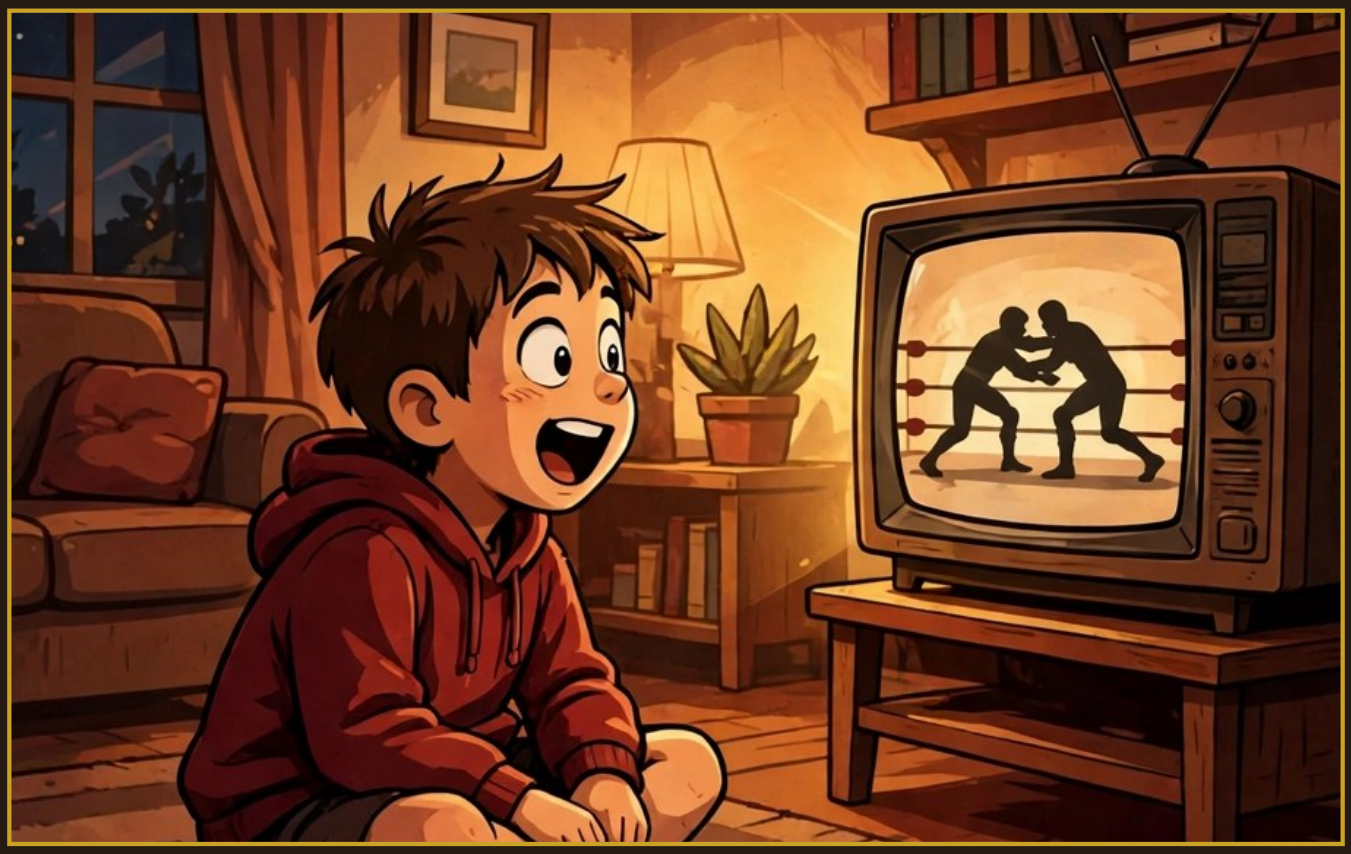


RINGBOUND: THE COMPLETE GAME — A CAMPAIGN

FROM THE FRONT ROW TO THE MAIN EVENT

Twelve shows. One rookie year. Everything on the line.

An original game created by Marcus Draper

HOW TO RUN THIS CAMPAIGN

This is a full rookie year in twelve shows, in four acts of three. It works guided or solo. The players create wrestlers (rulebook Chapter 3); the campaign provides the story beats, the matches that matter, and the moments the crowd will retell.

Follow the beats, not a script. Each act gives you scenes and matches. Play them in order, but let the dice decide what happens inside them.

Use the decks. Draw from Outside the Ropes between shows and When the Bell Rings during them. The campaign tells you when.

Track everything. Rivalry Heat, championships, injuries, Spotlight — the career record sheet and journal are part of the game.

> *The campaign assumes one player wrestler as the focus, with the rest of the table playing the territory around them. In solo play, that wrestler is you.*

ACT I — THE DREAM (SHOWS 1-3)

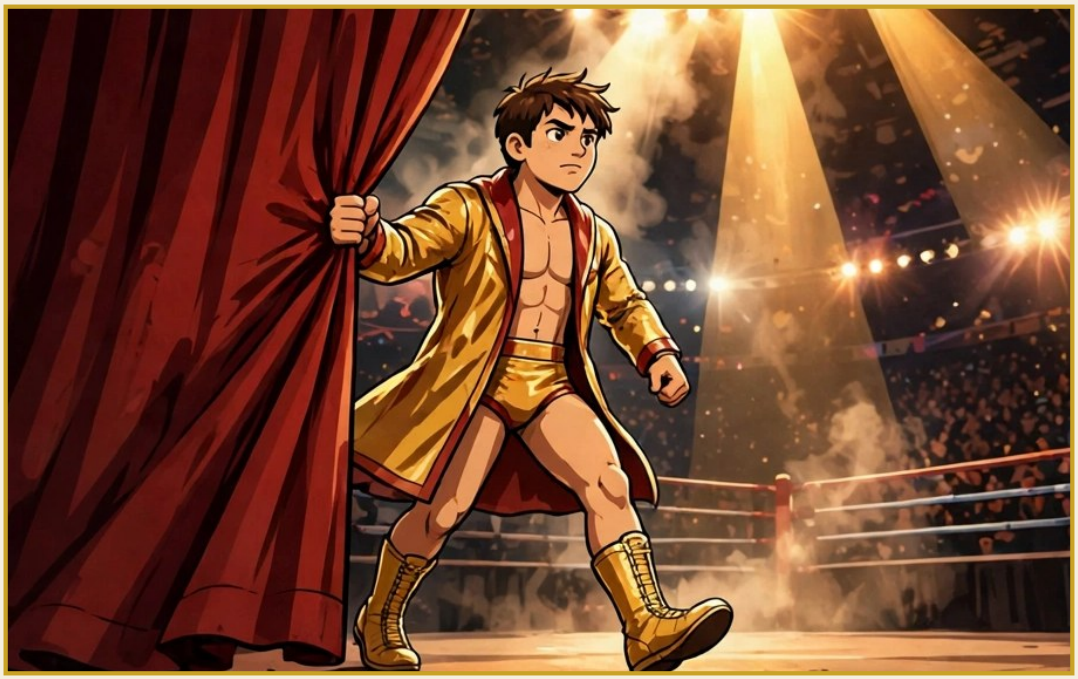
The kid becomes a wrestler. Run character creation as Act I, Scene 1 — the dinner table, the family background roll played as a scene, the athletic foundation as a flashback. Then the gym.

Show 1: The Tryout. Training montage (3 rounds), then the tryout roll. Rosa “Sarge” Delgado watches. Book the result honestly — a 6- means ring crew, and ring crew is a story.

Show 2: The Debut. The First Booking adventure, or your own version. Opener or mid-card. Draw one When the Bell Rings card. Win or lose, the crowd learns the name.

Show 3: The First Win. A rematch or a new opponent. The wrestler’s first victory — play the crowd’s reaction like it’s history, because it is.

The work before the spotlight.



The curtain. The lights. The name.

ACT II — THE GRIND (SHOWS 4-6)

The honeymoon ends. The territory gets real: road dates, small crowds, a rival who wants the same spot.

Show 4: The Rival Appears. Draw The Rival's Shadow or introduce a roster rival. Heat 1. A confrontation, not yet a match.

Show 5: The Tour. Draw The Tour card. Three weeks on the road — play one travel scene and one match. +2 Spotlight for the grind, Doubt for the homesickness.

Show 6: First Blood. The first match against the rival. Heat 2–3. Book it live — let the dice start the feud properly.

Between shows, draw from Outside the Ropes. The wrestler's life should be getting complicated: bills, family, the day job. That's not filler — it's the reason the crowd cares.

ACT III — THE CLIMB (SHOWS 7-9)

The wrestler is a contender now. The championship is visible — and so are the people who'll do anything to keep it from them.

Show 7: The Title Shot. Draw The Title Shot card. An injury opens the door — tonight. Win and you're champion; lose and you're the valiant challenger.

Show 8: The Betrayal. Draw The Betrayal or stage one: an ally costs the wrestler everything. Heat jumps to 4. The crowd turns.

Show 9: The Blowoff. The stipulation match. Heat 5: start at Crowd 4. This is the best match of the campaign so far — play every exchange like it matters, because it does.

Nose to nose. The whole building holds its breath.

Trust is the first thing that bleeds.

ACT IV — THE MAIN EVENT (SHOWS 10-12)

Everything converges. The championship, the rival, the territory's biggest show.

Show 10: The Challenger. A number-one contender's match. The winner faces the champion at the big show. Book it live — the crowd should be unsure.

Show 11: The Contract Signing. No match — a promo segment. Both wrestlers cut the promo of their lives (HEART rolls). The table gets flipped. The crowd is molten.

Show 12: THE MAIN EVENT. Title match, stipulation of the champion's choosing. Use Booked Finish or let the dice decide — but decide BEFORE the bell. Start at Crowd 4. Draw two When the Bell Rings cards. This is the one they'll talk about for years.

Climb for it.

Confetti falls on the new champion.

AFTERMATH & LEGACY

Run full aftermath. Then ask the table:

What does the champion do first? A fighting champion defends. A cowardly one ducks — and loses the crowd.

Who retires? A veteran who put the rookie over may take their bow. Play the farewell.

What’s next season? New feuds, new faces, the title picture reshuffled. The territory never sleeps.

Every legend starts outside the ropes — and ends by lifting someone up.

> *The best ending isn’t winning the title. It’s the moment the rookie — now a star — puts over the NEXT rookie, clean, in the middle of the ring. That’s the business. That’s Ringbound.*