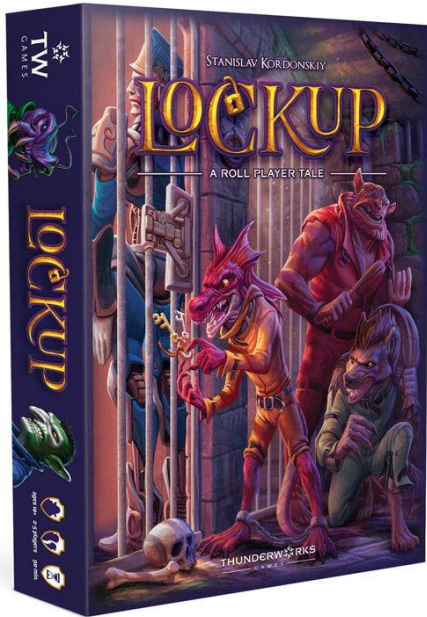




FOR IMMEDIATE RELEASE
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Lockup: A Roll Player Tale Launches on Kickstarter

Will Your Faction Gain the Most Reputation and a Chance for Freedom? Find Out in this Competitive 1-5 Player Worker Placement Game Set in the Infamous Kulbak Prison!

"This game is OUTSTANDING!"
-- Gaming with Edo

Madison, WI, September 18, 2018 – Thunderworks Games' Lockup: A Roll Player Tale is now funding on Kickstarter.

In Lockup, players manage groups of minions -- gnolls, kobolds, bugbears, goblins, or insectoids -- locked up in Kulbak Prison, an unsavory institution where enchanted gates and Construct guards make escape all but impossible. Each round, players try to minimize their suspicion from the guards while allocating their crew to different locations within the prison.

The player with the strongest crew in each location at the end of a round gains the most resources, hires the most powerful crew, and builds the most powerful items, increasing their reputation. The player with the most reputation at the end of six rounds, wins.

Lockup: A Roll Player Tale is designed by Stan Kordonskiy, with illustrations by Lucas Ribeiro and graphic design by Luis Francisco.

Lockup: A Roll Player Tale would be Thunderworks Games' fifth published title behind other successfully funded Kickstarters, including Dual Powers: Revolution 1917, Roll Player: Monsters & Minions, Roll Player, and Bullfrogs.

Media Resources: <https://www.thunderworksgames.com/lockupmedia.html>