

PRO WRESTLING GAME OFFICIAL RULEBOOK(1984 Mid South-NWA)

INTRODUCTION

Welcome to the action-packed world of Pro Wrestling Game! As a player, you choose one of the many Action Cards representing the most fearsome grapplers. You will find the game fun, exciting, and the source of many hours of entertainment. It's easy to play, simple to learn, and your results will parallel those of actual professional wrestling.

RATINGS

The ratings are located on the bottom of each Action Card., the area marked PRIORITY.

The first number is the rating for singles matches, and ranges from 1 to 5+, with 1 being the worst possible and 5+ being the best. The second number is the tag-team rating, and ranges from 1 to 3+. Again, 1 is the worst and 3+ is the best. Below is a breakdown of the ratings and the abilities they refer to:

RATINGS FOR SINGLE MATCHES:

RATING ABILITY

1 Preliminary - Poor

2 Average

3 Good

4 Very Good

5 Top Contender

+1 Champion (add to rating)

RATINGS FOR TAG-TEAM MATCHES:

RATING ABILITY

1 Poor

2 Average - Good

3 Top Contender

+1 Championship (add to rating)

If an Action Card is rated 5/1, then the wrestler is a top contender in single matches but is downright awful in tag-team matches.

OBJECT

As in actual professional wrestling, the object of the game is to win the match. This can be accomplished:

1. by pinning your opponent
2. by forcing your opponent to submit, or
3. as a result of opponent disqualification.

PRE-GAME PROCEDURE / STANDARD MATCH - 2 PLAYERS

1. Each player selects one wrestler from the Action Cards provided
2. Each player selects a pair of dice
3. One player acts as the SCOREKEEPER, and enters the wrestler's names on a scoresheet provided (note: any scratch paper will do). Also, the scorekeeper is responsible for tallying the ongoing score throughout the match.
4. The SCOREKEEPER signifies the bell (a "ding-ding" will do) to begin the match.

NOW, WE ARE READY TO BEGIN THE ACTION:

1. GENERAL CARD:

1. At the SAME TIME, both players roll their dice and refer to the GENERAL CARD section of their Action Cards. Each GENERAL CARD section varies with respect to the wrestler's ability. The purpose of the GENERAL CARD is to see whether your wrestler will launch an offensive attack or assume a defensive position for the ROUND, which is equal to one minute of actual ring time. In the GENERAL CARD section, dice totals ranging from 2-12 are represented, indicating two possible results: OC, which stands for OFFENSIVE CARD, or DC, which stands for DEFENSIVE CARD. If you roll OC, you next refer to your OFFENSIVE CARD; if DC, your DEFENSIVE CARD.

2. **NOTE:** If both players roll DC in a round, they each REROLL on their General Cards until at least one player rolls OC. Therefore, both players may be on offensive at the same time (as in pro wrestling), but both players may NOT be on the defensive at the same time (nothing would happen!).

3. **IMPORTANT:** It is mandatory that each player announce OUT LOUD whether they have rolled "Offense" or "Defense". This sets the pace for the action, and lets you know if a reroll is necessary due to both players rolling DC.

II. OFFENSIVE CARD:

The OFFENSIVE card section of each Action Card contains the moves and holds most frequently utilized by your wrestler. For each offensive move there is a point total which indicates the effectiveness of the maneuver.

1. The Player(s) who roll OC now roll on their OFFENSIVE CARD. The move and point total are verbalized OUT LOUD (example: "Headlock, 7"). If both players are on offense, the SCOREKEEPER simply tallies their respective scores. However, if one player is on defense, see rules under DEFENSIVE CARD.

2. **ROPES:** If a player rolls ROPES, his offensive action for that round moves to the ROPES section, where the player rolls two dice. Various rope maneuvers and their corresponding point totals are represented. If a player rolls "NA", it means there was NO ACTION at the ropes, and no points are awarded.

3. **SPECIALTY:** If a player rolls an OC or ROPES move that is followed by an (S), this means the wrestler's specialty move (HIS MOST EFFECTIVE) was performed, and you refer to the SPECIALTY section for the point totals. With this move, a player can gain a large number of points and possibly win the match in an instant. This player rolls ONE die and the SCOREKEEPER records the total.

4. "P/A" and "**": Some offensive maneuvers will be followed by a point total and either "P/A", which stands for PIN ATTEMPT, or an "**" which refers to a SUBMISSION ATTEMPT. See rules under PINNING and SUBMISSION for clarification.

III. DEFENSIVE CARD:

The player who rolled DC on his GENERAL CARD now rolls 2 dice under the DEFENSIVE CARD section. The actual defensive moves are designated by these codes:

A = gain 2 points for the round by attempting to break the offensive hold

B = gain 0 points for the round as you simply absorb punishment

C = gain 4 points for the round by effectively neutralizing the offensive hold. The wrestler on offense gets 0 points for the round, REGARDLESS of his offensive role.

Reverse = you instantly become offensive and your foe becomes defense (his offensive roll is nullified). It is a simple reversal with no need to reroll on the GENERAL CARD.

Refer directly to your OFFENSIVE CARD, and your foe to his DEFENSIVE CARD.

Roll again for moves and point totals.

IV. AFTER THE ROUND:

After the round is completed, the SCOREKEEPER tallies the cumulative point total on the Official Superstar Pro Wrestling Scoresheet. Players then resume play by rolling on their GENERAL CARDS. The match continues in this fashion until one wrestler is victorious.

V. PINNING: (A pin attempt takes place at the end of a round of action)

1. A wrestler may attempt a pin when:

a. he rolls a "P/A" on either his OFFENSIVE CARD, ROPES, or SPECIALTY section,
OR

b. he has 30 or more total points AND he is beating his opponent by 10 points or more AND her outscored his opponent by 5 or more in a round. Method (b) is the means by which most matches will end. Since it is optional, you may either attempt a pin, or inflict more punishment (thus getting a higher score). This tactic may enrage the fans!

Method (a) is effective for a wrestler that is far behind on points. He may be losing, but he is by no means out of the match.

2. **The SCOREKEEPER** informs the player of his score after each round has ended. If the wrestler is eligible for, and wants to attempt, a pin, the player refers to the enclosed PIN CHART. He then rolls both dice and refers to the column which contains his TOTAL POINT RANGE (ex. 0-10, 11-20, 21-30, etc.). If the player rolls a PIN, the match is over. If not, the player accumulates the points indicated to his point total, enabling him to pin his opponent easier the next time-the more points you have, the better your chances for a PIN (see PIN CHART).

3. If a pin attempt is unsuccessful, resume play as usual.

VI. SUBMISSION:

1. Some wrestlers are equipped with a submission hold among their arsenal of offensive moves. A submission hold is indicated by an asterisk (*), (Example: Backbreaker 9*).

If you are the unfortunate victim of a submission hold, you must roll two dice to see if you submit. The "submission range" for each wrestler is found in the SUB column located beneath the SPECIALTY section.

2. If you roll within this range, then you have given up and the match is over. If you do not submit, resume play as usual.

VII. DISQUALIFICATION:

Though the action in pro wrestling is intended to take place within the confines of a ring, Occasionally a wrestler will take it upon himself to toss his opponent through the ropes. The "airborne" wrestler has until a count of 9 to get back into the ring, otherwise he is "counted out" and disqualified (thereby losing the match). If an offensive maneuver is followed by a (DQ) (usually: throw out of ring (DQ)*), the player receiving the punishment rolls 2 dice to see if he is disqualified. If he rolls 2-9, he is NOT DISQUALIFIED, but the offensive player receives that amount of points for his action (i.e., if you roll a 6, you are NOT DISQUALIFIED, but the offensive player gets 6 points). If you roll a 10-11-12, you are disqualified and the match is over. Remember, in a TITLE MATCH, if the Champ loses the match by disqualification, HE DOES NOT LOSE THE TITLE!

VIII. PRIORITY FACTOR (PF):

1. This is an important consideration. In the case when BOTH wrestlers role any combination of: "P/A", "*", or (S) in the SAME round, the PRIORITY FACTOR comes into effect. It is used to determine which wrestler's move prevails. The wrestler with the higher PF (located below the SPECIALTY section) initiates his move and receives points while the wrestler with the lower receives zero points for the round. In the case of identical PFs, both wrestlers get zero points for the round.

2. Eye of the Tiger: When a wrestler becomes a title holder, his PF is increased by one for the duration of his title reign. For example, if Ric Martel becomes your champ, his PF would raise from a 5 to a 6 for his reign.

IX. TAG TEAM RULES:

Two levels of tag-team play have been devised. Level 1 (Basic) is easy to learn and play. Level 2 (Advanced) is more complex and should be played when you understand Level 1. Mastery of Level 2 is necessary to play 3-man tag team matches.

1. Level 1: Basic

a. In a Tag-Team match with TWO players, each player selects TWO wrestlers. In a match with FOUR players, each player selects ONE wrestler and chooses a partner. Each "team" selects one wrestler to be in the ring at a time. These wrestlers grapple as they would in a regular match. You may alternate wrestlers at any time AFTER rounds. Do not use the TAG TEAM CHART for Level 1 play.

b. **DOUBLE TEAMING:** This occurs when you roll a number on your GENERAL CARD in which "TT" appears to the right of OC (i.e., "OC/TT"). When this occurs, you get to bring your partner into the ring with you. You roll two dice and that number counts for BOTH of your OFFENSIVE CARDS. Remember to take the CUMULATIVE score from both wrestlers for the round total. After this, either partner may be left in the ring. Ignore "P/A" and "*" when DOUBLE TEAMING.

c. **TAG-TEAM FACTOR:** (Located below SPECIALTY SECTION.) This becomes important in case of a pin or submission hold. If the wrestler in the ring submits or is pinned, the match isn't necessarily over. In a Tag-Team match, the PIN CHART is actually a "TWO-COUNT CHART" (i.e. the ref has only counted to two—not three). The wrestler outside the ring may intervene and prevent the match from ending. To do this, he must roll a number within his TAG-TEAM FACTOR range. If he rolls within the range, the match continues and the NEW wrestler stays in the ring. If he rolls OUTSIDE the range, either his partner submits or the ref completes a "three-count" for the pin. REMEMBER, you only use the TAG-TEAM FACTOR after your partner has been pinned (two-counted) or given up.

2. Level 2: Advanced

The ADVANCED TAG-TEAM CHART is utilized in Level 2 play. This chart informs you of how many men are in the ring at one time and if there is SUSTAINED DOUBLE TEAMING (explained later).

a. Each wrestler has a specific TAG-TEAM RATING (TTR), which is determined by the second number in his PRIORITY column. The wrestlers in the ring may only tag out based on their individual TTRs.

TTR TAG-OUT OPPORTUNITY

3 (or 4) win, lose or tie the round

2 win or tie the round

1 win the round

NOTE: WIN means you scored more points in the ROUND than your foe; LOSE means you scored less; DRAW means you both scored the same. If you are outside the ring, you do not have to let your partner tag you (i.e., refuse to tag). This can mean only one thing: a feud is brewing!

b. **DOUBLE TEAMING:** There is a distinction between MAN IN (wrestler in the ring) and MAN OUT (wrestler outside the ring-partner of MAN IN). DOUBLE TEAMING is initiated when a MAN IN rolls "OC/TT" on his GENERAL CARD.

You next refer to the ADVANCED TAG-TEAM CHART, (If both MAN IN roll "OC/TT" you don't use the chart. All 4 men are in the ring for one round).

(1) You must know the TTR of the MAN OUT for BOTH teams. The TTR of the MAN OUT on the attacking team (Off TTR) is read first (top line of the chart).

(2) Then locate the TTR of the MAN OUT on the team which is being attacked (Def TTR). This is the second line of the chart.

(3) Now you know which column to read. The DOUBLE TEAMING squad rolls two dice and checks the appropriate column. (Example: MAN OUT Off TTR = 3,

MAN OUT Def TTR = 2, dice roll = 9; resulting in the letter "C". Each letter has a different meaning:

A) 2 vs. 2: 1R - (all 4 men in the ring for 1 round)

B) 2 vs. 1: 1R - (two on one for 1 round)

C) 2 vs. 2: 2R - (see SUSTAINED DOUBLE TEAMING)

D) 2 vs. 2: 3R - (see SUSTAINED DOUBLE TEAMING)

E) INJURY: - (see INJURY)

d. SUSTAINED DOUBLE TEAMING: This results from letters "C" and "D". It means that the DOUBLE TEAMING squad stays in the ring for more than one round. In the first round of DOUBLE TEAMING, one player rolls two dice and you refer to the OFFENSIVE CARDS of BOTH your wrestlers (this portion of the rule is also for letters "A" and "B" which last only ONE round).

(1) In the second or third round of DOUBLE TEAMING, you refer to the GENERAL CARDS of BOTH your wrestlers.

(2) If both roll "OC", refer next to their OFFENSIVE CARDS. If one of your wrestlers rolls "DC", then he is on DEFENSE for the round. However, you do NOT roll on the DEFENSIVE CARD, you automatically get ZERO points for defense. But, if your partner's GENERAL CARD roll results in "OC/TT", you are promoted from defense back to offense for that round (in this case DO NOT refer to the TAG-TEAM CHART).

(3) Note: both members of a team may be on defense for a specific round.

e. INJURY: Tag-Team matches can be very dangerous. An INJURY may occur to either the MAN IN or the MAN OUT of the team that is being attacked. If the letter "E" comes up on the TAG-TEAM CHART, the shorthanded team (specifically, the man in the ring) rolls one die and refers to the TT INJURY CHART. Injury time ranges from 2 rounds to 10 rounds.

(1) When you lose a man in a tag-team match, the remaining man becomes the MAN IN for the duration of the injury. If at any time during the injury your opponents roll an "OC/TT", since there is no ACTIVE MAN OUT (your partner is hurt!), they get an automatic "B" from the TAG-TEAM CHART (2 vs. 1: 1R).

(2) If your partner is injured, he may not DOUBLE TEAM or break up matches in case of TWO-COUNT or SUBMISSION (*) until he is ready for action again. If both wrestlers on the same team are injured, then the DOUBLE TEAMING squad rolls unopposed on their OFFENSIVE CARDS for the number of rounds indicated.

f. At the end of any type of DOUBLE TEAMING, the ref clears the ring. Only one member from each team is allowed to remain in the ring for the start of the next round. You have the option of leaving either wrestler from a team in the ring.

g. A pin or submission CAN NOT occur when his team is DOUBLE TEAMING. You must wait for a man to clear the ring (at least until the next round) before being able to attempt a pin. Also, the wrestler or team being DOUBLE TEAMED may not attempt to pin nor attempt a submission while the attacking team has both members in the ring. However, the squad receiving or doing the DOUBLE TEAMING does get their points (i.e., "abdominal stretch 8 * ", would give 8 points but no submission opportunity).

3. Level 3: Three Man Match

a. Each player selects 3 wrestlers and assigns them to begin the match.

b. The rules are similar to advanced two-man tag-team matches. Exceptions:

(1) When referring to the TTR of the MAN OUT, use the better of the two.

(2) Refer to the 3 MAN section of the Tag-Team Chart.

(3) When rolling to break up a TWO-COUNT or SUBMISSION, use the TAG-TEAM RANGE of the MAN OUT wrestler of your choice.

X. GRUDGE MATCHES: Players decide beforehand whether they wish to engage in a GRUDGE MATCH. The match proceeds as normal until a wrestler rolls a move on his OFFENSIVE CARD in which "XX" appears next to the number. At this point, ALL HELL BREAKS LOOSE! The player who rolled the "XX" disregards the offensive move and points and refers to the proper chart and rolls two dice. Either a point total or a situation will be indicated. A "see pin" is the same as "P/A".

1. TEXAS DEATH: You can NOT be disqualified from this match. In case of a "throw out of ring (DQ)", the dice roll is simply for POINTS ONLY (2-12) and not for a Disqualification.

2. STEEL CAGE: You can NOT be thrown out of the ring, therefore, this move is USELESS and gets zero points. Also, besides pinning your opponent, you must get out of the cage. Therefore, a normal PIN does NOT win the match (your opponent can still win). In a lunge of desperation, the pinned wrestler rolls 2 dice. If the result is DOUBLES (i.e., 2-2, 3-3, 4-4, etc.), you did NOT GET OUT OF THE CAGE (Uh-oh!). Depending on the DOUBLES number, that's how many rounds the pinned wrestler has to pin you and get out of the cage. If he rolls a 5-5, then he has 10 rounds to do this. If he does not get a pin within 10 rounds, then you escape the cage and win. If he does get a pin (now both wrestlers have been pinned), it is a race to see who gets out of the cage first. You both roll 2 dice and add your priority factor to the total (i.e., if you roll an 8 and your priority factor is a 4, then your grand total is 12). The wrestler with the highest grand total escapes the cage first and wins the match. In case of a grand total tie, you roll again until somebody wins.

XI. BATTLE ROYAL:

This is a match in which any number of wrestlers (for example 20) engage in simultaneous fighting. Any wrestler may challenge another wrestler to a "mini-match", but try to match wrestlers with high priority factors against those with low ones. You win a mini-match by either: (a) obtaining 15 points before the other wrestler does, while also being ahead by 5 points, OR (b) rolling any move followed by an "*" OR (c) rolling "Throw out of the ring (DQ)" on your OFFENSIVE CARD, OR (d) by rolling ROPES on your OC (this is the equivalent of tossing your foe out of the ring). The loser of a mini-match is OUT of the Battle Royal. The two wrestlers left at the end of all mini-matches square off and wrestle as if it were a standard match. The ONLY difference is that if a player rolls "Throw out of ring (DQ)", his foe goes over the top of the rope and loses. Otherwise, standard pin and submission rules are in effect. This is a good method to determine the first champion of the Superstar Wrestling Federation.

XII. MISCELLANEOUS AND MORE ADVANCED RULES

A. REFEREE FACTOR

The skill of the referee is an important factor in pro wrestling. If you are an advanced player, you may want to take this factor into consideration. To do so, the scorekeeper rolls 2 dice BEFORE the start of the match, thus determining the ref for the match:

DICE REFEREE FACTOR

3 "Fast-Count" Frank Add (1) to dice total when rolling for a pin

2, 4-10, 12 "Honest" Abe Standard play-no changes

11 "Slow-Count" Sam Subtract (1) from dice total when rolling for a pin

Fortunately, "Honest Abe" will officiate over 85% of your matches. As for the other guys: "Fast-Count" Frank is a big coffee drinker. His pals say the caffeine makes him talk fast and walk fast, so they're not surprised that he counts fast, either. "Slow-Count" Sam is another story. Controversy frequently surrounds his matches. Though it's never been proven, the grapevine claims he takes money under the table. The Superstar Wrestling Commission is keeping a close eye on him. You should, too.

B. TIME LIMIT

Most Pro Wrestling matches have a 30-minute time limit (30 turns, with each turn beginning with the Action Card). Before a match begins, all players should agree to a set

number of rounds to signal the end of a wrestling bout. When the last round ends, and neither wrestler has been pinned, submitted or been disqualified, the match ends in a draw. However, some matches, for instance Tag-Team, Grudge and Title matches, have an hour (60 turns) or unlimited time limit.

C. CREATING YOUR OWN WRESTLERS

You can create your own wrestlers by generating blank Action Cards of your own.

D. SAMPLE MATCH ON NEXT PAGE

You can create your own wrestlers by generating blank Action Cards of your own. The flow of a sample match is outlined for you below. The battle is between "Thunderlegs and Ivan Ruskie. Note how the scores are tabulated

Begin the match with both wrestlers rolling on the GENERAL CARD
THUNDERLEGS (left dice) IVAN RUSKIE (right dice)

Round 1

DICE SITUATION DICE SITUATION COMMENTS
6 OC 3 OC Both rolled OC and the score
4 Throat Lift 5 4 Kick to Gut 6 is tabulated as shown.
Thunderlegs 6
Ivan Ruskie 5

Round 2

DICE SITUATION DICE SITUATION COMMENTS
8 OC 3 DC Thunderlegs gets 10 OC points;
5 Python Headlock 10 4 'A' Ruskie gets 2 for DC (A = 2)
Thunderlegs 6 16
Ivan Ruskie 5 7

Round 3

DICE SITUATION DICE SITUATION COMMENTS
2 DC 3 OC Ruskie rolled his specialty for 11
11 'B' 10 Backbreaker 11 points; Thunder gets 0 (B = 0)
Thunderlegs 6 16 16
Ivan Ruskie 5 7 18

Ivan Ruskie 5 7 18 20 22

Wrestling Matches – write the name of the wrestler on the large space on the left. Keep score in the small boxes next to each wrestler's name.

Round 4

DICE SITUATION DICE SITUATION COMMENTS
4 DC 6 DC Both rolled DC – reroll (no
points scored)
Thunderlegs 6 16 16
Ivan Ruskie 5 7 18

Round 4 (reroll)

DICE SITUATION DICE SITUATION COMMENTS
12 DC 7 OC Ruskie's chokehold is ignored
5 Reverse 10 Chokehold 6 because of Thunder's Reverse;
6 Power Forearms 9 12 'A' Thunder's on OC, Ruskie on DC

Thunderlegs 5 16 16 25
Ivan Ruskie 5 7 18 20

Round 5

DICE SITUATION DICE SITUATION COMMENTS

7 OC 5 DC Thunderleg's Thunder Slam gives
11 Thunderslam 9 P/A 8 'A' him 9 points plus an automatic
see PIN CHART – roll dice: 12 = PIN!! pin attempt. Cross reference 34
The match is over. Thunderlegs wins!!! points, and a roll of 12 is a pin.
Thunderlegs 5 16 16 25 34 - Thunderslam

BACKSTAGE BRAWL

A contest just broke out somewhere in the arena...

If the dispute is official, its considered a Falls Count Anywhere match, with opponents decided by the player. Simply roll for the Venue and Maneuver performed.

OR

Its a vengeful bout of payback. Opponents, Retaliation, Venue and Maneuvers are determined randomly. Belligerents) This option requires the player to have a structured ranking system already in place. Roll one die two times to find out who the belligerents are. One is the "Instigator", the other being the "Victim".

An "Interference" result from rolling doubles indicates that there is no Backstage Brawl, rather the selected wrestler will make a ringside appearance and join the announcers at his rival's match that he is not a part of. Any time either opponent rolls a (DQ) attempt on his card, the interfering wrestler will execute his Special maneuver on the foe that is outside the ring. These points are then awarded to the opponent that is still in the ring. Add the interfering wrestler's Priority rating to the (DQ) attempt roll.

Retaliation) The Instigator may be the one that started this brawl, but the Victim caused the preceding actions that lead to it. Roll two dice to know why the brawl occurred. Gray italic text indicates that if a certain condition of the brawl is met, new effects will take place. If the Instigator and Victim are both on the same team or alliance, then the Instigator has turned face or is attempting to kick the Victim out. As this chart deals only with the top six ranked opponents, I would suggest rolling for Retaliation once per scheduled weekly show for each title belt class the player is using. However, I would roll a second time if the first result is interference.

Venue) Roll two dice to determine the location of the brawl within the arena. Though, not all brawls will take place behind the scenes. The announcer's booth and stage entrance are two popular spots.

Maneuver) When a (XX) or (DQ) attempt is rolled, disregard the move listed on the player's card then roll two dice and refer to the respective location chart for the specific maneuver performed

BELLIGERENTS

Down = "Instigator" Across = "Victim"

1 2 3 4 5 6

1 Title holder

interferes

Title holder

bumps into 2

Title holder

slaps #3

Title holder

warns #4

Title holder

warns #5

Title holder
slaps #6

2 #2 shoves
title holder

Interference
by #2

#2 bumps
into #3

#2 slaps #4 #2 points &
warns #5

#2 points &
warns #6

3 #3 charges
title holder

#3 shoves #2 Interference
by #3

#3 bumps
into #4

#3 slaps #5 #3 points &
warns #6

4 #4 spits at
title holder
#4 shoves #3 Interference
by #4
#4 bumps

RETALIATION

Roll

2 Instigator and Victim trying to force each other into early retirement with brutal beat-downs
Both foes get a career-ending best of 3-match series; (1) Falls Count Anywhere, (2) Texas Death,
and if needed (3) a good-bye Texas BBQ. The loser retires but may return as a "masked ally"

3 Instigator delivering a statement for humiliating actions played upon his manager.
If the Instigator loses this brawl, he seeks further revenge in a Dog Collar match with the same foe
OR if the Victim loses, he seeks further damage in a Falls Count Anywhere match in the Office.

4 Instigator was on the butt-end of a prank. "It's payback time"
If the Instigator loses this brawl, he seeks to discipline his foe with a Boot Camp match OR if the
Victim loses, he gets a drag match in Ladies Dressing Room to further embarrass his foe.

5 Instigator became a contractual "hitman", seeking to soften up the Victim before the match.
If the Victim loses this brawl, all pin attempts made against him are P/A+1 in his next match
OR if the "hitman" loses, he gets a Hardcore match to "finish the job" on the same foe.

6 "Victim" was spreading rumors and exaggerating "half-truths" about the Instigator.
If he Instigator loses this brawl, his Priority rating drops by 1 until he wins a future match of any
kind, official or not.

7 Excessive taunting, "show-boating" and mouthing each other off, heated argument.

New rivalry forms. Both foes get a best of 5-match series; (1) Regular one-fall, (2) Falls Count Anywhere, (3) Hardcore, and if needed (4) TLC, then (5) Steel Cage.

8 Instigator boasts about having "never been beaten" and brags about being "the best ever"
If the Instigator wins this brawl, his Priority rating improves by 1 until he loses a future match of any kind, official or not.

9 Instigator in a really bad mood, on a rampage and attacking anyone in the way.
Instigator's rampage will continue as he attacks a different opponent at other venues until he loses a brawl. Victims losing these brawls become Lumberjacks at Instigator's next event (not brawl), and the Victim that won the brawl becomes the Special Guest Referee at the Lumberjack match

10 Instigator is bored and has become a "highwayman", forcing Victim to join his cult.
If the Victim wins this brawl, he turns the table and gets a Lumberjack match with the "highwayman" OR if the Instigator wins, he gets a Texas BBQ match, and if the victim loses the lunch invite, he submits into the "highwayman's alliance.

11 Instigator returning message for his vandalized or damaged car.
If the Instigator loses this brawl, he seeks revenge with a Hardcore match with the same foe OR if the Victim wins, he gets a Falls Count Anywhere rematch in the Parking Garage.

12 Instigator giving payback for dis-respectful actions played upon his wife or girlfriend.
If the Instigator loses, he gets a Texas Death match with the same foe OR if the Victim loses, he gets a Falls Count Anywhere rematch in the Ladies Dressing Room to cause further harassment.

VENUE

Roll Location
2 LADIES DRESSING ROOM
3 MEN'S LOCKER
4 FOOD COURT
5 LOBBY
6 STAGE ENTRANCE
7 ANNOUNCER BOOTH
8 PARKING GARAGE
9 OFFICE
10 UTILITY ROOM
11 ALLY
12 ROOFTOP

ALLY

Roll Points
2 SMASH GLASS BOTTLE OVER HEAD - DRAW BLOOD (See pin & 1) 15 P/A+1
3 SMOTHER WITH STUFFED GARBAGE SACK * 10*
4 KNOCK REF UNCONSCIOUS INTO PILE OF BOXES (No pin/sub for 5 rounds) -
5 SMASH FOE BETWEEN DUMPSTER & BUILDING (See pin) 20 P/A
6 SMASH WITH WOODEN CRATE OF ROTTEN FRUIT 12
7 FLIP FOE INTO DUMPSTER (Subtract 5 points from foe's next OC) 18
8 WHIP AGAINST DUMPSTER 10
9 GRIND FACE ON OILY BLACKTOP WITH BOOT * 12*
10 RAM HEAD INTO FIRE HYDRANT - DRAW BLOOD (See pin & 1) 16 P/A+1
11 FLYING CLOTHESLINE FROM TOP OF DUMPSTER (See pin) 14 P/A
12 SHOULDER SMASH INTO SIGN POST (See pin: if pinned - automatic win) 12 P/A

ANNOUNCER BOOTH

Roll Points

- 2 SHOULDER SMASH INTO RING POST (See pin: if pinned - automatic win) 12 P/A
- 3 TALK TRASH THEN SMACK WITH MIC (& roll specialty card) 10 + (S)
- 4 THROW OPPONENT INTO TV ANNOUNCER 15
- 5 COLLAPSE ANNOUNCER'S TABLE WITH BODY SLAM (See pin) 16 P/A
- 6 WHIP & PUMMEL INTO ANNOUNCER'S TABLE 14
- 7 CHOKE AGAINST RINGSIDE BARRIER * 10*
- 8 WHIP & PUMMEL INTO STEEL STEPS 14
- 9 SMASH WITH MONITOR FROM TABLE (See pin) 16 P/A
- 10 SMASH EMPTY CHAIR ACROSS BACK 12
- 11 WHIP FOE INTO REF (No pin/sub for 5 rounds) -
- 12 INTERFERENCE FROM CELEBRITY GUEST ANNOUNCER (See pin) 25 P/A

FOOD COURT

Roll Points

- 2 CRACK BROOM HANDLE OVER SHOULDER (See pin: if pinned - automatic win) 12 P/A
- 3 EYE RAKE WITH STEEL WOOL SCRUBBER - DRAW BLOOD (See pin & 1) 14 P/A+1
- 4 OFFER PIE BUT SMASH IN FACE (& roll specialty card) 10 + (S)
- 5 SMASH CAN OF SODA OVER HEAD 10
- 6 SMASH EMPTY CHAIR OVER HEAD - DRAW BLOOD (See pin & 1) 20 P/A+1
- 7 STUFF HEAD IN WET, SMELLY TRASH BIN * 10*
- 8 SMASH WITH STACK OF PLATES 12
- 9 SMASH WITH CASH REGISTER (See pin) 18 P/A
- 10 SMASH OPEN SACK OF FLOUR (Subtract 5 points from foe's next OC) 14
- 11 THROW POWDERED DETERGENT - BLIND (Foe on DC next 2 rounds) -
- 12 SPLASH FRYER GREASE (See pin & 1) 22 P/A+1

LADIES DRESSING ROOM

Roll Points

- 2 EYE RAKE WITH STILETTO HEELS - DRAW BLOOD (See pin & 1) 20 P/A+1
- 3 WHIP & STRANGLE WITH BRA * 12*
- 4 10-COUNT LASHING WITH STUDDERED BELT - DRAW BLOOD (See pin & 1) 22 P/A+1
- 5 SPRAY PERFUME IN FACE - BLIND (Foe on DC next 2 rounds) -
- 6 SMASH WITH WOODEN STOOL (Subtract 5 points from foe's next OC) 15
- 7 WHIP WITH LEATHER PURSE 10
- 8 SMASH FLOOR MIRROR OVER HEAD - DRAW BLOOD (See pin & 1) 18 P/A+1
- 9 SMASH WITH MANNEQUIN (See pin) 16 P/A
- 10 STRANGLE WITH PANTYHOSE * 10*
- 11 SMASH WITH MAKEUP KIT 12
- 12 HEADLOCK WITH WIG IN MOUTH * 14*

LOBBY

Roll Points

- 2 RAM HEAD INTO BIGSCREEN TV - DRAW BLOOD (See pin & 1) 20 P/A+1
- 3 SMASH THROUGH GLASS COFFEE TABLE - DRAW BLOOD (See pin & 1) 22 P/A+1
- 4 SPLASH HOT COFFEE (See pin) 18 P/A
- 5 THROW SUGAR - BLIND (Foe on DC next 2 rounds) -
- 6 SMASH WITH HARD-COVER BOOK 10
- 7 RUNNING POWER SLAM INTO VENDING MACHINE 12

- 8 WHIP INTO MAGAZINE RACK 10
- 9 SMASH EMPTY CHAIR OVER HEAD - DRAW BLOOD (See pin & 1) 20 P/A+1
- 10 SMASH WITH WATER COOLER JUG (See pin) 16 P/A
- 11 SMASH WITH COFFEE BREWER (Subtract 5 points from foe's next OC) 14
- 12 INTERFERENCE FROM MASKED ALLY 20

MEN'S LOCKER

Roll Points

- 2 SMASH WITH BOOM BOX 12
- 3 SHOVE FACE UNDER HAND DRYER * 10*
- 4 SLAM STALL DOOR IN REF'S FACE (No pin/sub for 4 rounds) -
- 5 10-COUNT HEAD BASH ON LOCKER - DRAW BLOOD (See pin & 1) 18 P/A+1
- 6 SMASH WITH LOUISVILLE SLUGGER (Subtract 5 points from foe's next OC) 15
- 7 SMASH WITH HOCKEY STICK 12
- 8 SMASH WITH FOOTBALL HELMET 14
- 9 OFFER NUDIE MAG BUT KICK IN GROIN (& roll specialty card) 10 + (S)
- 10 DUNK HEAD IN TOILET * 18*
- 11 EYE RAKE WITH CLEATS - DRAW BLOOD (See pin & 1) 20 P/A+1
- 12 HEADLOCK WITH SOAP IN MOUTH * 14*

OFFICE

Roll Points

- 2 SMASH FLOOR LAMP OVER SHOULDER (See pin: if pinned - automatic win) 14 P/A
- 3 "IMPORTANT CALL" GIVE PHONE TO REF (No pin/sub for 5 rounds) -
- 4 RAM HEAD INTO GLASS CABINET - DRAW BLOOD (See pin & 1) 20 P/A+1
- 5 KNEEDROP OFF DESK (See pin) 16 P/A
- 6 SMASH WALL ART OVER HEAD 10
- 7 STRANGLE WITH COMPUTER POWER CORD * 10*
- 8 SMASH WITH FLOOR VASE 14
- 9 SMASH WITH COMPUTER MONITOR (Subtract 5 points from foe's next OC) 16
- 10 NEWSPAPER HIDES 10 PUNCHES TO FACE - DRAW BLOOD (See pin & 1) 18 P/A+1
- 11 ANSWER PHONE THEN KICK IN GROIN (& roll specialty card) 10 + (S)
- 12 COVER HEAD WITH WASTE BASKET - BLIND (Foe on DC next 2 rounds) -

PARKING GARAGE

Roll Points

- 2 BLUDGEON FOE WITH TIRE IRON - DRAW BLOOD (See pin & 1) 22 P/A+1
- 3 CRUSH LEG WITH TAILGATE * 20*
- 4 PILEDRIVER ON ROOF OF CAR (See pin) 16 P/A
- 5 SLAM DOOR AGAINST FINGERS (& roll specialty card) 10 + (S)
- 6 10-COUNT HEAD BASH ON HOOD - DRAW BLOOD (See pin & 1) 18 P/A+1
- 7 GRIND FACE INTO GRILL OF SEMI - BLIND (Foe on DC next 2 rounds) -
- 8 WHIP INTO TRUNK OF CAR (Subtract 5 points from foe's next OC) 12
- 9 CHOKE WITH SEAT BELT * 14*
- 10 FLYING CLOTHESLINE FROM TOP OF SEMI (See pin) 16 P/A
- 11 RAM HEAD INTO CAR WINDOW - DRAW BLOOD (See pin & 1) 22 P/A+1
- 12 MASKED ALLY BACKS CAR INTO FOE 25 P/A

ROOFTOP

Roll Points

- 2 GRIND FACE WITH BOOT ON STEEL-GRATED STEPS * 14*
- 3 KNOCK REF DOWN INTO STAIRWELL (No pin/sub for 5 rounds) -
- 4 PILEDRIVER ON STEEL GRATING (See pin) 18 P/A
- 5 RAM HEAD INTO STEEL PIPING - DRAW BLOOD (See pin & 1) 16 P/A+1
- 6 WHIP INTO TRANSFORMER UNIT 10
- 7 WHIP & PUMMEL INTO STEEL-GRATED STEPS 14
- 8 CHOKE AGAINST HAND RAILING * 12*
- 9 WHIP & TUMBLE DOWN INTO STAIRWELL (Subtract 5 points from foe's next OC) 22

- 10 SIDEWALK SLAM ON CONCRETE (See pin) 14 P/A
- 11 GRIND FACE AGAINST AC VENT - BLIND (Foe on DC next 2 rounds) -
- 12 SLAM EXIT DOOR IN FACE 12

STAGE ENTRANCE

Roll Points

- 2 FLYING CLOTHESLINE OFF SUPERSTRUCTURE (See pin) 22 P/A
- 3 TAUNT FOE & SIGN AUTOGRAPH FOR FAN (& roll specialty card) 3 + (S)
- 4 WHIP OFF EDGE OF RAMP INTO AUDIO APPLIANCE (See pin) 18 P/A
- 5 THROW OPPONENT INTO TV CAMERAMAN 15
- 6 BOAST, BRAG & "SHOW BOAT" TO THE AUDIENCE 3
- 7 10-COUNT LASHING & CHOKE WITH CABLES * 22*
- 8 WHIP & PUMMEL INTO STEEL BARRIER 14
- 9 RUNNING POWERSLAM INTO SUPERSTRUCTURE 14
- 10 SNAP PICTURE OF FOE WITH FAN'S CAMERA - BLIND (Foe on DC next 2 rounds) -
- 11 DROPKICK OFF EDGE OF STAGE (See pin) 16 P/A
- 12 MASKED ALLY DRIVES GOLF CART INTO FOE (See pin) 20 P/A

UTILITY ROOM

Roll Points

- 2 CRACK MOP HANDLE ON SHOULDER (See pin: if pinned - automatic win) 12 P/A
- 3 SLAM DOOR IN REF'S FACE (No pin/sub for 5 rounds) -
- 4 LASH WITH PVC PIPE 14
- 5 WHIP & STRANGLE WITH EXTENSION CORD * 16*
- 6 SMASH WITH TOOL BOX OVER HEAD - DRAW BLOOD (See pin & 1) 20 P/A+1
- 7 SMASH WITH METAL TRASH CAN (Subtract 5 points from foe's next OC) 16
- 8 SMASH OPEN BIG BOX OF DETERGENT (See pin) 18 P/A
- 9 OFFER 2-WAY RADIO BUT KICK IN GROIN (& roll specialty card) 10 + (S)
- 10 SPRAY WITH FIRE EXTINGUISHER - BLIND (Foe on DC next 2 rounds) -
- 11 CHOKE WITH WATER HOSE * 12*
- 12 DUMP MOP BUCKET OVER HEAD - BLIND (Foe on DC next 2 rounds) -

--- MORE MATCHES ---

HARDCORE

Roll Points

- 2 SMASH WITH GUITAR 12
- 3 10-COUNT LASHING & CHOKE WITH INDIAN STRAP * 22*
- 4 SMASH WITH 2"x4" WRAPPED IN BARBED WIRE - DRAW BLOOD (See pin & 1) 17 P/A+1
- 5 USE BRASS KNUCKLES - DRAW BLOOD (See pin & 1) 15 P/A+1
- 6 SMASH EMPTY CHAIR ACROSS BACK 12
- 7 TALK TRASH THEN SMACK WITH LOUDSPEAKER 10
- 8 WHIP INTO EXPOSED TURNBUCKLE 12
- 9 SIDEWALK SLAM ON TACKS (See pin) 14 P/A
- 10 SPANISH DONKEY ON TOP ROPE * 16*
- 11 JAB FACE WITH SLEDGE HAMMER - DRAW BLOOD (See pin & 1) 18 P/A+1
- 12 10-COUNT LASHING WITH KENDO STICK * 20*

A Hardcore match uses the same rules as a Texas Death match.

SPECIAL GUEST REFEREE

2 REF LEAVES RING & EXITS THE STAGE (Announcer declares the match a draw)
3 REF SMASHES CHAIR ON FOE ATTEMPTING PIN OR SUB (Award 12 points to other foe)
4 FOE ATTEMPTING PIN OR SUB IS KICKED OFF BY REF (No pin/sub this round)
5 REF COUNTS NORMALLY
6 REF IS FAST COUNTING (If this is a pin attempt, add 1)
7 FOE DIDN'T SUBMIT BUT REF RINGS BELL ANYWAY (If this is *, automatic submission)
8 REF IS SLOW COUNTING (If this is a pin attempt, subtract 1)
9 RINGSIDE MANAGER IS DISTRACTING REF (No pin/sub this round)
10 REF IS OUTSIDE OF RING BRAWLING WITH MANAGER (No pin/sub for 4 rounds)
11 REF DOES HIS (S) ON FOE ATTEMPTING PIN OR SUB (No pin/sub. Ref's points to other foe)
12 REF DOES HIS (S) ON BOTH FOES & DECLARES HIMSELF THE WINNER (Ref wins)
Player decides which non-involved wrestler will be the referee. This chart assumes a neutrally-aligned ref.
Before rolling for the result of a * or P/A, roll two dice to determine the immediate action of the Special Guest Referee. A Special Guest Referee may appear at any type of match

TABLES, LADDERS & CHAIRS (TLC)

Roll Points

2 SHOVE OPPONENT FROM TOP OF LADDER (See pin) 20 P/A
3 SUPLEX FROM TOP ROPE THROUGH TABLE (See pin) 18 P/A
4 CHOKE WITH STEEL CHAIR * 10*
5 PILEDRIVER ON CHAIR (See pin) 14 P/A
6 DDT ON CHAIR 12
7 SMASH EMPTY CHAIR ACROSS BACK 12
8 SMASH WITH FOLDED LADDER (Subtract 5 points from foe's next OC) 15
9 PILEDRIVER THROUGH TABLE (See pin) 16 P/A
10 CRUSH LEG WITH LADDER * 12 *
11 KNOCK LADDER & OPPONENT DOWN (See pin) 18 P/A
12 ELBOW DROP FROM TOP OF LADDER (See pin) 22 P/A
When a (XX) or (DQ) or 'ROPES' is rolled, disregard the move listed on the player's card then roll two dice and refer to the TLC chart.
Disregard all * or P/A listed on the player's card, however, points may still be obtained from an (S) maneuver. Opponents can only win with any maneuver from the TLC chart.

TEXAS BBQ

Roll Points

2 SMASH WITH FIRE EXTINGUISHER (See pin) 19 P/A
3 HEADLOCK WITH CORN COB IN MOUTH * 14*
4 WRESTLER DISGUISED AS CHEF INTERFERES 20
5 SLASH FACE WITH GRILLING FORK - DRAW BLOOD (See pin & 1) 17 P/A+1
6 SMASH WITH SACK OF POTATOES 12
7 DUMP BEVERAGE COOLER OVER HEAD 10
8 SMASH WITH BAG OF CHARCOAL 12
9 10-COUNT LASHING WITH HOT FIRE-PIT POKER * 20*
10 PILEDRIVER THROUGH PICNIC TABLE (See pin) 16 P/A
11 TOSS ASHES - BLIND (Foe on DC next 2 rounds) -
12 SMASH WITH PROPANE TANK (See pin) 22 P/A
Texas BBQ uses the same rules as a Texas Death match.

MANAGER CARD MANAGER CARD

Arnold Skaaland "Precious" Paul Ellering

Retaliation: 2-3 Retaliation: 2-5

1. Psyche up protégé: add 1 to all P/A
2. Provide intestinal fortitude: 11
3. Inform ref of illegal conduct: 10
4. Console angry protégé: 3
5. Plot excellent strategy: 11
6. Point out weakness: 10 P/A

1. Clobber with Wall Street Journal: 10 P/A
 2. Intimidate referee: add 1 to all P/A
 3. Attack with steel chair: 15
 4. Throw warm beer in face: 11
 5. Choke outside ring: 12
 6. Shove referee: lose match by disqualification (2-6)
- Accomplishments: Accomplishments:

MANAGER CARD MANAGER CARD

Jim Cornette General Skandor Akbar

Retaliation: 2-7 Retaliation: 2-5

1. Whack with tennis racket: 10 P/A
2. Smash ref with tennis racket: lose match by disqualification (6-8)
3. Yank fistful of hair: 12
4. Trip-up foe at ropes: 12
5. Eye gouge with peanut shells: 13
6. Slip foreign object: add 10 to next 3 OC moves
1. Throw fireball into face: 12 P/A
2. Give evil eye: foe on DC next 3 rounds
3. Knock ref unconscious: lose match by disqualification (5-7)
4. Iraq Sneak-Attack: 15 P/A
5. Distract referee: 10
6. Choke outside ring: 12

Accomplishments: Accomplishments:

MANAGER CARD MANAGER CARD

Precious Paul E. Dangerously

Retaliation: 2-5 Retaliation: 6-9

1. Spit in eye: 10
2. Verbally antagonize and agitate: 11
3. Spray with mysterious substance: 12 P/A
4. Tackle from behind: 10
5. Kick referee: lose match by disqualification (8-12)
6. Throttle with foreign object: 15 P/A

1. Trip Foe: 12 P/A
2. Hit Referee: lose match by disqualification (6-10)
3. Call lawyer: 10
4. Hit foe with cellular phone: 15 P/A
5. Choke foe: 12
6. Give wrestler phone: 15 P/A

Accomplishments: Accomplishments:

MANAGER CARD MANAGER CARD

J.J. Dillion Baby Doll

Retaliation: 3-6 Retaliation: 5-9

1. Argue with referee: 10
2. Choke foe: 12
3. Pull foes hair or trip foe (your choice): 14
4. Hit referee: lose match by disqualification (5-9)
5. Hit foe with shoe: 15 P/A
6. Help assist pinning foe: 12 P/A +2 to pin attempt
1. Run big mouth: 10
2. Flash baby blues (distract foe): 10
3. Hand wrestler a weapon: 15 P/A
4. Hit referee: lose match by disqualification (7-12)
5. Wiggle rear (distract foe): 15 P/A
6. Spray foe with unknown substance: foe on DC next 4 rounds

Accomplishments: Accomplishments:

MANAGER CARD MANAGER CARD

Gary Hart Sunshine

Retaliation: 4-8 Retaliation: 2-3

1. Slap foe's face: 10
2. Hit foe with ringside bell: 15 P/A
3. Trip foe off ropes: 12
4. Hit foe with chair: 12 P/A
5. Hit referee: lose match by disqualification (3-7)
6. Alert referee of illegal conduct: 10

1. Slap foe in face: 10
2. Mace foe in face 15 P/A
3. Trip foe up in ropes: 12
4. Hit referee: lose match by disqualification (4-6)
5. Distract foe: 12 P/A
6. Yank foes hair and bite shoulder: 14

Accomplishments: Accomplishments:

MANAGER CARD MANAGER CARD

Missy Hyatt Bobby "The Brain" Heenan

Retaliation: 3-7 Retaliation: 2-5

1. Bend over (distract foe): 10 P/A
2. Hit foe with loaded purse: 12
3. Slap foes face: 10
4. Spray foe with Missy spray: 12 P/A
5. Hit referee: lose match by disqualification (6-8)
6. Lift up shirt and flash foe: 15 P/A
1. Grab foe's leg: 12 P/A
2. Put pinned wrestler's foot on ropes: -2 on P/A against
3. Distract referee: 10
4. Verbally antagonize and agitate: 11
5. Shove referee: lose match by disqualification (2-6)
6. Toss brass knuckles to wrestler: add 10 to next 3 OC moves

Accomplishments: Accomplishments:

MANAGER CARD MANAGER CARD

"The Mouth of the South" Jimmy Hart Mr. Fuji

Retaliation: 2-4 Retaliation: 2-7

1. Hit with megaphone: 15 P/A
2. Distract foe with megaphone: foe on DC next 3 rounds
3. Distract referee with megaphone: 10
4. Argue with referee: : lose match by disqualification (5-7)
5. Verbally antagonize and agitate: 11
6. Shout encouragement and instructions: 11
1. Throw salt in foe's eyes: foe on DC next 3 rounds
2. Hook leg with cane: 12
3. Pull down rope with cane, send foe flying: roll for DQ
4. Hit foe with cane: 12 P/A
5. Caught cheating: lose match by disqualification (6-8)
6. Distract referee: 10

Accomplishments: Accomplishments:

MANAGER CARD MANAGER CARD

Miss Elizabeth "Classy" Freddie Blassie

Retaliation: 2-3 Retaliation: 2-4

1. Encourage wrestler: add 1 to all P/A
2. Psyche up audience: 11
3. Inform ref of illegal conduct: 10
4. Comfort angry wrestler: 3
5. Provide moral support: 11
6. Distract foe with dazzling beauty: 10 P/A

1. Choke with cane: 12 P/A
 2. Gouge foe in eye: foe on DC next 3 rounds
 3. Hit with cane: 12 P/A
 4. Miss with cane shot, hit ref: lose match by disqualification (5-7)
 5. Cheap shot poke with cane: 13
 6. Distract referee: 10
- Accomplishments: Accomplishments:

MANAGER CARD MANAGER CARD

Slick The Fallen Angel

Retaliation: 2-4 Retaliation: 2-4

1. Confer with protégé: 11
2. Hurl insults: 11
3. Hit foe with walking stick: 12 P/A
4. Distract referee: no pin/sub next 3 rounds
5. Accidentally hit wrestler with walking stick: loose match on (6-8)
6. Distract foe: foe on DC next 3 rounds
1. Stab voodoo doll with pins & cast a spell: 10
2. Bring The Devil out as you scorn foe: 12
3. Cast spell as you hypnotize foe: 12 P/A
4. Try to initiate referee into cult: loose match on by disqualification (3-8)
5. Perform wicked wiggle to distract foe: 12 P/A
6. Sink fangs into foe: 10

Accomplishments: Accomplishments:

MANAGER CARD MANAGER CARD

"Cowboy" Bob Orton "Rowdy" Roddy Piper

Retaliation: 2-6 Retaliation: 5-9

1. Trip foe at ropes: 11
2. Cheap shot while ref isn't looking: 11
3. Caught on ring apron: lose match by disqualification (5-7)
4. Distract referee: no pin/sub next 3 rounds
5. Slip foreign object: add 10 to next 3 OC moves
6. Chair shot to back while Ref isn't looking: 12 P/A
1. Thumb in foe's eye while ref distracted: 10
2. Choke foe at the ropes: 12
3. Beat down outside ring behind ref's back: 12 P/A
4. Get caught attacking foe: loose match by disqualification (5-9)
5. Chair shot to head while Ref isn't looking: 15 P/A
6. Distract foe: foe on DC next 3 rounds

Accomplishments: Accomplishments:

MANAGER CARD MANAGER CARD

Missy Hyatt Bobby "The Brain" Heenan

Retaliation: 3-7 Retaliation: 2-5

1. Flash baby blues at foe: 12
2. Point at foe and hurl verbal abuse: 10
3. Distract foe by bending over: 14 P/A
4. Interfere one time too many: lose match by disqualification (7-10)
5. Hit foe in head with loaded Gucci handbag: 12 P/A
6. Spray foe with Missy spray: Foe on DC next 3 rounds

1. Shout instructions: 10
2. Distract foe while wrestler blindsides: 12 P/A
3. Push your wrestler onto foe: 10 P/A
4. Place wrestler's foot on the rope: 12
5. Ref catches attacking foe: lose match by disqualification (5-9)
6. Toss foreign object to wrestler: 12 P/A +1

Accomplishments:

v2

Accomplishments:

V2

MANAGER CARD MANAGER CARD

Baby Doll J.J. Dillon

Retaliation: 8-12 Retaliation: 6-10

1. Trade insults with foe: 10
2. Hand foreign object to wrestler: 14 P/A +1
3. Strut and pose, distracting foe: 12
4. Caught! Ref calls for the bell: lose match by disqualification (5-18)
5. Hard right to base of foe's skull: 12 P/A
6. Console angry protégé: 6
1. Distract referee: 10
2. Kick foe outside ring: 12
3. Trip foe near ropes: 12 P/A
4. Hit foe with shoe: 14 P/A
5. Place wrestler's foot on rope: 12
6. Interference by Four Horsemen: lose match by disqualification (5-8)

Accomplishments:

v2

Accomplishments:

MANAGER CARD MANAGER CARD

Sheik Adnan Al-Kaissey Miss Elizabeth

Retaliation: 2-5 Retaliation: 2-3

1. Throw fireball into face: 12 P/A
2. Give evil eye: foe on DC next 3 rounds
3. Knock ref unconscious: lose match by disqualification (5-7)
4. Iraq Sneak-Attack: 15 P/A
5. Distract referee: 10
6. Choke outside ring: 12
1. Rally fans behind her wrestler: add 1 to all P/A
2. Provide intestinal fortitude: 11
3. Inform ref of illegal conduct: 10
4. Console angry protégé: 3
5. Encourage wrestler from ring steps: 11
6. Point out weakness: 10 P/A

Accomplishments: Accomplishments:

V2

MANAGER CARD MANAGER CARD

"The Mouth of the South" Jimmy Hart Precious

Retaliation: 2-7 Retaliation: 2-5

1. Megaphone smash: 10 P/A
2. Hop on opponent's back: lose match by disqualification (6-8)
3. Verbally agitate foe: 12
4. Trip-up foe at ropes: 12
5. Chased around ring: BLINDSIDED BY PROTEGE!: 13
6. Distract ref while protégé bludgeon's foe with megaphone: add 10 to next 2

OC moves

1. Spit in eye: 10
2. Verbally antagonize and agitate: 11
3. Spray with mysterious substance: 12 P/A
4. Tackle from behind: 10
5. Kick referee: 12 lose match by disqualification (8-12)
6. Throttle with foreign object: 15 P/A

Accomplishments:

v2

Accomplishments:

MANAGER CARD MANAGER CARD

"Classy" Freddie Blassie Mr. Fuji

Retaliation: 2-5 Retaliation: 2-5

1. Rap foe with cane: 10 P/A
2. Intimidate referee: add 1 to all P/A
3. Strangle with ring rope: 15
4. Cane smash across foe's back: 11
5. Choke outside ring: 12
6. Blatant trip: lose match by disqualification (2-6)
1. Chop to throat: 10
2. Stomp fallen foe: 11
3. Throw salt in eyes: 12 P/A
4. Trip at ropes: 12
5. Strike referee: lose match by disqualification (8-12)
6. Banzai Attack: 15 P/A

Accomplishments:

v2

Accomplishments:

V2

MANAGER CARD MANAGER CARD

Woman Kim Chee

Retaliation: 2-3 Retaliation: 2-6

1. Pass object to protégé: add 1 to all P/A
2. Rake opponent's face: 11
3. Distract ref from illegal conduct: 10
4. Console angry protégé: 3
5. Slap to mouth: 11
6. Spray with mysterious substance: 10 P/A
1. Ugandan ambush: 10 P/A
2. Choke in ring ropes: 12
3. Shout jungle commands: 3
4. Argue with referee: add 1 to all P/A
5. Trip up foe at ropes: 10 P/A
6. Threaten with spear: 9

Accomplishments: Accomplishments:

MANAGER CARD MANAGER CARD

Captain Lou Albano Bobby "The Brain" Heenan

Retaliation: 2-5 Retaliation: 2-5

1. Starboard smash: 10 P/A
2. Attack with steel chair: lose match by disqualification (6-8)
3. Hammer in back: 12
4. Seaside right: 12
5. Pull hair: 13
6. Foreign objects: foe on DC next 3 rounds

1. Plunge into ring post: 12 P/A
 2. Trip up foe at ropes: foe on DC next 3 rounds
 3. Blatant interference: lose match by disqualification (5-7)
 4. Slip foreign object to protégé: 15 P/A
 5. Slap to mouth: 10
 6. Outsmart opponent with clever distraction: 12
- Accomplishments: Accomplishments:
V3

MANAGER CARD MANAGER CARD

General Skandor Akbar J.J. Dillion

Retaliation: 2-5 Retaliation: 2-5

1. Arabian ambush: 12 P/A
2. Burn with cigar: foe on DC next 3 rounds
3. Blatant trip: lose match by disqualification (5-7)
4. Outside interference from ally: 15 P/A
5. Choke outside ring: 10
6. Distract referee: 9
1. Smash with shoe: 10 P/A
2. Choke with mic cable: lose match by disqualification (6-8)
3. Plunge into ring post: 12
4. Distract referee: 12
5. Kick to ribs: 13
6. Bludgeon with foreign object: foe on DC next 3 rounds

Accomplishments:

v2

Accomplishments:

MANAGER CARD MANAGER CARD

Paul E. Dangerously "Luscious" Johnny Valiant

Retaliation: 2-5 Retaliation: 2-5

1. Clobber with cell phone: 10 P/A
2. Distract referee from illegal conduct: add 1 to all P/A
3. Pass weapon to protégé: 15
4. Slap opponent in face: 11
5. Choke outside ring: 12
6. Shove referee: lose match by disqualification (2-6)
1. Clobber with roll of quarters: 10 P/A
2. Intimidate referee: add 1 to all P/A
3. Trip up foe at ropes: 15
4. Throw warm beer in face: 11
5. Closed fist slug: 12
6. Shove referee: lose match by disqualification (2-6)

Accomplishments:

v2

Accomplishments:

MANAGER CARD MANAGER CARD

Gary Hart Sunshine

Retaliation: 2-5 Retaliation: 2-4

1. Pass weapon to protégé: 12 P/A
2. Blind with fireball: foe on DC next 3 rounds
3. Strike referee: lose match by disqualification (5-7)
4. Heel stomp foe: 15 P/A
5. Distract referee: 10
6. Head slam on ring apron: 12
1. Slap in face: 10
2. Verbally antagonize foe: 10
3. Blatant interference: lose match by disqualification (5-7)

4. Distract opponent; protégé attacks from behind: 15 P/A
5. High-heel smash: 12
6. Trip up opponent: foe on DC next 2 rounds
Accomplishments:
v2
Accomplishments:

MANAGER CARD MANAGER CARD

Miss Linda Sunshine
Retaliation: 2-7 Retaliation: 2-4
1. Whack with leather strap: 10 P/A
2. Shove referee: lose match by disqualification (6-8)
3. Yank fist full of hair: 12
4. Trip up foe at ropes: 12
5. Eye gouge and slap to jaw: 13
6. Slip foreign object to protégé: 12 foe on DC next 3 rounds
1. Slap in face: 10
2. Verbally antagonize foe: 10
3. Blatant interference: lose match by disqualification (5-7)
4. Distract opponent; protégé attacks from behind: 15 P/A
5. High-heel smash: 12
6. Trip up opponent: foe on DC next 2 rounds
Accomplishments: Accomplishments:
V2

MANAGER CARD MANAGER CARD

Frenchie Martin Sir Oliver Humperdink
Retaliation: 2-5 Retaliation: 2-6
1. Praise protégé: 10
2. Yank hair and rake eyes: 11
3. Bludgeon with object: 12 P/A
4. Trip up foe at ropes: 12
5. Shove referee: lose match by disqualification (8-12)
6. Coupe de tete: 15 P/A

1. Smash foe with chair: 15
2. Shove referee: lose match by disqualification (10-12)
3. Distract opponent; protégé attacks from behind: 10 P/A
4. Trip up foe at ropes: add 1 to next 10 OC moves
5. Point out foe's weakness: 8
6. Slip foreign object to protégé: foe on DC next 3 rounds
Accomplishments: Accomplishments:

MANAGER CARD MANAGER CARD

The Grand Wizard Sensational Sherri
Retaliation: 2-3 Retaliation: 2-5
1. Aggravate foe: 10
2. Distract referee: foe on DC next 2 rounds
3. Plot devious strategy: 11
4. Trip up foe at ropes: 11
5. Slip weapon to protégé: 10 P/A
6. Argue with referee: add 1 to all P/A
1. Encourage protégé: 10
2. Barefoot kicks to fallen foe: 11
3. Pull hair and slap: 12 P/A
4. Verbally antagonize: 10
5. Shove referee: lose match by disqualification (8-12)

6. Ambush from behind: add 15 to next 1 OC moves
Accomplishments: Accomplishments:

MANAGER CARD MANAGER CARD

Paul Jones Missy Hyatt

Retaliation: 2-5 Retaliation: 11-12

1. Throw punch: 8
2. Choke on bottom rope: 9
3. Kick outside of ring: 8
4. Hit with foreign object: : foe on DC next 2 rounds
5. Kick referee: lose match by disqualification (8-12)
6. Throw powder in eyes: 10 P/A
1. Distract foe with sexual advance: 9
2. Slap face: 9
3. Spray perfume in face: foe on DC next 3 rounds
4. Hit with loaded purse: 10 P/A
5. Jump on opponent's back: lose match by disqualification (8-12)
6. Hit with high heel: add 2 to all P/A for 3 rounds

Accomplishments: Accomplishments:

MANAGER CARD DIRECTIONS

(1) If you are using a manager, you **MUST** refer to the card if (a) you roll ROPES or (b) you roll an Offensive Card move with an "XX". You have the **OPTION** of referring to the manager if you roll 3 OC's in a row. On your third OC, refer to the Manager Card
(2) Roll one die for the Manager Card.

(3) **DISQUALIFICATION:** If the card indicates "lose match by disqualification (6-8)", you roll 2 dice. If you roll within that range (i.e. 6, 7, or 8), the match is over due to managerial interference. If you roll outside the range, continue the game. Championship Titles do not change hands on a disqualification.

(4) **RETALIATION:** If foe rolls an "(XX)" move, he has the **OPTION** of retaliating against your manager (who no doubt is driving him crazy!), or he may keep his offensive points. To retaliate, foe must roll 2 dice within your manager's retaliation range. If he does, your manager can't help you for 8 rounds. If he rolls within the range a second (and separate) time, your manager runs back to the dressing room until the match is over. If your foe does **NOT** roll within the retaliation range, he gets zero points. **IMPORTANT:** When your manager is not at your side, all ROPES and "(XX)" offensive moves count for zero points.

(5) There is room on each card to list manager's accomplishments, such as champions, tag-team champs, etc.

Nebraska BULL ROPE

2 INFLICT EYE WOUND ON FOE: FOE ON DC FOR 3 ROUNDS

3 CHOKE WITH BULL ROPE: SEE PIN (2-10)

4 TIE FOE TO NEWS PRESS TABLE: 20 points

5 CLANG HEAD BETWEEN RINGSIDE BELL & COWBELL: 15 points

6 GUT SMASH WITH BLOODY COWBELL: SEE PIN (2-9)

7 HEAD SMASH WITH COWBELL: SEE PIN (2-8)

8 TIE FOE TO TURNBUCKLE POST: OC 5 ROUNDS

9 PUMMEL INTO RINGSIDE CROWD: 20 points

10 DRAG FOE AROUND RING: SEE PIN (2-8)

11 INDIAN ROPE BURN: 15 points

12 COWBELL SMASH FROM TOP ROPE: SEE PIN (2-11)

When the Offensive player rolls an Offensive Card move, which is followed by an (XX), you then refer to this chart. However, unlike other grudge matches (ex. Texas Death), the offensive player has the option of either rolling on the Bull Rope chart immediately, or taking the standard Offensive Card move, SAVING the Bull Rope Opportunity for a later, more strategic time in the match. Keep track of BULL ROPE accumulations on the scorecard. You may use them whenever you roll OC on your General Card. Standard Defensive Card rules still apply for your opponent.

For example, "See pin (2-8)" means you go for the pin. Regardless of your point total, if you roll between 2 and 8, you pin your opponent. Otherwise, you get zero points. Same rules apply for (2-9), (2-10), and (2-11).

SUPERSTAR PRO WRESTLING GAME™

STEEL CAGE POINTS

2	FLYING DOUBLE-LOADED ELBOW TO GROIN (See pin, add 1 to roll)	15
3	CRUSH FINGERS AGAINST CAGE (And roll specialty card)	10
4	B-52 KNEEDROP OFF TOP OF CAGE (See pin, add 1 to roll)	20
5	CHOKE BETWEEN ROPES AND CAGE (See pin)	14
6	CATAPULT INTO CAGE (Subtract 5 points from foe's next OC)	15
7	RUNNING POWER SLAM INTO CAGE	12
8	GRIND FACE INTO STEEL CAGE - BLIND (Foe on DC next 2 rounds)	--
9	USE BRASS KUNCKLES - DRAW BLOOD (See pin, add 1 to roll)	15
10	KNOCK REF UNCONSCIOUS (No pin/submission for 4 rounds)	--
11	CHOKE WITH CHAIN THROWN INTO CAGE BY MASKED ALLY	20
12	SHOULDER SMASH INTO CAGE (See pin: if pinned, automatic win)	10

TEXAS DEATH POINTS

2	SLASH FACE WITH CAN OPENER - DRAW BLOOD (See pin, add 1)	15
3	KNOCK REF UNCONSCIOUS (No pin/submission for 5 rounds)	--
4	SMASH CHAIR OVER HEAD - DRAW BLOOD (See pin, add 1 to roll)	20
5	THROW SALT - BLIND OPPONENT (Foe on defense for next 2 rounds)	--
6	CHOKE WITH COWBOY LARIAT (See pin)	12
7	RAM HEAD INTO RINGSIDE BELL-GONG!	14
8	SMASH WITH 2" x 4" (Subtract 5 points from foe's next OC)	15
9	(And roll specialty card)	14
10	THROW OPPONENT INTO TV ANNOUNCER	15
11	INTERFERENCE FROM NON-INVOLVED WRESTLER	20
12	OFFER FRIENDSHIP BUT KICK IN GROIN	10

NOTE: See pin, add 1 to roll = add 1 to dice total when rolling for the pin.

No pin/submission = neither player can be pinned or can submit

SUPERSTAR PRO WRESTLING GAME™

ADVANCED TAG TEAM CHART

KEY:

TWO MAN MATCH THREE MAN MATCH

- | | |
|------------------------|------------------------|
| (A) 2 vs. 2 : 1 Round | (A) 3 vs. 3 : 1 Round |
| (B) 2 vs. 1 : 1 Round | (B) 2 vs. 1 : 1 Round |
| (C) 2 vs. 1 : 2 Rounds | (C) 3 vs. 1 : 1 Round |
| (D) 2 vs. 1 : 3 Rounds | (D) 3 vs. 1 : 2 Rounds |
| (E) INJURY! | (E) INJURY! |

TAG TEAM INJURY CHART

1. Injury to MAN-OUT : 5 Rounds
2. Injury to MAN-IN : 5 Rounds
3. Injury to MAN-OUT : 10 Rounds
4. Injury to MAN-IN : 10 Rounds
5. Injury to BOTH WRESTLERS : 2 Rounds
6. Injury to BOTH WRESTLERS : 3 Rounds

** SUPERSTAR PRO WRESTLING GAME **

** SUPERSTAR PRO WRESTLING GAME **

Name		OFFENSIVE CARD
GENERAL CARD		2. ROPES
2. O C/ T T	7.	3. THROW OUT OF RING (DQ)
3. O C	8.	4. BITE OPPONENT'S NECK 7
4. D C	9.	5. SPECIALTY (S)
5.	10.	6. WILD ELBOW TO FACE 7 (XX)
6.	11.	7. PINCH 8 P/A

Name		OFFENSIVE CARD
GENERAL CARD		2.
2. O C/ T T	7.	3.
3. O C	8.	4.
4. D C	9.	5.
5.	10.	6.
6.	11.	7.

Name		OFFENSIVE CARD
GENERAL CARD		2. ROPES
2. O C/ T T	7.	3. THROW OUT OF RING (DQ)
12.		8. SUBMISSION 8*
DEFENSIVE CARD		9.
2. A	7.	10.
3. B	8.	11.
4. C	9.	12.
5. R E V E R S E	10.	=ROPES=

Name		OFFENSIVE CARD
GENERAL CARD		2.
2. O C/ T T	7.	3.
12.		8.
DEFENSIVE CARD		9.
2. A	7.	10.
3. B	8.	11.
4. C	9.	12. ROPES
5. R E V E R S E	10.	=ROPES=

Name		OFFENSIVE CARD
GENERAL CARD		2. ROPES
2. O C/ T T	7.	3. THROW OUT OF RING (DQ)
6.	11.	2. NA
12.		3. NA
SPECIALTY		4. THROW OUT OF RING (DQ)
FINISHER		5.
1. CLOBBER	6.	
2. 12	7.	
3. 10*	8.	

Name		OFFENSIVE CARD
GENERAL CARD		2.
2. O C/ T T	7.	3.
6.	11.	2. NA
12.		3. NA
SPECIALTY		4. THROW OUT OF RING (DQ)
FINISHER		5.
1. 12	6.	
2. 11*	7.	
3. 10 P/A	8.	

Name		OFFENSIVE CARD
GENERAL CARD		2. ROPES
2. O C/ T T	7.	3. THROW OUT OF RING (DQ)
4. 8 P/A	9.	
5. 9	10.	

Name		OFFENSIVE CARD
GENERAL CARD		2.
2. O C/ T T	7.	3.
4. 9	9.	
5.	10.	

Joe Dilemma		OFFENSIVE CARD		George Benign		OFFENSIVE CARD
GENERAL CARD		2. CRADLE LOCK (S)		GENERAL CARD		2. DROPKICK (S)
2. OC/TT	7. DC	3. LEG WHIP 7		2. OC/TT	7. DC	3. SNAP SUPLEX 8
3. DC	8. DC	4. ABDOMINAL STRETCH 5*		3. OC	8. OC	4. KICK TO GUT 6
4. OC	9. OC	5. EYE GOUGE 6		4. DC	9. DC	5. CROSS BODY BLOCK 7
5. DC	10. DC	6. ARM BAR 4		5. OC	10. OC	6. FOREARM TO CHEST 4
6. OC	11. OC	7. PUNCH FACE 5		6. DC	11. DC	7. LARIOT 5
12. OC		8. MONKEY FLIP 6		12. OC		8. ARM DRAG AND TWIST 6
DEFENSIVE CARD		9. KNEE LIFT 4		DEFENSIVE CARD		9. HIP TOSS 4
2. REVERS E	7. B	10. SHOULDER BLOCK 7		2. REVERS E	7. B	10. BOSTON CRAB 5*
3. B	8. B	11. SNAP SUPLEX 8		3. A	8. A	11. FIREMAN CARRY 7
4. A	9. A	12. ROPES		4. B	9. B	12. ROPES
5. B	10. B	-ROPES-		5. A	10. A	-ROPES-
6. A	11. A	2. CRADLE LOCK (S)		6. B	11. B	2. DROPKICK (S)
12. B		3. BODY SLAM 7		12. B		3.
SPECIALTY		4.		SPECIALTY		4. MONKEY FLIP 6
CRADLE LOCK		5. DROPKICK 5		DROPKICK		5.
1. 8	6.			1. 9	6.	
2. 9	7.			2. 7	7.	
3. 7 P/A	8.			3. 8	8.	
4. 8	9.			4. 7 P/A	9. KNEE LIFT 5	

5. 7	10. WILD ELBOW 6	5. 9	10.
6. 9	11.	6. 8	11. LARIOT 7
SUBMISSION:	12. TOSS THRU ROPES (DQ)	SUBMISSION:	12. TOSS THRU ROPES (DQ)
	2 - 9		
TAG-TEAM:	Action Card #:	TAG-TEAM:	Action Card #:
	2 - 3		
PRIORITY:	LIMITED EDITION	PRIORITY:	LIMITED EDITION
	2 / 1		

John Q.		OFFENSIVE CARD		Bill Bland		OFFENSIVE CARD	
GENERAL CARD		2. ROPES		GENERAL CARD		2. ROPES	
2. OC	7. DC	3. STOMP FOE'S FEET 5		2. OC	7. DC	3. DROPKICK 8	
3. OC	8. OC	4. HALF NELSON 7*		3. DC	8. DC	4. SIDEMARE 4	
4. OC	9. OC	5. THUMP EAR 4		4. DC	9. DC	5. BODY BLOCK 7	
5. DC	10. DC	6. DROPKICK 6		5. OC	10. OC	6. PUNCH FACE 6	
6. DC	11. DC	7. FOREARM BASH 4		6. OC	11. OC	7. KICK TO MIDSECTION 4	
12. OC/TT		8. HIP TOSS 5		12. OC/TT		8. LUNGE AT THROAT 5	
DEFENSIVE CARD		9. SNAPMARE 7		DEFENSIVE CARD		9. SHOULDER BLOCK 6	
2. B	7. B	10. CLOTHESLINE 6		2. B	7. B	10. ARM BAR 7	
3. A	8. A	11. BODY SLAM 8		3. B	8. A	11. MONKEY FLIP 5 P/A	
4. A	9. A	12. FULL NELSON (S)		4. B	9. A	12. SLEEPER HOLD (S)	
5. B	10. B	-ROPES-		5. A	10. B	-ROPES-	
6. B	11. B	2. TOSS THRU ROPES (DQ)		6. A	11. B	2. TOSS THRU ROPES (DQ)	
12. REVERSE		3. CLOTHESLINE 7		12. REVERSE		3.	
SPECIALTY		4.		SPECIALTY		4. PUNCH FACE 6	
FULL NELSON		5. HALF NELSON 5		SLEEPER HOLD		5.	
1. 9		6.		1. 8		6.	
2. 7*		7.		2. 9		7.	
3. 8		8.		3. 7*		8.	
4. 7*		9.		4. 8		9. SHOULDER BLOCK 5	
5. 9		10. FLYING ELBOW 6		5. 7*		10.	
6. 8		11.		6. 9		11. SIDEMARE 7	
SUBMISSION:	2	12. FULL NELSON (S)		SUBMISSION:		12. SLEEPER HOLD (S)	

	- 9				
TAG-TEAM:	1 1 - 1 2	Action Card #:	2 1	TAG-TEAM:	2 2
PRIORITY:	2 / 1	LIMITED EDITION		PRIORITY:	LIMITED EDITION