

A stylized illustration of a woman with long brown hair, wearing a green blazer over a white shirt. She has a frustrated or angry expression, with her mouth open as if shouting. In the background, a hand is holding a hammer, ready to strike. The background is a light yellow with a pattern of small, dark yellow dots.

Soul Destroyer

Manage your jerk / life balance

Congratulations, Karmic Being!
You've finally made it to 'human'.
Keep your cool, and you could
evolve into something truly divine.

But being nice is hard.
And to make matters
worse, you just got a job
as a customer service
representative.

GAMEPLAY

- **Be good! Build up your karma to attain new states of being. Drop below the threshold and you could be reborn as a badger, or a lowly fern.**
- **Help your customers evolve! Procedurally generated conversations change as your customers grow angrier or calmer.**
- **Watch your temper! Being nice to angry customers can be frustrating, but if you let it get to you, you'll snap, costing you precious karma.**

FEATURES

- **Original game mechanics that combine resource management with a real-time conversation simulator.**
- **1960s pop art graphical style.**
- **Be reincarnated as a variety of species, each with their own particular set of skills to unlock.**
- **Pull your karmic case report to reflect on how the decisions you've made lead to the being you've become.**