

Evil H.Q. One Pager

Essence Statement

A maniacal villain is never without his diabolical base. Build and maintain your villain's headquarters where you will be creating robot armies, mutating evil monsters, and preparing for world domination, but watch out for those pesky superheroes!

Game Overview

Evil H.Q. is a base building simulation game. It is a single player game where the player will build and maintain a base to aid their villain's quest for world dominance. The player will build components of the base in order to unlock more building components and to generate resources. The player can also choose various locations that have advantages and disadvantages for the player when they build their base. Examples of locations would be an isolated mountain, deep in the sea, or even in another dimension. The player will also have to make sure their base is secure from superheroes and the military, so they will have to have countermeasures to make sure their base is hard to find or to have defenses. Everything that the player builds for the villain will make sure that the evil plan will be completed.

The player starts off with basic components to build what is needed for more base upgrades. Money and resources that the player starts with will become scarce, so the player has various options of how they want to accumulate those resources. All of the options the player chooses will balance between the factors of how fast the player gets money versus how much it will expose the base. When the player has the money to expand their research and build security systems, the player can start to build base components that start their world domination plans.

There will be various ways of dominating the world. Examples of world domination plans are building a robot army, mind controlling the world's population, or building a super laser beam that brings the world's government to their knees, so if the player chooses to build a robot army, the player would focus on having power generators and assembly lines. The player's world domination choices will always have the same risk versus reward of security versus a faster victory. After completing the world domination base components, there will be a percentage that will show the player how much of the world has been taken. The player will face the challenge of facing with the military or superheroes depending on how much risk the player took. The player will win if a hundred percent of the world has been taken.

Key Features

- Playing the villain: Be the villain by carrying out an evil plan.
- Building a plan: Risks vs. reward choices for building the base.
- Stealing from the rich: Testing the player's ability to manage resources by stealing money and resources from the world.
- Death to the Superheroes: Fend off superheroes and the military by making sure the base is safe and hidden.

