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PRESS RELEASE

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For Immediate Use

## **HARD VACUUM, A WWII SPACE COMBAT GAME, SLATED FOR HOLIDAY SEASON RELEASE BY FAT MESSIAH GAMES**

Kick the tires, light the jets, and roar off into the hard vacuum of 1940s outer space! Welcome to the seventh product in the exciting Fat Messiah Games line.

*Hard Vacuum* is a game of spaceship combat set in the 1940s. The board and/or miniature game explores what World War II might have been like if fantastic rocketships had existed the way scientists and dreamers of the time envisioned them. The game system is a new approach to realistic space movement and is all about speed, playability, and fun.

Anyone can fly a Nazi spaceplane or a Space Corps rocketship in this battle for orbital supremacy. *Hard Vacuum* was designed by Darrell Hayhurst and developed by Neal Sofge, Super Genius of Fat Messiah Games.

"*Hard Vacuum* was inspired by Buck Rogers, Flash Gordon, and all the old black and white serials with finned, roman candle powered rocketships," Hayhurst said. "I grew up on those serials, and always wanted to do something with their unique aesthetic and sense of fun."

*Hard Vacuum* is the first game Hayhurst has published. The 28-year-old Tucson resident has been designing his own role-playing and war games since high school. He said work has already started on the first expansion for *Hard Vacuum* with Fat Messiah Games.

"Darrell has come up with a unique way of handling space movement," said Sofge. "That, combined with the cool background, is what made us decide to publish the game. It fits in well with the basic FMG concept of well-researched, well thought-out products."

*Hard Vacuum* is designed for two or more players; the retail price is \$14.95 for a 48-page book including a sheet of game markers. Also available are Hard Dice, six-sided dice numbered from zero to five for use with *Hard Vacuum*. The dice come in three-packs retailing for \$2.25 in either Vacuum Black or Atomic Red.

Fat Messiah Games, based in Los Angeles, Calif., has been producing unique fantasy and science fiction adventure games since 1991. FMG products feature tactical richness, innovative mechanics, and high playability.

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