

***A game of structured make-believe that brings creative kids  
and their families together with fun and adventure for all!***

## **Media Kit**

For more information, please contact:

Charles Ryan  
charles@montecookgames.com  
855-686-3637

We're generally available during typical office hours in the Central time zone. You can expect a response within 24 hours.

# **NO THANK YOU, EVIL!**



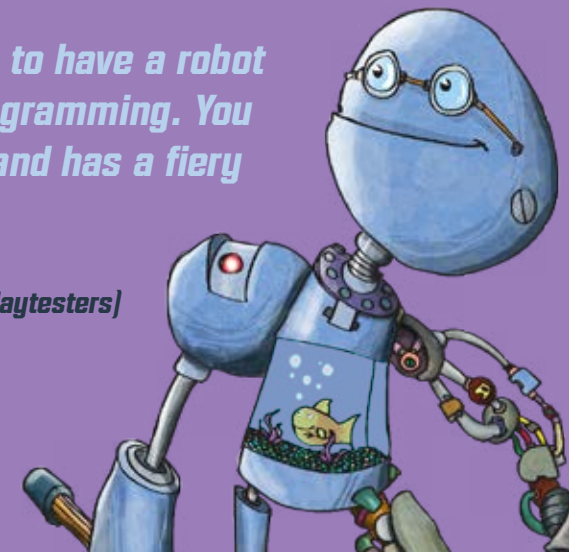
*"This is fantastic!" ~a parent*

*"I want to play again right now." ~6-year-old*

*"They had a tremendous time playing and all four boys agreed this was easily one of the best games they had played."  
~a dad*

*"I really like that you don't have to have a robot who is super smart and has programming. You can have one that is like a kid, and has a fiery dragon." ~11-year-old*

***(All quotes in this document are from actual playtesters)***



## An Imaginative Game of Structured Make-believe for Creative Kids and Their Families!

Olivia is a Super Smart Princess who Experiments with Science. Rowan is a Cool Robot who Loves Ooey Goopy Things. Their best friend tells them that a dragon has stolen all his chocolate coins. They're the only ones who can enter Storia: The Land Next Door and save the chocolate—how will they do it? It's all up to them!

No Thank You, Evil! is a tabletop game of creative make-believe, adventure, and storytelling. In No Thank You, Evil!, each player creates a character based on a couple of cool, descriptive, imagination-firing traits. The Guide (a special role often played by a parent or older sibling) presents a dilemma, and the players set off on an adventure of the imagination. Along the way they use their character's special skills, companions, and equipment to overcome obstacles—fighting a slime monster, winning over the suspicious Mayor, or beating a rabbit at a race.

Whereas conventional board games constrain players' actions, No Thank You, Evil! sets kids' imaginations free: Their options are limited only

by what they can think up. Together, the players create a story as they work together to make their way through adventure!

## Adventurous Fun for Kids of All Ages

Younger kids frustrate easily when a game is too complex for them to master. Older children quickly grow bored by games that are too simple or that strike them as below their level.

No Thank You, Evil! brings the whole family together. It's great fun for kids as young as five years old, but it's also great fun for the rest of family—adults included!—because the scalable rules adapt easily to the abilities of the player. A six-year-old might play, for example, a Princess. An eight-year-old might play a Super Smart Princess. A ten-year-old creates a Super Smart Princess who Experiments with Science. Each of these stages adds a level of sophistication to how the game is played—but all of these

***It's all about envisioning the story, overcoming obstacles, working together, and using imagination!***





characters can play around the same table in the same game. After a game or two with the grown-ups, a twelve-year-old can even run games for the other kids!

***“I understand the rules, and probably don’t need help. It seems like it’s a good system for kids to start running.” ~11-year-old Guide***

The gameplay rules are easy to grasp for novice or young players, but nuanced and flexible enough for older kids and grown-ups to enjoy just as much.

## How Do You Play It?

In *No Thank You, Evil!*, each player creates a character based on a couple of cool, descriptive, imagination-firing traits. These characters are kids themselves, but kids from the realm of the imagination—one might be a spy, while another is a robot. These characters have another unique trait: Through portals only they can access, they are able to visit the realms of Storia: The Land Next Door. Every character has a companion, along with an I Gotchyer Back pack (a living creature who carries their cool stuff in its belly), and with these in tow they set out to resolve whatever mystery or adventure the Guide presents.

In the case of the missing chocolate coins, perhaps they discover that dragons don’t really like chocolate. It took the coins because they were wrapped in shiny gold foil. Will Olivia and Rowan go looking for jewels and convince the dragon to trade? Will they fight the creature or try to trick it? There are no limits to their options: It’s all about envisioning the story, overcoming obstacles, working together, and using their imaginations!

## Enter Storia: The Land Next Door

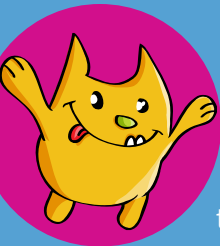
Storia is The Land Next Door: a world seen through children’s eyes. It’s home to all the elements of kids’ imaginations: Dragons and dinosaurs, faeries and elves, race cars and robots, and all sorts of

fanciful creatures. Players’ characters in *No Thank You, Evil!* are kids who have been specially chosen to help save Storia from evil. Along with their companions, characters venture into Storia to save the day!



In *No Thank You, Evil!*, characters have secret doorways in their bedrooms that lead into Storia. Go Into the Closet and encounter a fairy tale land full of queens, witches, dragons, and trolls. When you go Out the Window, you’ll find a whole new world of space travel and undersea adventures, race cars and rockets. Under the Bed is scarier, haunted by goblins, ghosts, and ghoulies, while Behind the Bookshelf leads to stories of superheroes and spies, dinosaurs and demigods. All of these gateways lead to regions of Storia: The Land Next Door, a world peopled by fantastical new friends who help you save the day against the forces of evil.





## Where Is It Sold?

No Thank You, Evil! is being crowdfunded via Kickstarter in a campaign running from May 13th through June 10th. Support this game to be one of the first to have it, and get some really cool additional features available only to our crowdfunding supporters! The game will be released in February, 2016.

## More Information and Recent Press

You can find more information about No Thank You, Evil! and the design process that led up to it in the following articles at the Monte Cook Games web site:

[No Thank You, Evil! website](#)

[No Thank You, Evil Facebook page](#)

[No Thank You, Evil!: An Introduction](#)

[Competing With Puppies: Designing Games for Kids, Part 1](#)

[Competing With Puppies: Designing Games for Kids, Part 2](#)

[Competing With Puppies: Designing Games for Kids, Part 3](#)



## FAQ

What's the age range for No Thank You, Evil!?

*No Thank You, Evil! can be enjoyed by families with children as young as four or five and up into their tweens, along with adult family members. A scalable design adapts to the needs of individual players, allowing less experienced players to use simpler rules, while giving older players more sophisticated options—all while playing together. The game remains engaging and frustration-free for the whole family.*

Can children play No Thank You, Evil! without their parents?

*In No Thank You, Evil!, one of the players takes on the role of the Guide. This is often a parent, but an older child who has played the game a couple of times can also fill this role.*

Kickstarter? What is that?

*Kickstarter is a crowdfunding platform that allows backers to fund creative projects by giving supporters a chance to get involved during the development process. Via our Kickstarter campaign, we will raise funds to complete development and production of No Thank You, Evil! It will be delivered to backers in February of 2016, and will be available in stores shortly thereafter. Monte Cook Games has previously funded three major projects via record-setting Kickstarter campaigns, with a combined total of nearly 10,000 pledges and over \$1.2 million in funding. Through these campaigns we've delivered scores of top-quality products on time to delighted backers.*

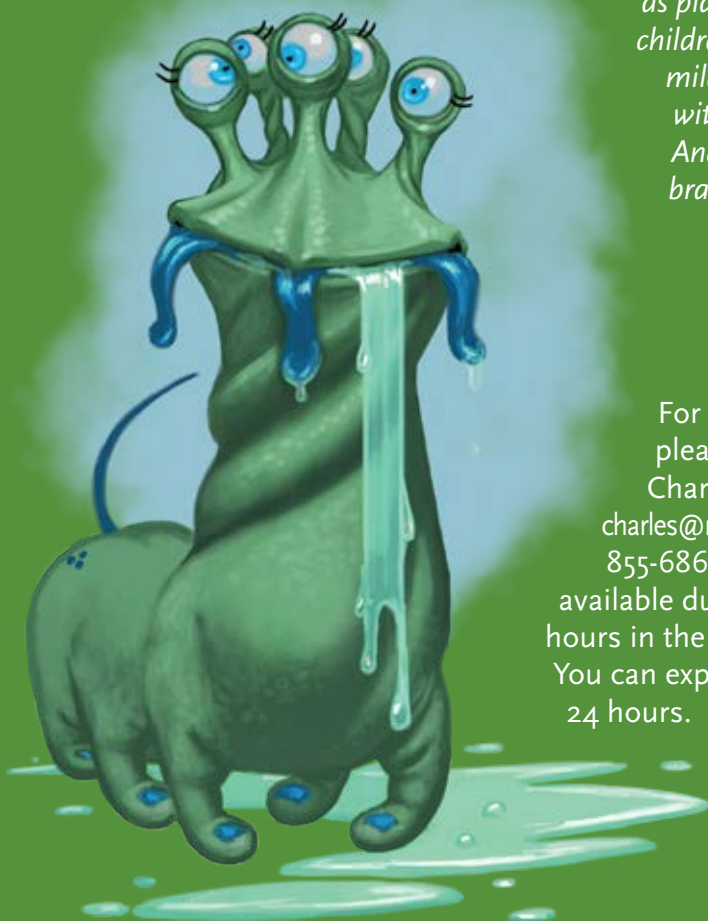
Is this a roleplaying game (like Dungeons & Dragons)?

*Monte Cook Games, the publishers of No Thank You, Evil!, have published dozens of roleplaying game products that are critically acclaimed and lauded for their high standards of design, creativity, and production. No Thank You, Evil! shares*

many traits with those and other roleplaying games, and the underlying rules are based on our previous RPG designs. That said, children experience activities of the imagination differently from adults. It's perhaps more accurate to say this is a game of structured make-believe and imagination.

What about children who hate reading, struggle with math, or suffer from colorblindness, autism, dyslexia, or other challenges?

*Every kid is different. No Thank You, Evil! has been carefully researched and designed to remove the barriers that prevent some children from enjoying tabletop games. In addition to rules that are easily tailored to the developmental level of each player, No Thank You, Evil!'s rules, text, and components have all been designed to make it as playable as possible for children with colorblindness, mild autism, or difficulties with reading or math. And we're investigating a braille supplement!*



## Contact

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## About Monte Cook Games

Monte Cook Games is a leading publisher of tabletop roleplaying games. Previous products have focused on a grown-up audience, but the idea for No Thank You, Evil! was born after many of our fans told us they'd had unusual success introducing our games to their kids.

Monte Cook Games's flagship property, Numenera, took top honors the year of its release, winning the most prestigious awards for tabletop roleplaying games including the Origins Award for Best Roleplaying Game and the ENnies Gold Awards for Product of the Year, Best Writing, and Best Setting. The corebook and its supplements have won numerous other awards, received hundreds of glowing reviews, and become widely regarded as one of the best and most creative RPGs of recent years. It has been licensed for publication in six foreign languages, and for the major forthcoming computer RPG *Torment: Tides of Numenera*. Our second property, The Strange, released less than a year ago and has been nominated for a number of top awards yet to be announced.

Despite the quality and volume of our releases, MCG is a relatively small company. Our tight-knit team of six creative and hard-working staff members work from their homes in Kansas and Washington state.

Lead designer Shanna Germain is the creative director for Numenera and The Strange. An award-winning writer and editor, her poems, essays, stories, novellas, and articles have been widely published, and she has garnered a variety of awards for her work, including a Pushcart Prize nomination, the Rauxa Prize for Erotic Poetry, and the C. Hamilton Bailey Poetry Fellowship.

Monte Cook has worked as a professional writer of fiction, non-fiction, and comics for more than 20 years. He is even better known for having written hundreds of tabletop roleplaying game products. Monte is likely best known for Dungeons & Dragons 3rd edition, which he co-designed with Jonathan Tweet and Skip Williams. In 2001, he started his own game design studio, Malhavoc Press, and published such notable and award-winning products as *Ptolus*, *Arcana Evolved*, and the *Book of Eldritch Might* series. As a freelance game designer, he designed HeroClix and *Monte Cook's World of Darkness*, and he has worked on the Pathfinder RPG, the Marvel Comics massively multiplayer online game, and numerous other games and related projects. He is the designer of Numenera and creator of the Cypher System, the rules set that underlies that title, The Strange, and No Thank You, Evil!.