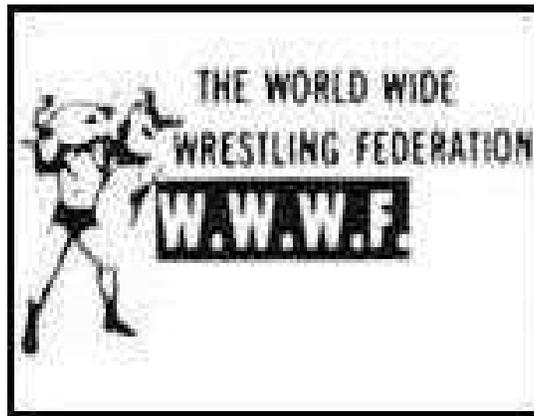


RETRO WRESTLING GAMES™

PROUDLY PRESENTS...



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WELCOME!!

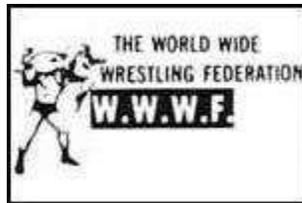
Thank you for purchasing the third installment of Retro Wrestling Games, the World Wide Wrestling Federation! My goal in creating Retro Wrestling Games is to recreate the action, excitement & feuds we all remember from the 1980's, when wrestling was still "kayfabe" & we loved it that way! This was a time when there was more than just one wrestling promotion in America...there were at least a dozen major regions! And it is my goal to bring as many of them to you as I possibly can! Make no mistake, this is for my enjoyment as well as your's!

This game comes with 108 featured wrestlers from the World Wide Wrestling Federation, 21 jobbers, plus 12 Tag Teams, all ranging from the early 1970's through 1983. These were the years I watched the WWWF faithfully, and therefore I feel quite confident that I've portrayed everyone accurately. Keep in mind that these wrestlers and their statistics are based on events that originally took place 22-35 years ago. There were no triple-jump moonsaults through a double-stack of flaming barbed wire-wrapped tables back then! If your gut reaction to that statement is, "But you did put it in the game, right?" then this game is probably not for you! However, if you prefer your wrestling action to be more realistic & believable (as it was back then), then I am CERTAIN that you will absolutely LOVE this game!

If you've already purchased the first or second installments of RWG (Georgia Championship Wrestling & Mid-Atlantic Championship Wrestling), you'll see some familiar names & faces in WWWF. Although some wrestlers in WWWF also appeared in GCW & MACW, their ability scores & finishers may or may not be the same. They may have had a different level of success or used different moves than when they were in GCW & MACW, and if they did, then their WWWF card will be adjusted to reflect this.

So, why did I pick WWWF as my third region to release? Well, I've developed a very loyal following since releasing the first installment of Retro Wrestling Games (GCW), and I decided to let the players pick what region would come next. WWWF barely edged out AWA, so here it is! What's next? Probably either AWA or Mid-South or Texas, I haven't decided for certain just yet, but I definitely want to do something that includes an old favorite of mine, Kamala the Ugandan Giant!

Once again, I sincerely thank you for your purchase, and I hope you enjoy reliving...



-DAVE BARTON

P.S. ON A PERSONAL NOTE, I'M JUST AN AVERAGE, 40-HOUR A WEEK WORKING SCHMOE LIKE EVERYONE ELSE. IF YOU APPRECIATE MY EFFORT IN CREATING "RETRO WRESTLING GAMES" AND YOU WANT ME TO CONTINUE CREATING NEW WRESTLING REGIONS FROM THE 1980'S (AND SOMETIMES EVEN EARLIER THAN THAT), THEN PLEASE PURCHASE YOUR GAMES DIRECTLY FROM ME. GIVING A COPY OF THIS GAME TO A FRIEND MIGHT NOT SEEM LIKE YOU'RE DOING MUCH HARM, BUT I PROMISE YOU THAT PURCHASING IT DIRECTLY FROM ME WILL DO MUCH MORE GOOD! SUPPORT THE LITTLE GUY!! THANK YOU!!

GETTING STARTED

You might have a rough idea of how the game is played if you've already looked at some of the wrestler cards (I'll bet you did!). But you'll definitely want to read through the rules thoroughly first, and you'll probably even need to reference back to them a few times after you first start playing. But once you get the hang of things, you'll be just fine.

Matches will take a number of dice rolls, depending on the wrestlers' skills. Let's grab a couple wrestlers at random (don't worry, you don't have to make all your match-ups at random, this is just to set up a sample match) and see who we get...

Tiger Mask

A former WWF Junior-Heavyweight Champion! He'll do just fine. Now ignore everything until you get to this...

| | |
|-----------------------------------|--------------------------|
| Technical – Expert (3) | Tag Team – Advanced (2) |
| Aerial - Expert (3) | Ally – Advanced (2) |
| Brawling – Basic (1) | Grudge – Expert (3) |
| Power – None | Weapon – Basic (1) |
| Martial Arts – Expert (3) | Cheating – None |
| Stamina – Advanced (2) | Intangibles – Expert (3) |
| 1 Victory Roll | 2 Top Rope Bodypress |
| 3 Bow & Arrow | 4 Tiger Suplex |
| 5-6 TWISTING SPLASH FROM TOP ROPE | |

This is where all your rolls are gonna be made, the rest of the card is just additional info to “pretty it up” and make it easier to find a particular wrestler in your deck. Now let's find a suitable opponent...

Dynamite Kid

| | |
|----------------------------------|----------------------------|
| Technical – Expert (3) | Tag Team – Advanced (2) |
| Aerial – Expert (3) | Ally – Advanced (2) |
| Brawling – Advanced (2) | Grudge – Advanced (2) |
| Power – Basic (1) | Weapon – Advanced (2) |
| Martial Arts – Basic (1) | Cheating – Advanced (2) |
| Stamina – Advanced (2) | Intangibles – Advanced (2) |
| 1 Flying Crucifix | 2 Top Rope Dropkick |
| 3 Superplex | 4 Reverse Pile Driver |
| 5-6 DIVING HEADBUTT OFF TOP ROPE | |

Two of the best Junior-Heavyweights in the entire world at one time, let alone just in the WWF! This should make for an exiting matchup!

WHAT IT ALL MEANS

Ok, so you see the various wrestling abilities & their respective scores for each ability. Ability explanations are as follows:

- Technical – locks, scissors, suplexes, takedowns, and pinning combinations
- Aerial – all moves involving the offensive wrestler leaving his feet
- Brawling – punches, kicks, and other roughhouse tactics
- Martial Arts – punches, kicks, chops, takedowns, and nerve holds from the Orient
- Power – moves used to knock down or crush an opponent using muscle and/or bulk
- Stamina – how much damage he can take, how long he can go in the ring
- Tag Team – overall ability in Tag Team matches
- Ally – overall helpfulness as a ringside ally or manager
- Grudge – how well he wrestles against an opponent he carries a grudge with
- Weapon – how well he wrestles in a match where weapons are legal
- Cheating – how well/often he cheats during a standard match
- Intangibles – the “it” factor that some wrestlers have that drive them to success

And here's an explanation of the various ratings:

- None – this skill is absolutely useless to this particular wrestler
- Basic – he knows/uses the bare minimum when it comes to this skill
- Advanced – he uses this skill well & knows what he's doing with it
- Expert – this guy is dangerous, don't test him on this skill
- Superhuman – even the experts don't want to mess with this guy

(Now you may look at Dynamite Kid and think, “How'd he get a score in Martial Arts? He wasn't a Martial Artist!” True...but one of his trademark moves was the knife-edge chop, which deserves at least a Basic rating in Martial Arts. If one of his Finishers were a Martial Arts hold, such as an Iron Claw, then it might've been an Advanced or even an Expert score. You might find some other scores throughout the game that don't seem right at first, but remember this example & see if you can figure out why they got the score they got.)

Now, look underneath those abilities and you'll see the various “Finishers” each wrestler could use to end a match, as well as (sometimes, but not always) one Finisher in all CAPITALS. If a wrestler has a Finisher listed in all CAPITALS, then that is their Specialty (or Signature maneuver), the one hold they are best known for, their preferred Finisher! Different wrestlers may have a different number of Finishers, depending on their wrestling style & variety in their various matches. Some wrestlers were just more versatile than others! You might also notice that all Finishers are CLEAN Finishes! That's because a wrestler may have to CHEAT to win, which is covered later.

Next, you need to decide what kind of match this is and set a time limit. This is an important contest with a shot at the WWWF Junior-Heavyweight Title on the line, so I'd say let's make it a 60 minute time limit, with standard rules.

Here's what we do to get the action started! Grab a piece of scrap paper (or use the included sample Scrap sheet), because you'll need to keep track of your rolls!

HAVING A MATCH (page 1)

See the number next to each score? That's how many 6-sided dice you're going to roll for that Ability. So for Tiger Mask (the face always rolls his scores first!), I'm going to roll (yes, I'm actually rolling!) down his left-side list of skills (we'll call them his "Core Skills") and the results are as follows:

Technical – Expert (3) = 7
Aerial – Expert (3) = 8
Brawling – Basic (1) = 1
Power – None = 0
Martial Arts – Expert (3) = 12
Stamina – Advanced (2) = 10

So in this match, Tiger Mask used a mix of moderate Technical skills & Aerial attacks (for his ability levels), while focusing more heavily on his Martial Arts abilities (while only a little high for his Expert ability, he would have put anyone with Basic or Advanced skills in Martial Arts to shame). He only threw one punch, maybe two at some point in the match (Brawling). Being small by wrestling standards, he has no Power. But his Stamina was up to par for this match, keeping his spirit up.

Now let's roll Dynamite Kid's "Core Skills":

Technical – Expert (3) = 14
Aerial – Expert (3) = 6
Brawling – Advanced (2) = 8
Power – Basic (1) = 2
Martial Arts – Basic (1) = 1
Stamina – Advanced (2) = 10

Dynamite clearly outwrestled Tiger Mask when it came to Technical wrestling, with a score of 14 to 7. However, Tiger Mask's Aerial & Martial Arts skills outshined Dynamite's. Dynamite pummeled Tiger Mask in the Brawling area, while his Power & Martial Arts' chops barely came into play. The two seemed very evenly matched when it came to Stamina.

Next we determine an "Early Favorite" to win the match, just to add some flavor, based on the skills they've shown so far. Tiger Mask scores a 38 (7+8+1+0+12+10), while Dynamite scores a 41 (14+6+8+2+1+10). Based on these early totals, Dynamite is favored to win, although only slightly. But our next step could prevent that.

Now we roll down their right-side skills (we'll call them "Modifiers"), but only the ones that apply to this match. First up, Tiger Mask:

Tag Team – no roll
Ally – no roll
Grudge – Expert (3) = 3
Weapon – no roll
Cheating – no roll
Intangibles – Expert (3) = 12

HAVING A MATCH (page 2)

(This isn't a tag match, he didn't act as an ally/manager for anyone, there is a bit of a grudge because a shot at the WWF Junior-Heavyweight Title is on the line, and no weapons were permitted in this match.)

We're going to take his highest score from his "Modifiers" (12 for Intangibles, which is a good score given his Expert ability) and replace his lowest score from his "Core Skills", even if his lowest Core Skill is a zero (his lowest Core Skill is 0 for both Power). For better or worse, we make the swap! So as the match progressed, Tiger Masks winning spirit kicked in, as shown by his Intangibles score. This makes his final total for the match a 50.

At this point, we determine a "Late Favorite" to win (this time its important), and we see that Tiger Mask is now ahead, with a score of 50 to 41. But Dynamite still gets to roll for his "Modifiers", which could change the expected outcome of the match, so now we do the same for him:

Tag Team – no roll
Ally – no roll
Grudge – Advanced (2) = 5
Weapon – no roll
Cheating – Advanced (2) = 11
Intangibles – Advanced (2) = 4

Again, we'll take the highest score from his "Modifiers" (11 for his Cheating) & replace his lowest score from his "Core Skills" (1 for Martial Arts). So during the match, Dynamite did a lot of Cheating to try to even things out. This brings his final total up to 51, a which is higher than Tiger Mask's final total. This means barring any unusual circumstances (an unexpected count-out or dq), he's heading for a win due to his Cheating (because he was not the "Late Favorite" to win).

Now we determine the time of the match. This may seem a little tricky at first, so pay close attention:

(high score) 51 – (low score) 50 = (difference) 1
(low score) 50 – (difference) 1 = (time of match) 49 minutes

So in 49 minutes, the match ended. At this point, we have to find out how & by whom.

First we check for a countout. Was either (or both) wrestler's Brawling his top score? No, so we move on. (If it were, the opponent would have to roll 2 dice and, as in pro wrestling, they'd need lower than 10 to avoid being counted out).

Next we check for dq's. Was either (or both) wrestler's Grudge score his highest score? No, so they kept cool heads during this match. (If it were, the wrestler(s) would be dq'd.) What about the heel's (Dynamite's) other scores? Was his Ally or Cheating his top score? No, they weren't, although his Cheating score came somewhat close, which means he may have come close to getting dq'd at some point, probably warned a couple times at most. If Dynamite's Ally or Cheating was his top score, he would have been dq'd for Ally interference, or excessive Cheating.

HAVING A MATCH (page 3)

Now we check to see if anyone's behavior backfired & cost themselves a clean loss. Same as checking for dq's, only we see if the same scores (Grudge for Tiger Mask, and Ally, Grudge, and Cheating for Dynamite) were the lowest instead of the highest. No for Tiger Mask, and no for Dynamite.

Ok, now because the heel (Dynamite) was not the Late Favorite before making his final rolls (50 to 41, if you recall), and the modifier he used in order to get ahead was Cheating, this means his Cheating caused him to win. Consulting the Cheating Chart, we roll 2 dice & see that with a roll of 7, Dynamite used to ropes to pin Tiger Mask. (If the final roll to get ahead had been Ally, then Dynamite's ally would have been the cause of the win & we would have rolled on the Ally chart. If it had been Intangibles, then it would have been a clean win & you would have simply rolled a die on Dynamite's Finishers.)

So here's our recap: Dynamite dominated in Technical wrestling, but Tiger Mask fought back with his Martial Arts knowledge. Both men took to the air a bit, but Tiger Mask's aerial assault was more effective. The match wore on, but neither man seemed out of gas at any point. Dynamite roughed-up Tiger Mask with some stiff brawling & a bit of Power. With Dynamite cheating to the point of being warned by the referee, Tiger Mask's winning spirit kicked in as he mounted a comeback. In the end though, it was Dynamite who used the ropes for leverage to pin Tiger Mask in 49 minutes & earn a shot at the WWWF Junior-Heavyweight Title.

(Not bad, huh? How did your sample match between the two turn out?)

Just for kicks, here are some other singles match results I came up with on my actual "sample event."

In the opener, Spiros Arion powered his way past S.D. Jones in 8 minutes, pinning him after a Knee Drop from the top rope.

Johnny Rodz couldn't do anything with the 601-pound Haystacks Calhoun, who pinned Johnny Rodz in just 6 minutes when he sat on his chest & Rodz couldn't get up!

Greg Valentine, whose manager The Grand Wizard has been claiming for weeks that WWWF Champion Bruno Sammartino is ducking their challenge, made an example of Eddie Gilbert by injuring the young man in just 4 minutes with his patented Figure Four Leglock.

George the Animal Steele beat Domenic DeNucci via countout in 26 minutes, which saw Steele's manager Lou Albano involved quite heavily.

Ted DiBiase challenged long-time nemesis Bob Orton to any match of Orton's choosing. Orton accepted & chose a Texas Death match. Orton dominated early with his brawling, but Ted drew inner strength from the fans and eventually scored the win at 21 minutes after applying a Sleeper on the concrete floor & rolling Orton into the ring for the ref to make the 10-count.

In the Semi-Main Event, Dynamite Kid scored the pin over Tiger Mask in 49 minutes by using the ropes for leverage. Although a questionable win, the referee didn't catch it & Dynamite has earned himself a future shot at the WWWF Junior-Heavyweight Champion (this was your sample match).

And in the Main Event, WWWF Champion Bruno Sammartino tore into Ken Patera, who had been making racial slurs on TV about Bruno's Italian heritage for weeks leading up to this match. After trying for 8 minutes to keep Bruno under control, the referee saw no other choice than to dq the Champion and award the bout, but not the title, to Ken Patera. As a battered Patera retreated to the dressing room, Bruno grabbed the microphone and swore there'd be nowhere to hide next time, demanding the return match take place inside a steel cage!

So now that you've seen an entire match, you should have a grasp on running your own matches. For your convenience, I've included a step-by-step list to show what rolls to make, when, and why.

HAVING A TAG TEAM MATCH (page 1)

Well, you made it through a singles match, now you're going to learn how to do a tag team match. Mostly its the same as a singles match, its just a matter of having 4 (or 6) wrestlers involved. Since you're already familiar with the rolls, mechanics, and terms used in this game, this will be in an abbreviated form, verbatim only when something new is introduced.

Designate your teams & match stipulations. For this match let's pit Mil Mascaras & Jimmy Snuka against The Valiant Brothers. We'll make it under standard rules, with a 30 minute time limit since this is a top team against 2 top singles wrestlers, but with no grudge.

Roll the "Core Skills" for the faces, and then for the heels. He are my results:

| Mil & Snuka | | | Jimmy & Johnny | | |
|-------------|---|----|----------------|---|----|
| 14 | T | 11 | 6 | T | 8 |
| 22 | A | 17 | 2 | A | 2 |
| 3 | B | 8 | 8 | B | 12 |
| 0 | P | 5 | 0 | P | 3 |
| 0 | M | 2 | 0 | M | 0 |
| 12 | S | 12 | 4 | S | 8 |

This scores Mil at 51, Snuka at 55, Jimmy at 20, and Johnny at 33. Not a good start for the Valiants, as this makes Mil & Snuka the "Early Favorite" to win because Snuka has the highest score out of all wrestlers in this match.

Now roll the "Modifiers" for the faces. Again, here are my results:

| Mil & Snuka | | |
|-------------|----|-----|
| 10 | TT | 11 |
| n/a | A | n/a |
| n/a | G | n/a |
| n/a | W | n/a |
| 0 | C | 0 |
| 8 | I | 4 |

(You'll notice I did not make a "Cheating" roll for Snuka, despite his expert ability. This is because he is a face in this match, and faces simply did not cheat during the Kayfabe era of wrestling. True, they would cheat against their enemies, but that is what the Grudge ability is intended for)

Make the appropriate score swaps for the faces, replacing their lowest "Core Skill" with their highest "Modifier", which gives us new totals. Mil at 61, and Snuka at 64. Mil & Snuka are now the "Late Favorite" to win this match, because Snuka has the highest score out of all wrestlers in this match.

HAVING A TAG TEAM MATCH (page 2)

Now roll the “Modifiers” for the heels. Again, here are my results:

| Jimmy & Johnny | | |
|---------------------------|----|-----|
| 22 | TT | 20 |
| n/a | A | n/a |
| n/a | G | n/a |
| n/a | W | n/a |
| 9 | C | 10 |
| 4 | I | 4 |

Make the appropriate score swaps for the heels, replacing their lowest “Core Skill” with their highest “Modifier”, which gives us new totals. That Tag Team score did a world of wonder for the Valiants, bringing Jimmy up to 42, and Johnny to 53.

So we take the highest score of all wrestlers, which is Snuka at 64, and the lowest score of the opposing team, which was Jimmy at 42. We do the math & see that the match ended in 20 minutes.

Now we find out how the match ended, starting with countouts. Nobody's Brawling was their highest score, so we continue.

Was there a dq? No one had an Ally present, so that checks out. There was no grudge, so we can skip that. Was anyone's Cheating their highest score? No again.

Now we check to see if anyone's behavior backfired & cost themselves a clean loss. Same as checking for dq's, only we see if the same scores (Grudge for Mil & Snuka, and Ally, Grudge, and Cheating for Valiants) were the lowest instead of the highest. No for all four men.

So this match ended on a clean win. We go to the wrestler who had the highest score overall (Snuka), roll one die on his Finishers, and see that with a roll of 4, he scored the pin on Jimmy Valiant (lowest score on losing team) following his patented Splash from the top rope. (If the Valiants had won, you would have rolled one die on their Tag Team card, since they are an established tag team)

So here's our recap: Mil & Snuka took early control with superior Technical wrestling and an amazing Aerial display that had their opponents reeling. The Valiants fought back mostly with Brawling tactics, but Mil & Snuka had no problems taking the punishment. As the match wore on, Jimmy & Johnny showed much smoother teamwork than their opponents, using quick tags & a lot of double-team maneuvers. In the end, after 20 minutes, The Valiants were simply out of their league against the beloved high-flyers, as Snuka came crashing down on Jimmy with his patented Splash from the top rope for the pin.

So where would a match like this go from here? Would the Valiants split up & go singles after losing, or would they attack their opponents, sparking a feud between the two teams? Was this a one-night teaming for Mil & Snuka, or should they challenge for the WWWF Tag Titles? You're booking WWWF now, you decide!

MATCH WALK-THROUGH

- ◆ Determine participants, time limit, and match stipulations.
- ◆ Roll all six (6) Core Skills on the left side of the face's wrestler card.
- ◆ Repeat for heel's wrestler card.
- ◆ Compare totals to determine “Early Favorite” to win.
- ◆ Roll all Modifiers on the right side of the face's wrestler card that apply to this match. (If there is an ally/manager present, he rolls his own Ally ability for his ally/client.)
- ◆ Replace face's lowest Core Skill with highest Modifier.
- ◆ Compare totals to determine “Late Favorite” to win.
- ◆ Roll all Modifiers on the right side of the heel's wrestler card that apply to this match. (If there is an ally/manager present, he rolls his own Ally score for his ally/client.)
- ◆ Replace heel's lowest Core Skill with highest Modifier.
- ◆ Determine time of fall based on final totals.
- ◆ Check all wrestler's Brawling scores for possible countouts and roll if necessary (double countouts are possible).
- ◆ Check all applicable Modifiers for dq (Grudge for face, and Ally, Grudge, or Cheating for heel), and roll appropriate chart if necessary (double dq's are possible).
- ◆ Check all applicable Modifiers for backfire loss (Grudge for face, and Ally, Grudge, or Cheating for heel), and roll appropriate chart if necessarily.
- ◆ If there was no countout, dq, or backfire loss then continue to next step.
- ◆ If the score is tied after all this, match is either a draw (if score is over the time limit), or a double knockout (if score is under the time limit).
- ◆ If Late Favorite won, roll winner's Finisher for clean win.
- ◆ If Late Favorite was a heel and lost, roll face's Finisher for clean win.
- ◆ If Late Favorite was a face and lost, roll Ally or Cheating Chart if winner won due to illegal Modifier, or else roll heel's Finisher for clean win.
- ◆ If the time of the fall is ridiculously low (below 3 minutes or in the negatives), you may want to consider deeming the loser as “injured” during the match, or simply roll 1 die & add 2 for a new time & call it a squash victory.

MATCH TYPES

As a long-time fan of wrestling (which you must be, or you wouldn't have bought this game), you know that all matches have stipulations. Most are simply one-on-one, with a specific time limit. Others may have variations of a standard match such as an extended time limit, a no disqualification rule, or a weapon of some kind made legal. In addition to the Grudge Match Charts, here are some more basic match types to give you some ideas.

Handicap

Same rules as holding a tag team match.

2 Out of 3 Falls

Roll match as normal, but do it 3 times as if they were 3 separate matches. Look at all 3 times of falls & their winners, and there are your results as well as the times of the falls. (In the event the earliest 2 falls are won by the same wrestler, then it is considered he won the event in 2 straight falls with no need for a 3rd fall)

No Disqualification

Roll match as normal, with no concern over getting dq'd. A wrestler can, however, still backfire on a cheating attempt of some kind & cost himself the match!

No Countout

Roll match as normal, with no concern over getting counted out.

Battle Royal

All wrestlers involved roll Power, Brawling, Stamina, Tag, Cheating, and Intangibles. Add them all together to determine each wrestler's Final Total. Highest score wins, 2nd highest is last man to get tossed out, 3rd highest is second-to-last man out, etc, etc. For simplicity of determining the time of the match, roll 1 die & add 10. (As an alternate method, you may also take the two finalists & have them wrestle a standard match, using those results instead)

Weapon Matches

This can be anything not already covered in the Grudge Charts. If its a match where a particular weapon (or weapons in general) is legal, be sure to roll for Weapon scores!

Grudge Match

Not all grudge matches are necessarily weapons matches. Sometime the wrestlers just plain don't like each other, even in a standard rules match. Maybe something specific is at stake that would make them wrestle more aggressively. But sometimes a grudge can cost someone to make a mistake, costing them the match or getting themselves dq'd for their overly aggressive behavior!

Other Matches

You're running the World Wide Wrestling Federation now, so let your imagination run wild!!

GAMEPLAY SUGGESTIONS

You bought this game, that makes you the promoter! You can run MACW any way you like! Did you like when WWWF would host the annual Tag Team tournament in Madison Square Garden every year? Yes? Then you do it! Did you like when winning a battle royal earned someone a fat paycheck? No? Then them a title shot instead! It's all up to you & there's no limit to what you can do!

Of course, if you prefer to play a game that spells it all out for you (and there's nothing wrong with that), then here are some suggestions for you...

Don't try to use all your wrestlers at once as though they were all on the active roster. For one, it gets just too cluttered. For another, you'll likely get bored when, after a few months, you want new wrestlers. Trust me, I've played similar games in the past & tried to use everyone, and this is exactly how I felt. Use maybe 30 or so at a time, and when you're ready for a change, send out a few & bring in a few. It'll help extend your enjoyment of the game, and you'll get to "know" each wrestler a little better that way!

Don't just hold random cards, schedule them as House Shows, TV Tapings, and a monthly "supercard" at MSG or the Spectrum!

Designate your titles! Have a major title for your best wrestlers (WWWF Title), a minor title for the "up & comers" (Intercontinental Title, perhaps), and maybe even a Junior-Heavyweight Title for your smaller wrestlers, and don't forget Tag Team belts as well!

Have some fun with tournaments & battle royals! You could hold them to determine a champion, determine a special challenger, or just hold them for fun and award a "cash prize" or a "trophy" to the winner!

Get yourself one of those cheap, 3 subject notebooks to keep track of your results! Use one section for scrap (to record scores from matches), another section for the results of each card, and the third for keeping track of each wrestler's history (wins, losses, feuds, titles, etc).

If there's a rule in here that you don't like, don't grasp, or just seems to be messing things up for your "promotion" then change it or modify it! And perhaps most importantly...

Don't be afraid to use your imagination!! I believe this game has all you need to truly never tire of it!!

A FINAL WORD OR TWO

Well, here we are again. I'm flattered, honored, and humbled to know that this is the third installment of Retro Wrestling Games, and players are still telling me "That last set for RWG was awesome! What region are you gonna do next?!" It makes me proud to know I'm giving people something they find so enjoyable. Thank you. And speaking of thank you's...

Major thanks to the members at www.tabletop-sports.com who first showed interest in what I wanted to do & helped re-enforce my desire to create a wrestling game. You have my sincere thanks & appreciation for your support!

Big thanks also to Jeff Downey, owner of www.tabletop-sports.com, for providing me with my first forum to advertise my game, and a means to sell it directly to gamers. Jeff has cheerfully given me advice when I've asked it of him, and he has also given me a better sense of direction in understanding the whole "tabletop games" market.

Next, I'd like to thank Rick Teverbaugh, partly for helping me revise & clarify my Rulebook last time around (specifically the Tag Team rules), and also for suggesting I start a Yahoo Group for my game series. After recently gaining our 60th member, I'm pleased to say I'm glad he suggested it! *(Rick has also become my "Go to" man when I draw the occasional blank on a few wrestlers. He's also my guy for proofreading, as sometimes my fingers & brain don't always cooperate!)* You can join my fellow RWG players (including Rick) and me for chat, player results, other RWG regional wrestling game sets, as well as authorized "Bootleg" wrestlers, at http://games.groups.yahoo.com/group/Retro_Wrestling_Games/join.

That said, it has truly been a blast making this game, and its still a blast making new Regional sets for it! For years I had dreamed of creating my own dice-rolling wrestling game & that dream came to fruition in September of 2005. With the right inspiration & dedication, we can all realize a dream & achieve success. Success does not always mean retiring a millionaire from one idea that has fully matured (although I wouldn't mind if RWG did that for me!), but simply from setting a goal that's just out of reach & attaining it, no matter how big or small that goal is. Never underestimate yourself, because if you do, others will too!

I also want to let everyone know that the World Wide Wrestling Federation will definitely not be the last game I plan on making. Under the name of "Retro Wrestling Games" I plan to release other regions of wrestling from yesteryear, every month or so as time permits. Again, I'm a regular guy like everyone else, just trying to have some fun creating games & getting a few extra bucks for my efforts at the same time. In all honesty, when you figure the hours I've put into creating this game & then look at what I make from it, it doesn't come out to a whole lot...but honestly, its too much fun not to do!

Again, I thank you for purchasing this game & I urge you to stay tuned as I continue my work on new regions of wrestling to add to this set!

Sincerely,

Dave Barton

Creator of "Retro Wrestling Games"

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