROOM

INTERVIEW ROOM



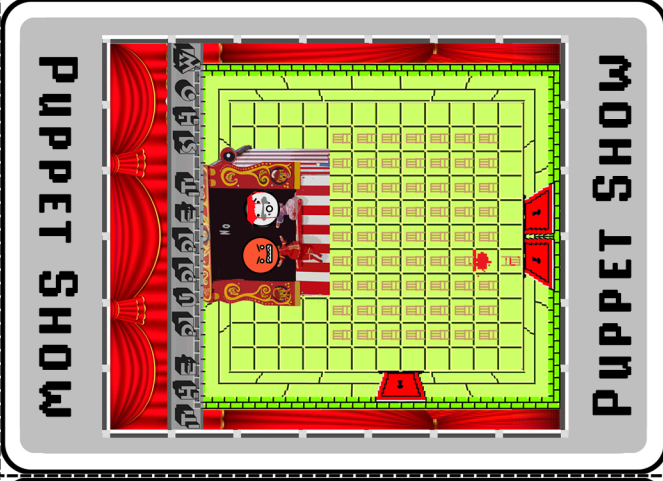
COUNSELLING ROOM

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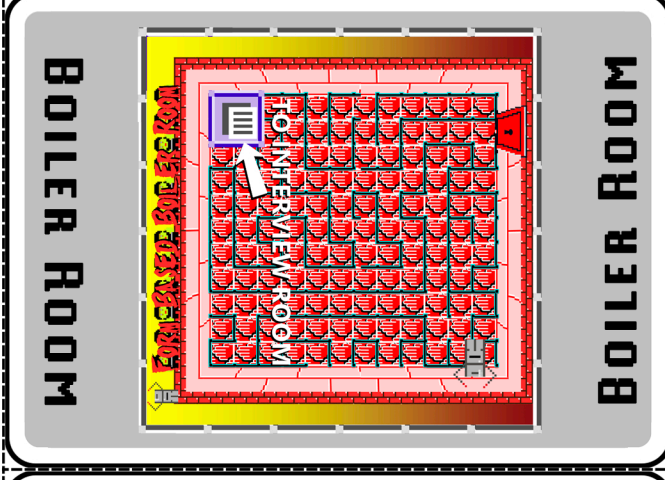
SCHOOL ROOM

SCHOOL ROOM



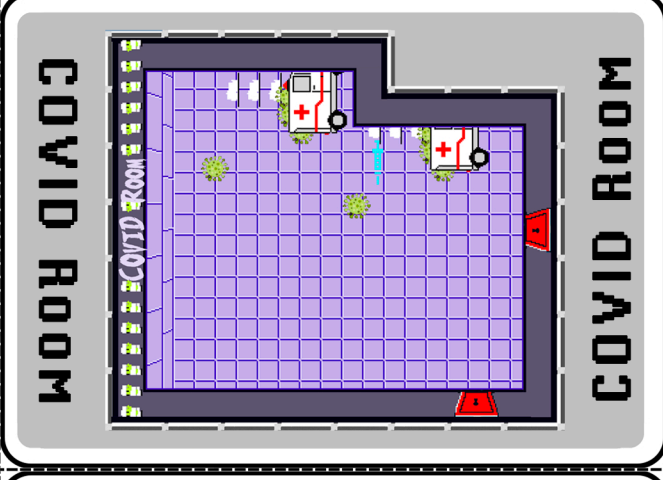
PUPPET SHOW

PUPPET SHOW



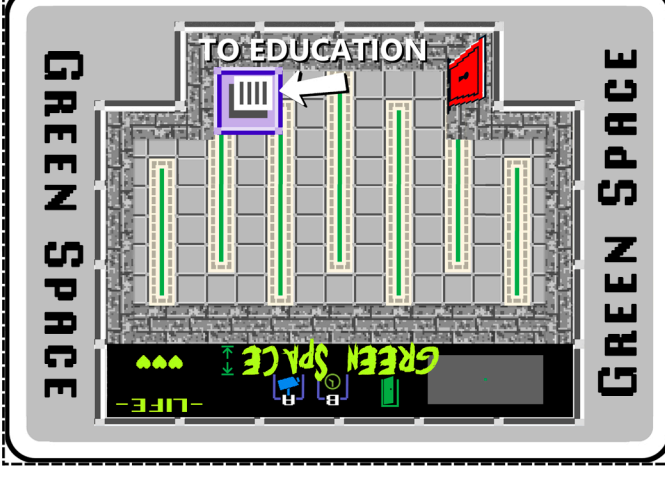
BOILER ROOM

BOILER ROOM



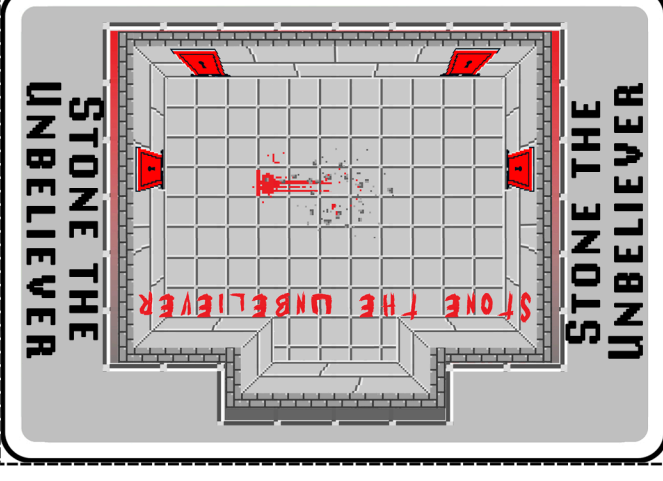
COVID ROOM

COVID ROOM



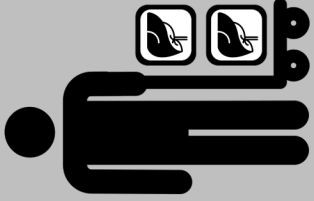
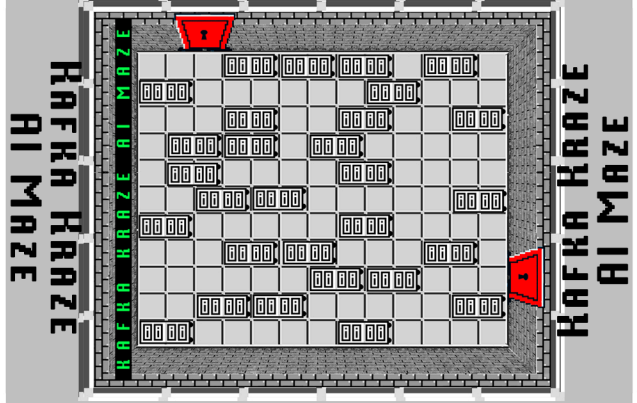
GREEN SPACE

GREEN SPACE



STONE THE UNBELIEVER

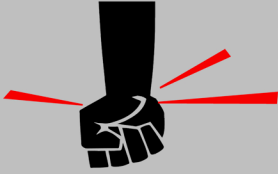
STONE THE UNBELIEVER



ORGAN  
HARVEST



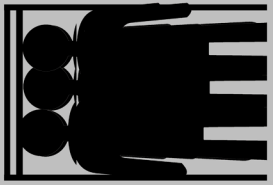
OVERDOSE



ADJUDICATION



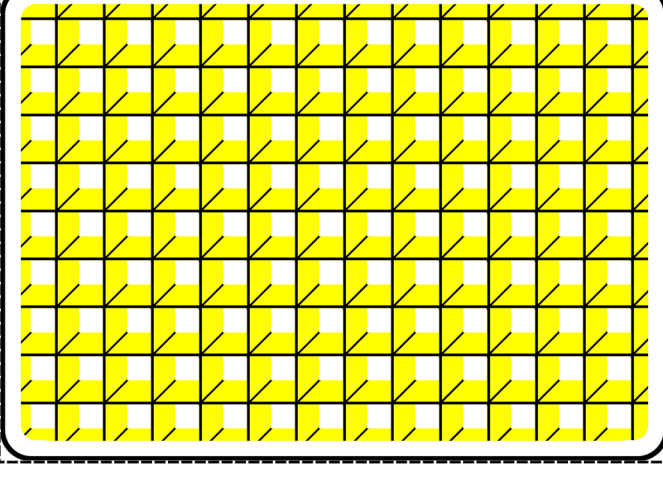
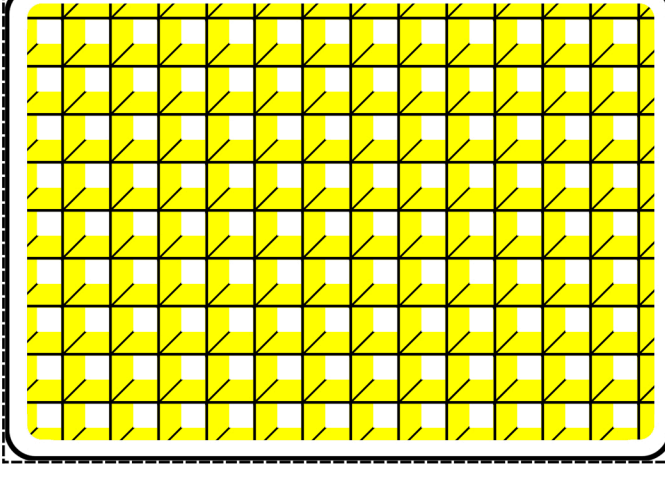
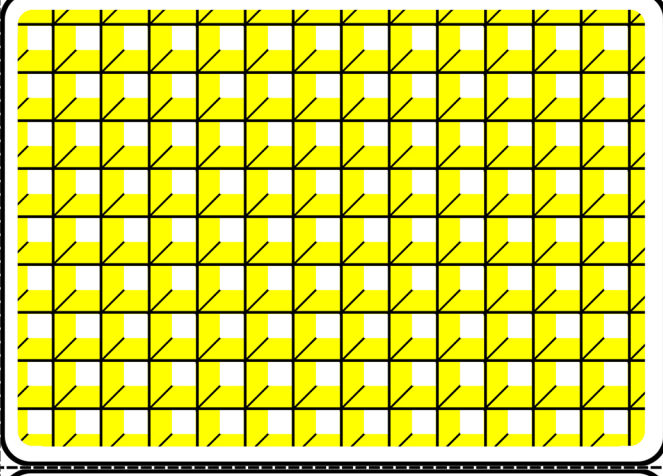
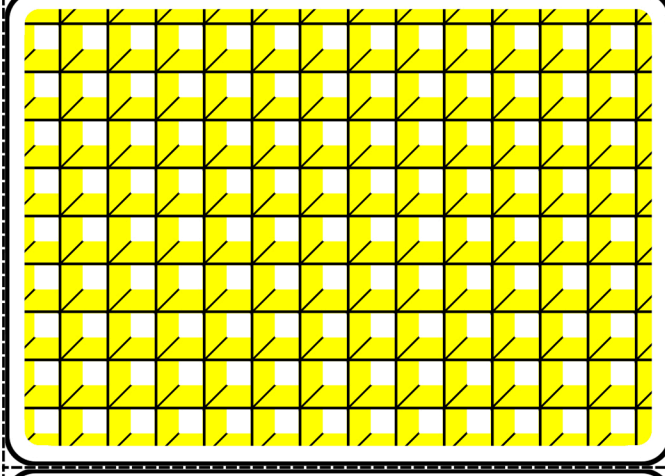
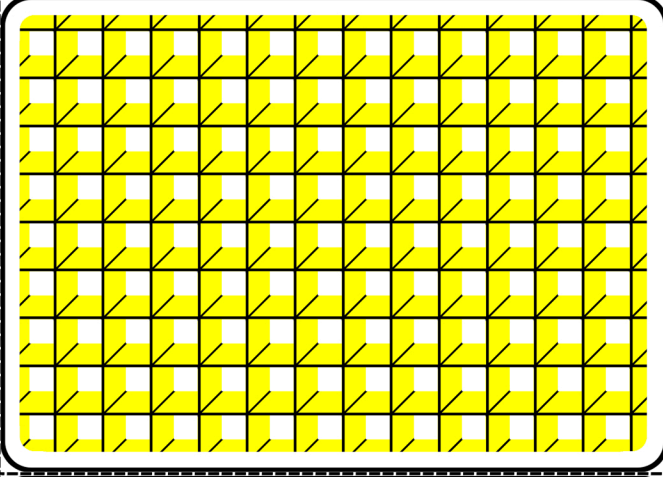
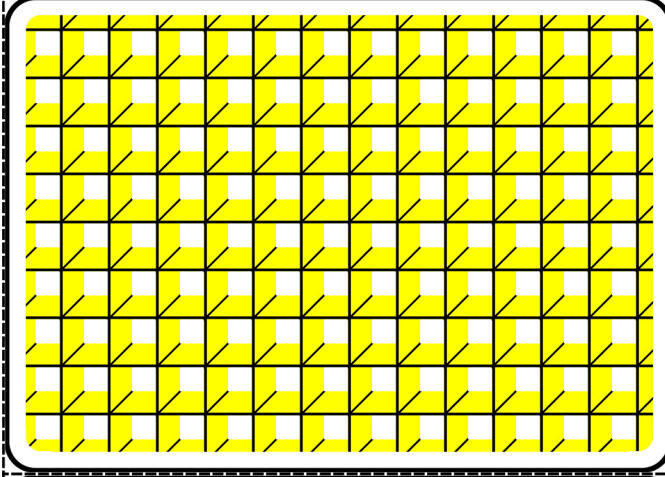
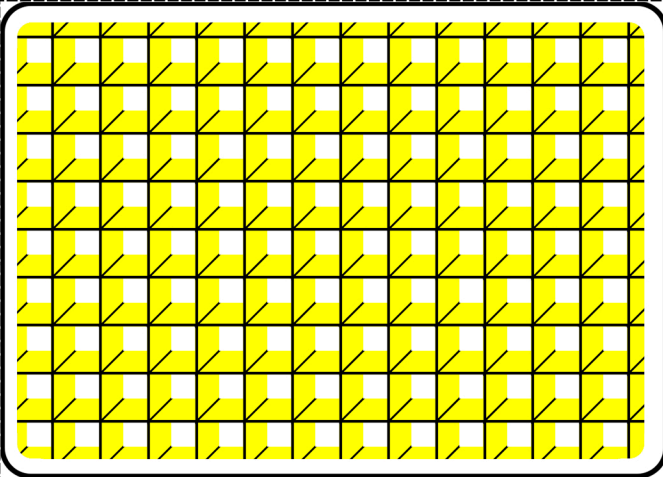
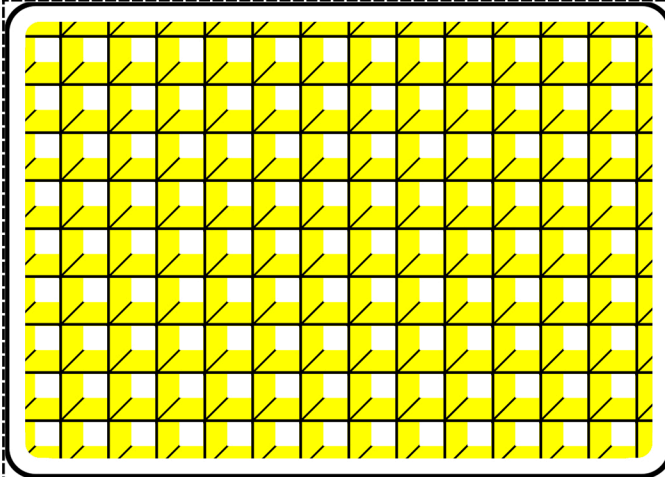
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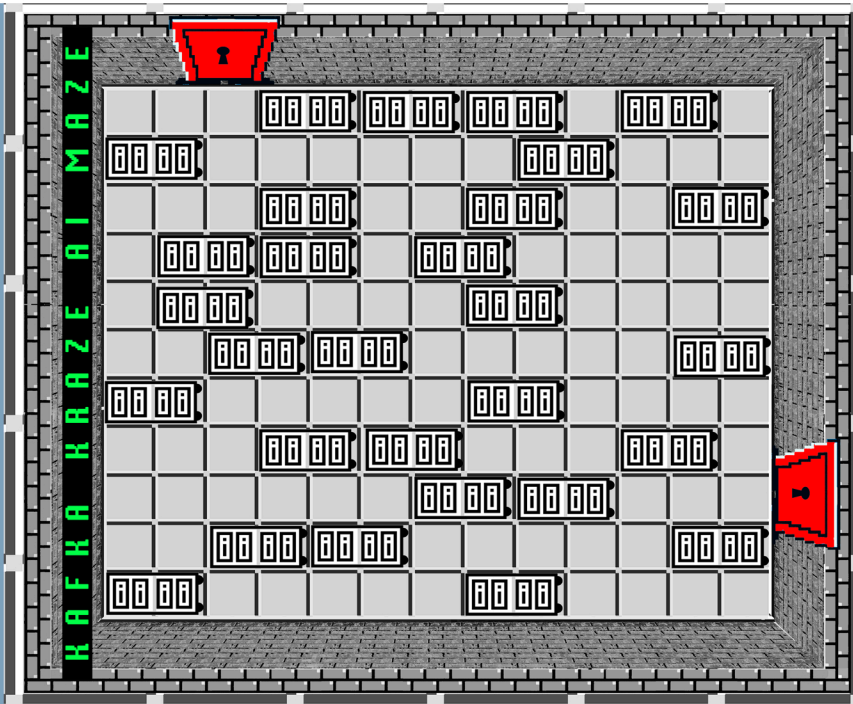
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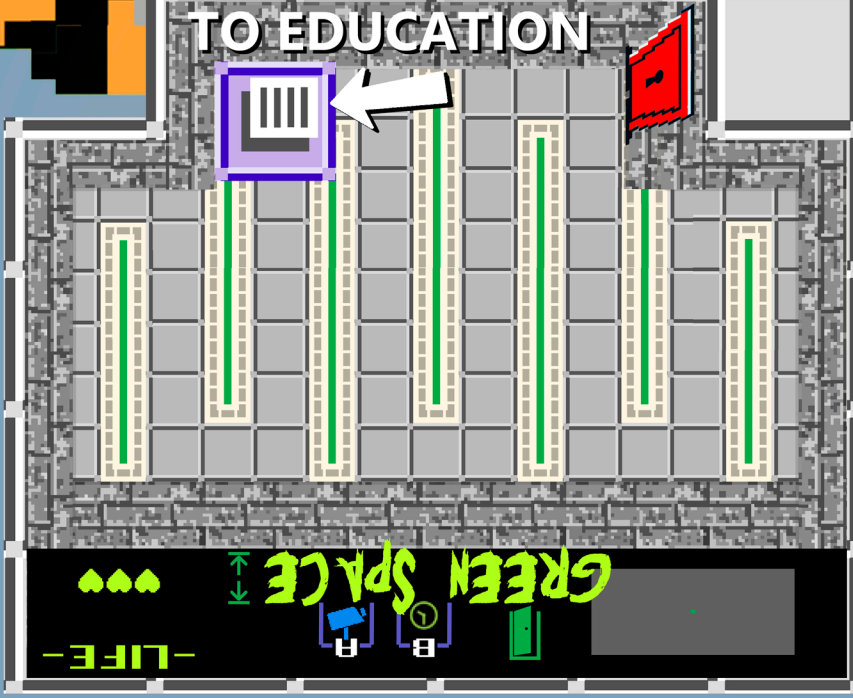




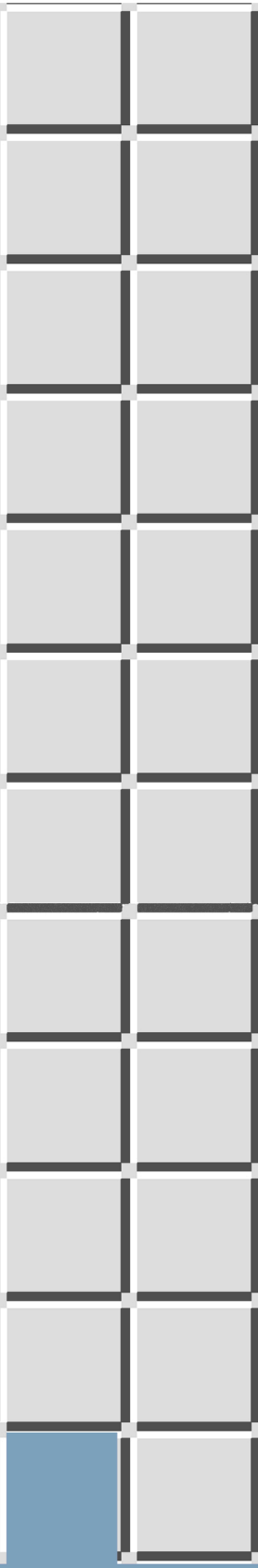
KAFKA KRAZE AI MAZE



TO EDUCATION



GREEN SPACE  
 -LIFE-  
 ↑ ↓



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EVIL

