For Immediate Release

September 23rd, 2022 (Tulsa, OK) - Frontier X Studio announces its upcoming board game, *Lock 'em Up!*, coming to Kickstarter on **October 4th.**

Lock 'em Up! has been play tested by dozens of people and it will launch on Kickstarter with the full art and design complete. The Kickstarter campaign will feature the game at \$35 plus shipping charges added in the Pledge Manager after the 30-day campaign is funded. Early bird backers will be able to get significant discounts.

With successful support from Kickstarter backers, *Lock 'em Up!* will be fulfilled to backers in April 2023, and be available in select online stores within a few months after that.



About the Game

Lock 'em Up! is a fast-paced, family-friendly tabletop game where you use all the dirty tricks in your power to put your opponents in jail before they put YOU in jail.

The game sparked as an idea during the Mueller investigation. Everybody in the country wanted to put someone in jail, but everyone had a different opinion of who it should be. It was out of all our hands until Scott had the idea to do a home version of a trial. He sketched out a basic version of it and sprung it on his friends at poker night. It was a hit, but it wasn't quite there.

Plus there was another problem: in the real world, the characters on the news were constantly changing as different people were getting fired and hired — there was no way for a game to keep up! People were on edge and feeling powerless about the antics of the people in power, and the people in power (knowing it was the best way to

keep their cushy jobs) were pushing the country further and further apart. The players were always changing, but the game remained the same.

That was our "Aha!" moment: we decided to make the characters non-specific and focus on titles instead of names. Some of the mid-century style characters may look familiar but they could be different people depending on who you ask. And finally, after years of testing and tweaking, the final version of *Lock 'em Up!* was complete.

How to Play

Lock 'em Up! is a bipartisan game of political dirty tricks where you have to put your opponents in jail before they do it to you. The winner is the last player with a character not in jail.

The game consists of a total of three decks worth of cards split into two groups: the Character Cards, the people you're trying to keep out of jail; and the Action Cards which give you power and influence to make strategic moves in the game.

Players choose which group of characters they want to control — the White House, the Military, Law & Order, Progressives, Conservatives, or Lobbyists. Players then take turns drawing from the Action Cards deck, using those cards to indict or save characters. When the game board resembling a courtroom is full, the convictions start. Turn by turn, the Characters on the docket are sent to a jail cell, and out of the game.

Number of Players: 2-6

Time per Game: 30-45 minutes

Recommended Age: 8+

Website: <u>www.lockemup.today</u>

Twitter: twitter.com/LockEmUpToday

Instagram: instagram.com/LockEmUpToday

Facebook: facebook.com/LockEmUpToday

Board Game Geek Listing: boardgamegeek.com/boardgame/369901/lock-em

Preview of Kickstarter campaign: tinyurl.com/LockemupKSpreview

About Frontier X Studio LLC



Scott Jenkins, creator of *Lock 'em Up!*, is a game designer, writer, and maker. His game design and game writing credentials include Dungeons & Dragons, DC Heroes Role Playing Game, and Battletech. He is also the founder of magic prop maker illusion.works, and author of the thriller Smoke & Dagger novel series.



Jennifer Perry is the artist and graphic designer of *Lock 'em Up!* She is the founder of Jennifer Makes It and JaklynRosie brand on Amazon. She also has a long history of marketing experience at multiple Fortune 500 internet companies.

For more information, contact Scott at lockemup@frontierxstudio.com.