



RINGBOUND: THE COMPLETE GAME

# PROMOTER'S GUIDE

*Book the show. Build the stars. Sell the building out.*

An original game created by Marcus Draper

# THE PROMOTER'S JOB

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The promoter doesn't wrestle — the promoter makes wrestling matter. You book the card, play every non-wrestler in the territory, and decide what the crowd cares about. Your tools: the roster book, the card decks, and your sense of story.

**You are the world.** Promoters, coaches, referees, fans, reporters — you play them all. Give each a voice and a want.

**You are the schedule.** A season is about twelve shows. Pace your stories across it: build for three, pay off on the fourth.

**You are the consequences.** Wins and losses change the territory. A champion who ducks contenders loses the crowd. A beloved heel turn sells tickets.



*Everybody wants something backstage.*

## BOOKING PHILOSOPHY

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Every show follows the same rhythm. Learn it and you can book in your sleep:

**The opener pops the crowd.** Fast, energetic, someone the fans love. Start at Crowd 3 — the building is already warm.

**The middle builds.** Rivalry matches, stipulations, story advancement. This is where cards get drawn — one from When the Bell Rings per match.

**The main event pays off.** The biggest story, the highest stakes. The winner earns +1 Spotlight. The finish should feel inevitable and surprising at once.

*A show with three great matches beats a show with seven forgettable ones. Protect your main event: nothing before it should outshine it.*

## The card formula

For a standard show: opener (rookie showcase or fast tag), middle (rivalry or stipulation), main event (title or feud blowoff). For a big seasonal show, add a second middle match and make the main event a stipulation.

## STORYLINES & FEUDS

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A feud is a question the crowd wants answered: who's better? who betrayed whom? who deserves the belt? Build it in three beats:

**The spark.** A confrontation, a stolen win, a betrayal card. Rivalry Heat 1–2.

**The escalation.** Run-ins, promos, a non-finish. Heat 3–4. Both wrestlers earn +1 Spotlight per match against each other.

**The blowoff.** The stipulation match that ends it. Heat 5: start at Crowd 4. Afterward — respect or ruin, never nothing.

Run two feuds at once (one for each division) plus a slow-burn third. When one blows off, start the next. The territory should always have something simmering.



*Somebody has to pay the lights.*

## RUNNING THE TERRITORY

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### Money (keep it simple)

Track the territory's GATE per show: roll 2d6 + the main event's combined Crowd, times 10 — that's your dollars in hundreds. Pay the talent (a few hundred each), the building (a thousand), and bank the rest. A territory with three straight losing shows has to cut someone — that's a story, not a punishment.

## The locker room

Your wrestlers have opinions. After a controversial finish, ask the locker room: who's angry? A disgruntled wrestler becomes a heel turn, a departure, or a shoot promo — all of them are television.

## New faces

Every third show, debut someone: a rookie from training, a veteran passing through, a rival promotion's cast-off. New faces keep the territory alive — and give your players new rivals, allies, and problems.

# WHEN TO BOOK THE FINISH

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The optional Booked Finish mode (rulebook Chapter 16) is your scalpel. Use it for:

**Title changes.** The belt should change hands when the story says so, not when the dice feel generous.

**Feud blowoffs.** The wrong winner can kill a six-week story. Book it.

**Tournaments.** Brackets need planned winners — but let the early rounds stay live.

Leave everything else to the dice. A booked card with live undercard matches gives you control where it matters and chaos everywhere else — which is exactly what a wrestling show feels like.



*This is what you're selling.*

# THE SEASON ARC

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Twelve shows. Four chapters of three:

**Shows 1–3: Establish.** Debuts, first feuds, the champion looks unbeatable.

**Shows 4–6: Complicate.** Betrayals, title challenges, a heel turn. The champion looks human.

**Shows 7–9: Escalate.** Stipulations, blowoffs, a new contender rises. Nothing is safe.

**Shows 10–12: Pay off.** The big show. Every feud blows off. Titles change or don't — but it matters.

End the season with aftermath: injuries heal, Spotlight gets spent, someone retires, someone debuts. Then start again — the territory never sleeps.