

DELUXE EDITION
SUPERSTAR PRO WRESTLING GAME

OFFICIAL RULEBOOK

INTRODUCTION

Welcome to the action-packed world of Superstar Pro Wrestling Game! As Official Promoter of the Superstar Wrestling Federation (SWF), 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.

IMPORTANT SET-UP NOTE: As you can see, two Action Cards are printed on one piece of cardboard stock. To separate them, carefully fold along the perforated mark, and then slowly pull the cards apart along the perforation.

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. Also, the scorekeeper is responsible for tallying the ongoing score throughout the match.
4. The SCOREKEEPER signifies the bell (a "ding-ding" will do).

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 only be played when you understand Level 1. Mastery of Level 2 is necessary to play 3-man tag team matches.

1. Level 1:

- 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: Two-Man Match:

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 location of his “OC/TT” on his GENERAL CARD. Mark TTR numbers on the scoresheet next to the wrestlers’ names.

<u>OC/TT on GENERAL CARDS</u>	<u>TTR</u>
2, 3, 11, 12	1
4, 5, 9, 10	2
6, 7, 8	3

- b. The wrestlers in the ring may only tag-out based on their individual TTRs:

3	win, lose or tie the round
2	win or tie the round
1	win the round

NOTE: WIN means you scored more pints in the ROUND than your foe; LOSE means you scored less; DRAW mean 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!

- c. 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 GENREAL 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.) 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). 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. 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).

In the second or third round of DOUBLE TEAMING, you refer to the GENERAL CARDS of BOTH your wrestlers. 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 pints for defense. But, if your partner’s GENERAL CARD roll results in “OC/TT”, you get promoted from defense back to offense for that round (in this case DO NOT refer to the TAG-TEAM CHART). 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. 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).

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 a 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 on to begin the match.
- b. The rules are similar to advanced two-man tag-team matches.
Exceptions:

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

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

(iii) 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 before hand 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.
3. RUSSIAN CHAIN AND NEBRASKA BULL ROPE: See rules directly on charts.

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. 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:

<u>DICE</u>	<u>REFEREE</u>	<u>FACTOR</u>
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.

XIII. HOW TO USE THE SPECIAL RESULTS CHART: The SPWC is a unique simulation of actual pro wrestling, and not a simple board game. It is to your advantage to keep accurate results and maintain current ratings. Each wrestler has his own Action Card number located on the bottom right of his card, which is used to identify the wrestler. If Dusty Rhodes defeats Dr. D, find Dusty’s name on the chart. To the right of it, enter Dr. D’s Action Card number in the WIN section. Then, find Dr. D’s name on the chart and enter Rhodes’ Action Card number in the LOST TO section. Now, you can tell at a glance who beat who, and how often. To determine a wrestler’s winning percentage, divide the number of wins he has by his total number of matches.

