Introducing Book It! The Pro Wrestling Promoter Card Game

For Immediate Release

Foam Hammer Games is proud to present Book It! The Pro Wrestling Promoter Card Game! Book It puts you and your friends in the shoes of an independent wrestling promoter trying to run the hottest company in the world! After being successfully funded on Kickstarter, raising over $30,000 and shipping out to over 500 backers. Book It is now available for retail and wholesale purchase via the Foam Hammer Games website.

About The Game:

Book It is a game for 1-4 players, and contains elements of deck building, resource management, drafting, and point scoring. Players take on the role of an independent wrestling promoter building a new company, and start off the game by selecting the style of promotion they want to run in secret, revealing their choices to each other all at once (and finding out if they have any direct competition!)

The game continues over six turns. Each turn, players rent venues in cities from all over the world, sign the hottest free talent to their companies via a community marketplace, purchase cards to help their promotion and hurt their opponents, and develop their local talent (starting cards). After spending their money, players then lay out the best show they can by pairing off their signed and local wrestlers. Players gain money from their shows based on the fame of the wrestlers, and the reputation of the company increases based on the actual quality of the wrestlers’ performances. At the end of six turns the player with the highest reputation wins the game!
Book It has been played by people all over the world in both physical and digital formats, and the feedback has been outstanding! Book It is a must-have for pro wrestling fans, but even those who have never watched a wrestling match in their lives will appreciate the easy to learn mechanics and deep strategy that Book It has to offer!

**Number of players:** 1-4  
**Time Required:** 60-90 min  
**Recommended ages:** 13+  
**Suggested Retail Price:** $39.99  
**Foam Hammer Games Website:** [www.foamhammergames.com](http://www.foamhammergames.com)  
**Facebook:** [https://www.facebook.com/BookItGame](https://www.facebook.com/BookItGame)  
**Twitter:** [https://twitter.com/FoamHammerGames](https://twitter.com/FoamHammerGames)  
**Instagram:** [https://www.instagram.com/foamhammergames/](https://www.instagram.com/foamhammergames/)  
**Discord:** [https://discord.gg/V3REXdH](https://discord.gg/V3REXdH)  

**About The Creators:**

*Paul LaPorte, Lead Designer:*

Paul has been interested in game development since he wrote his first Vampire: The Masquerade scenarios at age twelve. He spent the better part of his adolescence and adulthood devouring as many types of games as possible, and even spent a brief amount of time playing poker semi-professionally. He’s also a life-long fan of Pro Wrestling (quite literally, he was born two days before the first WrestleMania and cannot remember a time when he wasn’t watching) and has been involved in the independent wrestling scene since 2005, filling a wide variety of roles both behind the scenes and in front of the cameras. It seemed only natural for him to take two of his biggest passions and combine them into his first official game: Book It!

*Alex Mahoney, Lead Artist:*

Alex is a weird wrestling knowledge wunderkind who knows more about the 90s deathmatch wrestling scene than probably anyone alive despite the fact that she wasn’t born when any of it took place. She’s designed merch for just about every independent wrestler you’ve heard of and many more that you haven’t. You’ll never see her face. Ever.
Eric Swanson, Graphic Designer:

Eric is a ridiculously creative dude who has taken on creative endeavors in design, art, music, business, and just about everything else you can imagine. He is the owner of Cloud Giant, a gaming store in New Hartford, NY, and runs a design company called Fencing and Archery. To the best of our knowledge he does not know how to fence or… arch?