

not as yet have the distractions added to their cards.

SUGGESTIONS/CHANGES

What I am most concerned with is the playability of the game. After all, if it's not fun to play and fairly easy to understand, it will not be something that will interest anyone for very long.

Should a timing system be added (to have times of falls, time limits, etc.)?

I have chosen not to use a points/damage type system of wearing down an opponent because, especially in the main event-type matches, you just don't see a wearing down necessarily, but more of a back-and-forth battle until a finishing move ends it or the ref gets knocked out, or a disqualification results.

MIDSOUTH PRO WRESTLING GAME ★ RULES ★

HISTORY OF THE GAME

Many years ago, my best friend and I began watching wrestling on cable from Dallas and Fort Worth. A short time later, we began watching Mid South wrestling on our local channels. Then I was a big fan of Bill Watt's UWF. These are my roots and will be reflected in my game, which also began with our introduction to Texas wrestling. The game was originally very simple, with basic offense, up/down, and tag ratings. It was fun but, again, very basic. We expanded to a 0-6 rating scale for offense, ratings for breaking holds, being pinned, individual finishing moves, battle royal, and tag ratings. We rated wrestlers from not only Texas and Mid South but from all federations, based on what we could glean from WWWF wrestling on HBO, and the various wrestling publications. After we graduated from high school and pretty much went our separate directions, I tried and used different variations of the game, from switching to a 1-100 random number system to using fast action cards (which just didn't "feel" right). After mulling and hemming and hawing, I decided to go back to our roots and take the game that had been the most fun and go from there. Once you look over the rules and refer to the Main Action Chart and the sample cards, the game will play rather easily.

WRESTLER CARDS

Let's take a look at a sample wrestler card. Dick Murdoch was the prototypical barroom brawler and didn't use a whole lot of pure wrestling moves. So, look at the sample card below.

Name & Home (if known)	Primary Territory	Photo (if available)																																				
DICK MURDOCK Waxahatchie, Texas																																						
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Individual wrestler action columns 1 & 2, referenced with a 2 sided dice roll

Result of move and adjustment to opponents ratings (if any)

The game plays using two different color dice, with one being the tens and the other the ones (ex. If you were to roll a red "5" and a white "4", this would be read as "54" on the Main Chart. However on the individual cards, you would add the two dice, making the result a "9". A match begins by comparing the aggression (AGG) ratings of the wrestlers. The higher rated wrestler starts first. If both are rated the same, you can choose to either have the bad guy (heel) begin or you can let a dice roll decide. Once chosen, roll the dice and refer to the Main Action Chart. Using the proper column under the wrestler's offensive rating, find the result of the roll. Some results will be from this chart, others will refer you to the individual cards. For instance, under the "5" column, if you were to roll a "25" then the wrestler performs a Hip Toss and you would roll to see if his opponent gains control or not. If you rolled a "52", you would roll the dice again and refer to the wrestler-in-control's card and look under his Column 1 results. If you had rolled a "23", then the wrestler missed or botched the move he was trying and you would roll the dice and refer to his opponents Column 1 results.

The letters and meanings from the various charts are as follows:

- A - Again (wrestler retains control without challenge by opponent)
- B - Break (roll dice to see if opponent breaks hold and takes control)
- D - Down (roll dice to see if wrestler is pinned)
- 1 - Column 1 (get result from wrestler's Column 1)
- 2 - Column 2 (get result from wrestler's Column 2)
- X - Special Event (refer to Special Event chart)
- * - Distraction (possibility of referee being distracted)
- T - Throw Opponent Out (refer to Out of Ring chart)
- H/F/J - Wrestler is either a Heel, Face, or Jobber (in red)

The numbers that follow some of the results are modifiers to the ratings as influenced the individual wrestlers. The number is applied to the ratings on the cards BEFORE the dice are rolled to get the result (ex. Murdoch rolls a "16" on the Main Chart which has you refer to his Column 1. A roll of "8" results in Murdoch using a Reverse Chinlock on his opponent. The "B" means that you will roll the dice and check his opponent's Break rating. However, there is a "-6" modifier to the rating. If we used Murdoch's Break rating as an example, we would subtract 6 from his break rating (53-6 would yield a "43" because we are using 6-sided dice.) If you need assistance with this computation you can use the dice numbers on the Main Chart to add and subtract numbers to get your result. Using the modifiers allows wrestlers to exert more control over lesser opponents and, in the case of finishing moves, would cause the wrestler to be pinned easier. It also is an easy method of creating individuality in the wrestler cards.

Pinning your opponent is the same method as above except you reference the opponent's "Down" rating, again applying any modifiers from the Action Chart or wrestler's columns. If you get a result that has an "A" after the move, the wrestler retains control without challenge from the opponent. You will find that most often this appears after punches, forearms, kicks, and the like.

For the time being, we will not use the Special Events Chart, the Rare Events Chart, or Tag Team chart. The Distraction Chart and the Referee Down Chart are included but some wrestlers do