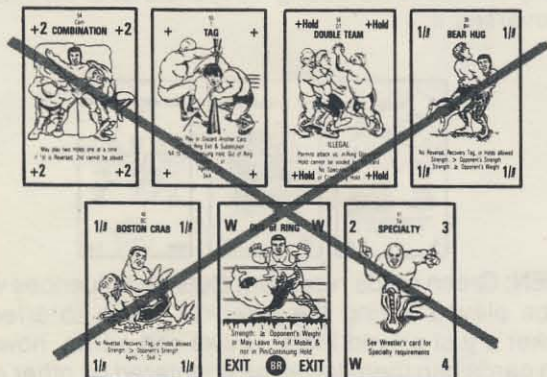


WRASSLE

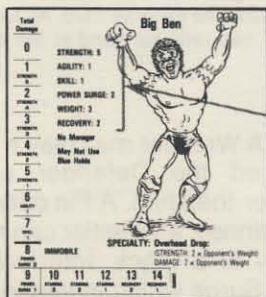
INTRODUCTORY RULES—Read First

Remove the following cards from the deck:

Combination (2), Tag (14), Double Team (5), Bear Hug (1), Boston Crab (1), Out of Ring (4), Specialty (4).



These cards are not used in the Basic Game. Once you've learned how to "wrastle", you can study the advanced rules for use of these cards and greater detail for the overall game.



Abilities

WRESTLERS: Each player picks a Wrestler he wants to play from among the 24 large Wrestler cards. Each lists six Abilities of that Wrestler with numerical ratings—the higher the better. These ratings determine which Action cards that Wrestler may play.



Each Action card lists at the bottom of the card the requirements for play of that card. For example, to play a Leg Takedown, a Wrestler must have ratings of at least "1" Strength, "2" Agility, and "1" Skill.

DAMAGE: Place a die on the "0" box of the Wrestler's Damage Track. A Wrestler's ratings are reduced during play by damage inflicted by his opponent. As each Hold is played it is placed next to the opposing Wrestler. The number in the corner of the Hold card determines the amount of damage done. A "W" in the corner of the Hold card indicates damage equal to the target's weight. For each point of damage inflicted on the Wrestler, the die is moved down his Damage Track one box. The next box on the Damage Track lists his highest remaining Ability.

Die position indicates total damage of four

Die position indicates total damage of four

Damage Track

Jamie "The Blacksmith" Kneeshurt

0	STRENGTH: 4
1	AGILITY: 1
2	SKILL: 1
3	POWER SURGE: 2
4	WEIGHT: 3
5	RECOVERY: 2
6	No Manager
7	May Not Use Blue Holds
8	IMMOBILE
9	SPECIALTIES: Tag, Double Team, Iron Block, DAMAGE: 2
10	STAMINA 2
11	STAMINA 1
12	RECOVERY 2
13	RECOVERY 1

EXAMPLE: Jamie Kneeshurt has suffered four points of damage thereby losing his first four rating points (Strength: 4) on his card. As the next box on his Damage Track shows, he still has "1" Agility plus all the Abilities listed on his card below "Agility". However, without any Strength he would be unable to play any Hold requiring Strength until he recovers some.



RECOVERY: A Wrestler may recover from damage by playing a "Recovery" card in his turn which allows him to remove one or two Damage cards (always removing them in the order they were played). He then moves the Damage die up his Damage track one space for each Damage point removed.



Jamie "The Blacksmith" Kneeshurt

0	STRENGTH: 4
1	AGILITY: 1
2	SKILL: 1
3	POWER SURGE: 2
4	WEIGHT: 3
5	RECOVERY: 2
6	No Manager
7	May Not Use Blue Holds
8	IMMOBILE
9	SPECIALTIES: Tag, Double Team, Iron Block, DAMAGE: 2
10	STAMINA 2
11	STAMINA 1
12	RECOVERY 2
13	RECOVERY 1

EXAMPLE: Jamie Kneeshurt has played a "Recovery 2" card which enables him to remove the "Chinlock" and "Dropkick" card and move the die up three spaces on the Damage track, thereby returning his strength to "3".



POWER SURGE: A Wrestler may also recover Strength temporarily (just for the current player's turn) during his own or his opponent's turn by playing a Power Surge card and increasing his present Strength by the amount of his Power Surge rating.

HOW TO PLAY: Each player is dealt seven cards. The game owner takes his turn first. As the Attacker, he plays one black, gray, or blue card on his opponent, or plays a Recovery card on himself. If he doesn't do either, he discards a card. The Defender may immediately play a red or green card defensively to Block or Reverse any Hold played against him. The Attacker then ends his turn by drawing enough cards to refill his hand to seven. The opponent then becomes the Attacker and takes his turn. Players alternate being the Attacker and Defender until someone wins.

HOW TO WIN: A Wrestler wins by playing a Pin card and keeping it on the Defender for three consecutive turns, or by moving his opponent's Damage die to the "Submit" end of his Damage Track.

COLOR-CODING: Although all the cards contain notes pertaining to their use the color of the cards define their function as follows:



BLUE: Blue cards are "illegal" and usable only by those "dirty" Wrestlers with blue, underscored names. Other Wrestlers cannot use blue cards and can only discard them during their turn. However, if the Defender plays a Referee card in response to an illegal Hold, the blue card is nullified and the dirty Wrestler is penalized by losing a number of turns equal to the damage number of that illegal Hold. The Defender may not attack the penalized "dirty" wrestler during his missed turns, but only the non-penalized player can play Recovery cards and discard during those turns.



RED: Red cards are Reaction cards which the Defender plays during the Attacker's turn to Block or Reverse an Attacker's just-played Hold. Playing a Block removes the Attacker's just-played Hold. Playing a Reverse moves the Attacker's just-played Hold from the Defender back to the Attacker to damage him instead. The Attacker cannot Block or Reverse a red card—once the Defender plays one, the Attacker's turn ends.

The Power Surge card is both red and black because it can be played either by the Attacker (as a black card) or the Defender (as a red card). In either case, it increases that Wrestler's Strength an amount equal to his Power Surge rating for that turn only. Playing a Power Surge allows the Wrestler to also play another card with it—thus possibly allowing an immobile defender to temporarily gain enough Strength to play a Block or Reverse.



GRAY: Gray cards are Holds which require the Attacker to be stronger than the Defender in order to be played. However, if the Defender immediately plays a Power Surge to increase his Strength to equal that of the Attacker he succeeds in Blocking that Hold, and if his Power Surge actually increases his Strength beyond that of the Attacker he Reverses it.



GREEN: Green cards represent Outside Influences which can be played during the Attacker's turn to affect an Attacker's just-played Hold. Unlike red cards, however, green cards can themselves be countered by other green cards.

EXAMPLE: The Attacker plays a Hold which is Interference-Blocked by the Defender. The Attacker's turn is not over yet though because he now plays a green Referee card to nullify the green Interference card—so the original Hold is still good. Or is it? The Defender now plays a green Distraction card to nullify the Referee card. All four cards are removed but only the Attacker can refill his hand at the moment.



PINS: A Wrestler may play a Pin only if he has damaged the Defender and is currently stronger than him. A Pin cannot be Reversed. Once pinned, a Wrestler can remove a Pin only by play of a Block, Interference-Block, or a Power Surge which increases the Defender's strength equal to or greater than the Attacker's.

While pinned, the Defender can only discard or play Block, Power Surge, or green cards. The Attacker is similarly restricted although he may play Recover cards. This is the only instance where a Block card can be played in a turn after a Hold is applied to remove that Hold.



WILD CARD: The Wild card can be played as any card in the deck but the Wrestler using it must still have the required Abilities of the substituted card to be able to use it as such.

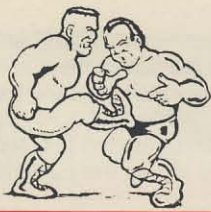


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The Avalon Hill Game Company

A DIVISION OF MONARCH AVALON, INC.

4517 Harford Road ★ Baltimore, MD 21214



WRASSLIN'



1. INTRODUCTION

Welcome to the world's ultimate arena of strength, skill, and stamina. Assembled herein are 24 of the greatest athletes of the century prepared to do battle for your gaming pleasure within the confines of the Weird Wrasslin' Foundation's ring of honor. Now you too can plot the ring strategy of your favorite modern-day gladiator. Revel in his triumphs and agonize with his defeats.

2. COMPONENTS

Each game consists of the following equipment:

- one Introductory Rules sheet
- one eight-page Rules Folder
- three 64-card decks of Action cards (including 12 blanks)
- 24 5" x 5½" Wrestler Personality cards (12 "good", 12 "dirty")
- two six-sided dice

Replacement parts can be ordered by requesting a current Parts List from TAHGC, 4517 Harford Rd., Baltimore, MD 21214 or by calling 1-800-999-3222 Toll Free to place an order with any major credit card.

3.11 HOLDS: A Wrestler with no remaining Strength may not play a Hold against his opponent (unless he uses a Power Surge—see 8.41).

3.12 REACTIONS: A Wrestler with no remaining Strength, Agility, or Skill may not play a Reaction card (unless he uses a Power Surge—see 8.42).

3.13 MOBILITY: As long as a Wrestler has a current Strength, Agility, or Skill rating of at least one, he is considered *mobile* unless under a Continuing Hold/Pin. Once the Damage reaches the thick "IMMOBILE" line, he is considered *immobile*. An immobile Wrestler may not voluntarily enter or leave the ring (unless he uses a Power Surge—see 8.4).

3.14 POWER SURGE: A Wrestler with no remaining Power Surge rating may not play a Power Surge. A Power Surge can never increase a Wrestler's Strength more than his current remaining Power Surge rating, but it can increase a Wrestler's Strength beyond his starting level.

3.15 RECOVERY: A Wrestler cannot remove more Damage cards in one turn than his current Recovery rating. A Wrestler with no remaining Recovery rating must submit and loses.

3.2 STAMINA: A Wrestler's "Weight" rating is never reduced.

Jamie "The Blacksmith" Kneeshurt

0	STRENGTH: 4	
1	AGILITY: 1	
2	SKILL: 1	
3	POWER SURGE: 2	
4	WEIGHT: 3	SPECIALTIES: Tag, Double Team, Iron Block: (STRENGTH: > Opponent's Strength) DAMAGE: 2
5	RECOVERY: 2	
6	No Manager	
7	May Not Use Blue Holds	
8	IMMOBILE	
9	STAMINA 3	
10	STAMINA 2	
11	STAMINA 1	
12	RECOVERY 2	
13	RECOVERY 1	

Labels: 0-Damage box, Strength when die is in 0-Damage box, Total damage inflicted, Damage Track, Abilities



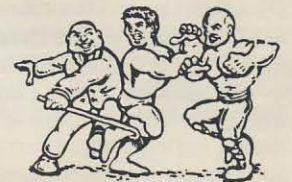
3.3 SPECIALTY: Each Wrestler has at least one unique capability which he may employ whenever he plays a "Specialty" card. This capability is usually a major Hold with which he can damage his opponent. Any minimum requirement of current Strength, Agility, or Skill needed to use the Specialty is listed in this section of the Wrestler's card.

3.4 GOOD/DIRTY: Wrestlers are considered either "good" or "dirty". "Good" Wrestlers' names are printed black; "dirty" ones' names are printed blue and are underscored. "Good" Wrestlers wouldn't think of doing anything unfair and consequently may not play the blue Illegal Hold cards (although in a Tag Team match they may play Interference, Distraction, or Double Team cards; such Wrestlers are considered "Tag Team Specialists", not cheaters). "Dirty" Wrestlers may use any Hold they can sneak past the referee and are not prohibited from trying to play blue Illegal Hold cards.

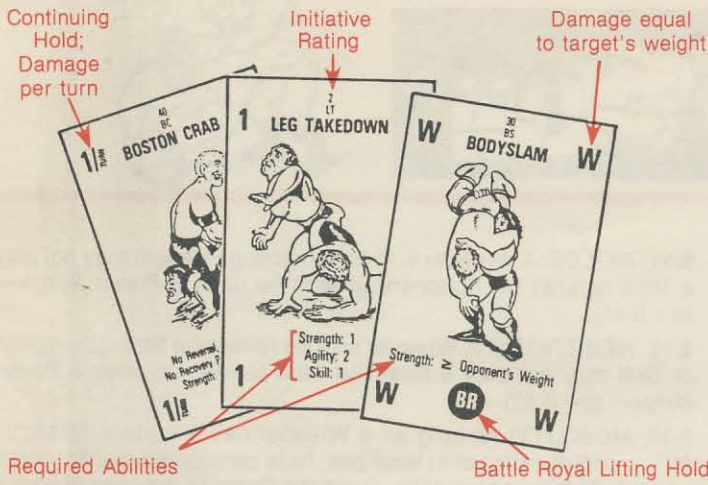
3. WRESTLERS

Each player becomes a Wrestler by selecting one of the 24 large Wrestler Personality cards.

3.1 ABILITY: Each Wrestler has a numerical rating for each of six categories: Strength, Agility, Skill, Power Surge (competitiveness), Weight, and Recovery (conditioning). Generally, the higher a Wrestler's rating in each category the better. These ratings determine whether he may apply various Holds (or, in the case of Weight, have various Holds applied to him). Most ratings are subject to reduction during play from damage sustained due to an opponent's Holds. A Wrestler's current abilities are summarized by moving a die down the Damage Track on his Personality card a number of spaces equal to the total damage currently inflicted. The Wrestler's current abilities comprise the best remaining rating for each ability that is listed beneath the die on his Damage Track. Each Wrestler starts the game with a die in his "0 Damage" box.



3.5 MANAGER: "Good" Wrestlers don't need managers. Most dirty Wrestlers have a manager, which is noted beneath his Recovery rating. Those with a manager (or a mobile Tag Team partner) may play any of the green Outside Influence (Interference or Distraction) cards.



4. ACTION CARDS

There are four special classes of cards color-coded by the symbols in each corner according to type, in addition to the normal (all black) cards. Each card contains its name, an illustration of the action, and the following game information:

4.1 INITIATIVE: The small number at the top center of each Action card is its Initiative Number which is used only at the start of a match to determine who plays first.

4.2 DAMAGE: Every Hold card lists in each corner the total numerical damage inflicted on the opponent when played. Some cards inflict damage equal to the receiving Wrestler's Weight rating and use the letter "W" in each corner instead of a number. Those cards with "1/TURN" in each corner are Continuing Holds which inflict one point of damage every turn until they are broken.

4.3 ABILITIES: Any current abilities required to play a card are listed on the bottom of that card. If a Wrestler does not currently possess the needed abilities to play a card, he may either discard it in his turn or hold it in hopes of regaining the needed abilities. Rather than a minimum numerical value, some Holds require that a Wrestler possess current Strength greater than or equal to an opponent's Weight or current Strength ratings. These are indicated thus:

- Strength \geq Opponent's Weight (Strength greater than or equal to the opponent's Weight)
- Strength $>$ Opponent's Strength (Strength greater than the opponent's current Strength)
- Strength \geq own Weight (Strength greater than or equal to the wrestler's own Weight)

4.4 SPECIAL RULES: Any additional information on a card reminds the player of special circumstances pertaining to play of that card.

4.5 BATTLE ROYAL: A card containing a "BR" symbol at the bottom center is a Lifting Hold capable of removing an opponent from the ring in a multi-player Battle Royal (see 13).

5. SEQUENCE OF PLAY

5.1 PREPARE TO PLAY: Unless engaging in a Tag Team match, remove all Tag and Double Team cards from the deck and set them aside. Alternatively, begin play with them in the deck and allow players to immediately draw another card to replace them as they are drawn during play.

5.2 DEAL: Each player is dealt seven cards which compose his initial hand. Each player keeps the contents of his hand secret throughout the game. The remaining cards are placed face down in front of both players to form a Draw pile. As play proceeds, cards will be discarded face up in a Discard pile or put in play next to the opposing Wrestler card.

5.3 FIRST TURN: Play begins by each player calling out the Initiative Number of a card in his hand that he is willing to play or discard on his first turn. The player calling out the lowest Initiative Number earns the first turn. In the event of a tie, the player who called out his Initiative Number first gets the first turn. The player moving next is no longer required to use the card he specified as his first play or discard.

5.4 SEQUENCE OF PLAY: Each player's turn consists of two separate stages:

A. He plays one black, grey or blue Hold card on his opponent, or plays an *Out-of-Ring* card on himself to leave the ring, or plays a Recovery card on himself to remove the damage effects of an opponent's previously played Hold, or discards a card. The opponent may immediately play an appropriate red Reaction card or a green Outside Influence card to negate his play. The play of a red Reaction card ends the sequence, but the play of certain green Outside Influence cards may themselves be countered by the play of other green Outside Influence cards.

B. After discarding a card, or after waiting long enough to be certain that any sequence started by his playing of a Hold is completed, he then draws enough cards to return his hand to seven.

NOTE: Certain situations may occur which will force a player to lose his turn or allow him to play additional cards.

5.5 SUBSEQUENT TURNS: After the first turn, play alternates between players—each taking his turn in clockwise order around the table. A player may only skip his turn if he is re-entering the ring or if penalized and forced to do so. Otherwise, a player may not voluntarily pass. He must perform the two steps in 5.4 each turn.

5.6 REACTIONS: A player may play a red Reaction or a green Outside Influence card *prior* to his turn to negate an opponent's just-played card. A player may not play an all-red card *during* his turn—he can only discard it or hold it for future use. Once another player starts his turn it is too late to negate a previously played card with a red or green card.

5.7 WINNING: Play continues with alternating turns until a Wrestler is disqualified (9.42, 11.33, 12.41), pinned (10.22), or submits (3.2) [or until the match is called due to time limit; 5.8].

5.8 DRAWS: All matches not decided after two passes through the deck are draws.



Total Damage		Mr. Umpire		
0	STRENGTH: 4			
1	AGILITY: 1			
2	SKILL: 3			
3	POWER SURGE: 1			
4	WEIGHT: 5			
5	RECOVERY: 2			
6	MANAGER: May Use Blue Holds			
7	IMMOBILE			
8	SPECIALTY: Cradle Slam: (STRENGTH \geq Opponent's Weight)			
9	10			11
DISCARD	STRENGTH	AGILITY	SKILL	RECOVERY

EXAMPLE: Mr. Umpire has four points of damage from three Damage cards but is still mobile as the Damage die is above the thick line on his Damage Track (he has a current Agility of "1" but no Strength).

6. DAMAGE

6.1 ACCUMULATION: When a Wrestler possesses the necessary abilities to play a Hold card, he may place it on the table adjacent to the opposing Wrestler and partially *beneath* any previously played Hold cards still in effect. Each Hold successfully applied to an opponent reduces his ratings by the Damage number (or Weight rating) printed in the corners of that Hold card. This damage total is recorded on the Wrestler's Damage Track by placing a die on the proper Damage box and moving it up or down the track according to the removal or addition of further Damage cards. Such damage is cumulative and reduces the Wrestler's ratings by subtracting from his Strength until it reaches 0, followed by losses in Agility, Skill, Power Surge, Stamina, and Recovery (in that order). The damage inflicted applies immediately unless negated by play of a red or green card before the next player's turn.

6.11 STRENGTH: Once a Wrestler's Strength rating is gone, he may not use a Hold requiring Strength (unless his Strength is temporarily sufficiently restored by play of a Power Surge).

6.12 AGILITY: Once a Wrestler's Agility rating is gone, he may not apply any Hold requiring Agility.

6.13 IMMOBILE: Once a Wrestler is immobile, he may not play a Reaction Card without simultaneous play of a Power Surge. He also may not voluntarily exit/enter the ring, or play a Tag, without play of a Power Surge.

6.14 POWER SURGE: The amount of Strength gained by play of a Power Surge will vary according to the Wrestler's current Power Surge rating. Once a Wrestler's Power Surge rating is gone, he may not play a Power Surge.

6.15 WEIGHT/STAMINA: A Wrestler's Stamina is in direct proportion to his Weight, but his Weight is not reduced due to loss of Stamina.

6.16 RECOVERY: Once a Wrestler's Recovery rating is gone, he may not play a Recovery and therefore must submit. Partial loss of his Recovery rating will prevent a Wrestler from playing "Recovery 2" cards at full value.



6.2 REMOVAL: If not immediately negated by play of a red or green card, Hold damage remains in effect until the Wrestler removes it by play of a Recovery card in his turn. Damage cards must be removed in the same order they were incurred. Each Recovery card played removes the *oldest* Damage card in play; both are put in the Discard pile. A "Recovery 2" card allows a Wrestler with a current Recovery rating of "2" to remove the two oldest Damage cards applied against him. If his current Recovery rating is only "1" (or he has only one Damage card in play against him), he may use a "Recovery 2" card to remove only the oldest Damage card applied against him. The die is moved up the Damage Track of that Wrestler accordingly to reflect his new damage total and current abilities.



7. ILLEGAL HOLDS (BLUE)

7.1 USE: Only "dirty" Wrestlers may play blue Illegal Hold cards [Exceptions: 7.2, 7.3].



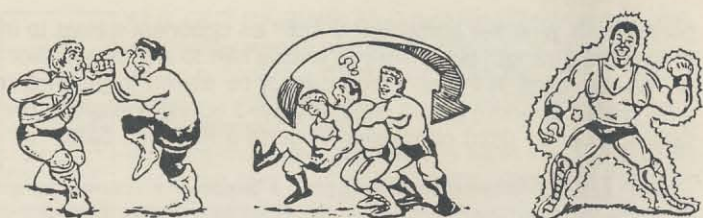
7.2 INTERFERENCE: Interference cards are both blue and green to signify that they are Illegal cards played during another player's turn. Any Wrestler, whether "good" or "dirty", with a manager or mobile Tag Team partner may play an Interference card before the next player turn to block or reverse a just-played Hold (see 8.2-.3). Illegal Holds and Interference can also be negated by immediate play of a green Referee card prior to the next player turn (see 9.4).



7.3 DOUBLE TEAMS: Double Teams are illegal but used only in Tag Team matches (see 12.4). All Wrestlers may use Double Teams.



7.4 PREVENTION: Illegal Holds may be negated or blocked/reversed normally prior to having any effect by immediate play of the proper red Reaction or green Outside Influence card. Similarly, Interference and Double Teams can be stopped by immediate play of a green Referee card.



8. REACTION CARDS (RED)

8.1 RESTRICTIONS: An all-red card may only be played defensively in immediate reaction to an opponent's Hold to void or reverse it. A Wrestler must have either a current Strength, Agility, or Skill rating of at least "1" to use a Block or Reverse card. Strength can be temporarily increased by a Power Surge to enable such a play. The defending player may not refill his hand until the end of his turn.



8.2 BLOCKS: Any Hold may be immediately countered by the defending Wrestler playing a Block card before his turn. Both the Block and the negated Hold cards are placed in the Discard pile and no damage is inflicted. Once the defender takes his turn, a Block cannot affect any previously played Hold except a Pin/Continuing- Hold (10.1A-.2A).



8.3 REVERSES: The immediate play of a Reverse card by the defending Wrestler not only negates that Hold's effects against him, but also turns the tables and inflicts the Hold on the Wrestler who initially attempted it. The Reverse card is then placed in the Discard pile while the Hold is applied to damage the original attacking Wrestler.

8.31 QUALIFICATIONS: A Wrestler may reverse a Hold even if he lacks the attributes required to inflict that Hold himself provided he has some Strength, Agility or Skill. A "good" Wrestler can reverse an Illegal Hold and is **not** subject to referee intervention for doing so.

8.32 COUNTERS: A reversed Hold cannot be blocked or reversed by play of another red Block or Reverse card. There is no counter to the play of a red Reaction card.

8.33 VOID: A Reverse card cannot be played against a Pin, Continuing Hold, or Specialty.

EXAMPLE: If Manly Mike Adams goes to the top rope to jump on a prostrate Baby Face Harpo, he will inflict damage of 3 on Harpo when he lands. However, if Harpo plays a Block, he has rolled out of range so that Adams must abandon the move; the "Hold" has been "Blocked" and is discarded with the Block. A Reverse, however, means that as Adams jumps, Harpo lifts his knees up or rolls out of the way, so that the damage is inflicted on Adams instead as he lands in his unexpected new position.



8.4 POWER SURGES: Power Surge cards are both red and black because they can be played either during an opponent's turn as a Reaction card or during a Wrestler's own turn. A Power Surge temporarily increases a Wrestler's Strength until the start of his next turn by an amount equal to his current Power Surge rating. A Power Surge may be *played (or discarded)* in addition to any other card, but a Wrestler may play only one Power Surge per turn.

8.41 OFFENSIVE: A Power Surge may be played in a player's turn to increase his Strength whether or not such an increase is required to allow him to play a Hold on his opponent. If the Hold being applied is a Continuous Hold or Pin, he must play a new Power Surge every turn that the Continuous-Hold/Pin is in effect if his normal Strength is not sufficient to allow continued application of the Hold.

8.42 REACTIVE (GRAY): A Power Surge can be played by a Wrestler immediately after an opponent's gray *Strength-based Hold (one requiring greater current Strength than the opponent)* is applied against him to possibly enable him to block or reverse that Hold by increasing his own Strength enough to match (to block) or exceed (to reverse) the attacking Wrestler's Strength. It can also be played during an opponent's subsequent turn in this manner to break a Continuing Hold or Pin. If necessary, a Power Surge can also be

played by a Wrestler immediately after an opponent's Hold to increase his Strength sufficiently to enable him to also play a Block or Reverse card. A Power Surge cannot be played in reaction to a Reversed Strength-based Hold; if played during a player's own turn, it must be used offensively—not as a Reaction card.

EXAMPLE: Harpo (with a Strength of 5) plays a Takedown on Adams (Strength of 3). The Takedown is a Strength-based Hold requiring greater Strength than the defender. At the time of play, that situation existed. However, Adams immediately plays a red Reaction Power Surge to increase his Strength to 5 also and effectively block the Takedown. Because the Adams' Power Surge only increases his Strength by two, he is unable to reverse the Strength Hold without using a green Interference card. Had he been able to reverse the Takedown with an Interference, Harpo would have been powerless to stop it with anything other than a green Referee card of his own because he cannot play a red Reaction card defensively during his own turn.



9. OUTSIDE INFLUENCE CARDS (GREEN)

9.1 OVERVIEW: A green card is an Outside Influence card that a Wrestler may play at anytime—even if he has lost his turn or is immobile (Exception: Interference requires a manager or mobile Tag Team partner). Outside Influence cards can also be blue (Illegal).



9.2 LONG/SHORT COUNT: Any player may discard the Long/Short Count card during an opponent's turn and announce its effect. A Long Count causes the Count to three for a Pin (or to five for a disqualification) to begin anew on the next turn. A Short Count results in a fall being recorded after two counts (or a disqualification after four). A Long/Short Count card discarded by a player during his own turn has no effect. A Long/Short Count card can be nullified only by immediate play of another Long/Short Count (Wild) card.



9.3 INTERFERENCE: A Wrestler with a manager, or with a mobile Tag Team partner, may play a green Interference card during an opponent's turn to block or reverse his just-played Hold. An Interference card can be negated only by immediate play of a Referee card.



9.4 REFEREES: An Illegal Hold, Double Team, or Interference card can be negated by immediate play (prior to the next player's turn) of a Referee card by any player. Both the Referee card and the offending Illegal card are placed in the Discard pile.

9.41 PENALTIES: When the Referee negates an Illegal Hold, the offending Wrestler is immediately penalized a number of missed turns equal to the damage the Hold would have otherwise inflicted. He may not draw a card to refill his hand or play/discard until the penalty has elapsed. Other Wrestlers may draw cards, recover, and discard while the penalized Wrestler is being warned, but may not play a Hold on him until he has filled his hand. There is no penalty for playing an Interference which is caught by the Referee other than the action itself being negated and discarded. While the Referee is penalizing a Double Teaming Wrestler, no other Referee cards can be played before the penalized Wrestler takes his next turn.

EXAMPLE: Harpo plays an illegal Hair Pull on Adams which Adams immediately voids by play of a Referee card. The Hair Pull card is discarded and Harpo may not draw to fill his hand. Adams takes his turn by playing a Recovery card and fills his hand. Harpo may not play or discard this turn because he is still being admonished by the Referee. His one-turn penalty is now elapsed, so he draws to fill his hand. It is now Adams' turn.

9.42 DISQUALIFICATION: A penalized Wrestler may ignore a Referee warning and thereby regain his lost turns, but if he does so and another Referee card is played during those turns he automatically loses by disqualification.



9.5 DISTRACTION: A Wrestler with a manager, or with a mobile Tag Team partner, may immediately play a green Distraction card to void a Referee card resulting in both being placed in the Discard pile and the original illegal action remaining in effect. Should this occur, a Block or Reverse card may still be played to void an Illegal Hold before the next player turn. Distraction cards do not affect counts for Pins or Disqualifications, but do void tags in Tag Team matches.



10. CONTINUOUS HOLDS/PINS



10.1 CONTINUOUS HOLDS: These Holds are indicated by the "/TURN" designation in each damage corner. A Continuous Hold, if not negated when applied, is considered to be reapplied on each subsequent turn, inflicting damage on the defending Wrestler every turn until one of the following occurs:

- The defending player plays a Block during a subsequent attacker's turn of the Continuing Hold. A Continuing Hold cannot be reversed; **or**
- The attacking Wrestler loses the necessary abilities required by the Hold, either because of the opponent's Power Surge, or because his own Power Surge is exhausted and not replaced; **or**
- The attacking Wrestler has a Hold applied to him by a third Wrestler which is not blocked/reversed by a green Outside Influence card; **or**
- The attacking Wrestler voluntarily abandons the Continuous Hold in order to apply another Hold or Tag; **or**
- Interference from the defending Wrestler's manager or mobile Tag Team partner (not negated by the Referee) breaks the Hold.



The illustration shows a Continuous Hold with three points of accumulated damage (for total of four damage).

10.11 ACCUMULATION: Each subsequent turn that a Continuous Hold remains in effect, the attacking Wrestler must discard a card face down partially above the Continuous Hold card. Each such face-down card represents another point of damage from that Continuous Hold. The face-down card may be temporarily shown to be a Recovery card to remove damage or a Power Surge also serving to increase the Wrestler's Strength enough to enable him to continue the Hold. Once the Continuous Hold is broken, it is flipped upside down. The face down cards remain in play as individual Damage cards and can only be removed by play of Recovery cards.

10.12 RESTRICTIONS: While subject to a Continuous Hold, the defending Wrestler may not voluntarily exit the Ring, apply any Holds, or play a Recovery card.



10.2 PINS: A Pin is a special type of Continuing Hold which may only be played against an opponent with less current Strength and who has at least one current damage point. A Pin cannot be reversed. A Pin may be blocked normally immediately after being played. Once successfully applied, a Pin may be broken five ways:

- A. The defending player plays a Block during a subsequent turn of the Pinner (a Pin cannot be reversed); **or**
- B. The play of a Power Surge by the pinned Wrestler eliminates one of the preconditions for play of a Pin (greater Strength); **or**
- C. A Hold is put on the pinning Wrestler by a third Wrestler which is not blocked/reversed by a green Outside Influence card; **or**
- D. The pinning Wrestler voluntarily removes the Pin card (placing it in the Discard pile) in order to apply a Hold, Block or Tag; **or**
- E. An Interference Block from the pinned Wrestler's manager or mobile Tag Team partner (not negated by the Referee) breaks the Pin.

10.21 RESTRICTIONS: While pinned, a Wrestler may play only Block, Power Surge, or green Outside Influence cards, or discard any one card in his turn. These restrictions also apply to the pinning Wrestler, although he may play a Recovery. If he plays a Block, the Pin is broken by Case D.



10.22 FALL: Change the pinned Wrestler's die face to "1" at the end of his first turn under the pin and increase it by one at the end of each of his next two turns unless he breaks the pin. The match ends with a fall if a Wrestler remains pinned for three consecutive turns.



11. UNIQUE SITUATIONS



11.1 COMBINATION: A Wrestler playing a Combination card may use it to play any combination of two Holds in the same turn. The Combination card is then placed in the Discard pile. Each Hold of a multi-hold turn can be blocked or reversed by separate Reaction cards, but the second Hold cannot be played if the first is reversed or stopped by a Referee. The defender must state whether he will block or reverse the first Hold, before the second Hold is revealed and played. Even if the first Hold is reversed—thus voiding the Combination—the Combination card must be discarded. If the Referee voids the first hold of a Combination (9.41), the loss of the opportunity to play the second hold counts as the first turn of the penalty.

In a Tag Team match it is possible to play five cards in a single turn (a Combination, two Holds, a Power Surge, and a Double Team or a Tag) without even using a Reaction or Outside Influence card.



11.2 WILD CARDS: A Wrestler may use a Wild Card as any other card he wishes. He may not use a Wild Card to place a Hold or engage in an activity he could not perform even if he had the substituted card; i.e., he must currently have the abilities to use the selected card. Before using a Wild Card, a player may consult the Card list to determine which would best suit his needs and current abilities.



11.3 OUT-OF-RING: An Out-of-Ring card has two uses. A Wrestler whose current Strength is at least as great as his opponent's Weight may play this card as a Hold to throw the opponent out of the ring with damage equal to the defender's weight; or, a mobile Wrestler may play the card on himself to voluntarily leave the ring. In either case, the play may be blocked or reversed, resulting in either the voluntarily exiting Wrestler being dragged back into the ring, or the "throw" being blocked, or the attacking Wrestler missing the defender altogether and lurching through the ropes out of the ring himself, thereby sustaining damage equal to his own weight. A voluntary exit causes no damage so the card should be placed partially beneath the Wrestler with only the "Exit" corners showing to distinguish it from a Damage card.

11.31 ACTION OUTSIDE THE RING: While one Wrestler is in the ring and the other is outside it, play is limited to Recovery, discards, and green cards. Holds cannot be applied (Exception: see 11.41). Should both Wrestlers leave the ring they may apply Holds to each other while both are outside the ring. Referee and Pin cards cannot be played outside the ring.

11.32 RE-ENTRY: A mobile Wrestler (3.13) may re-enter the ring by announcing his intention to do so and skipping his turn.

11.33 DISQUALIFICATION: Change the face on the die of the Wrestler outside the ring to "1" at the end of his first turn outside the ring (even if he began that turn in the Ring) and increase it by one at the end of each of his subsequent turns until he re-enters the ring. Any Wrestler who remains outside the ring for five turns while his opponent is in the ring is disqualified. This five-turn count is broken if his opponent also leaves the ring and a new count is started. If neither Wrestler re-enters the ring within five turns, the match ends with a double disqualification. Should one Wrestler re-enter the ring, a new count is started against his opponent.

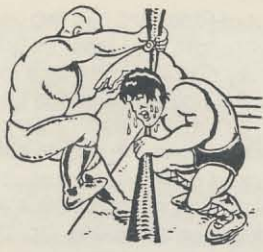


11.4 SPECIALTY: Each Wrestler has a special capability unique to him listed on his card which he may use whenever he plays the Specialty card. If this Specialty is a Hold, any required current minimum Strength, Agility, or Skill necessary to use it (and any damage it causes) will be listed with it. A Wrestler is not entitled to his Specialty just because he plays the Specialty (or Wild) card; he must also currently possess any required minimum abilities to use it. The Specialty card should be placed with the corner showing the correct damage number at the upper left. A Specialty card cannot be reversed.

11.41 EXCEPTIONS: Specialty Holds take precedence over the rules. For example, Manly Mike Adams' Specialty allows him to play his Specialty on a Wrestler outside the ring from inside it with a damage of 4. When used against an opponent who is outside the ring, whether successfully or not, Adams is outside the ring just as if he had played an Out-of-Ring card. If he plays it on a Wrestler inside the ring, the damage is only 3. In either case, that Wrestler may play a Reaction card if he has the ability to do so. The Champ may remove three Damage cards with his Specialty even though his Recovery rating is only "2". By playing his Specialty he is also the only Wrestler who can remove damage while pinned. If doing so removes all of his damage, it automatically breaks any Pin on him. Note also that Big Daddy Warbucks' Specialty "Referee" is the only way to penalize the Grandmaster's Specialty.

11.42 MULTIPLE SPECIALTIES: Those Wrestlers with more than one Specialty must choose one to use; they may not combine two Specialties in a single card, although they may use different Specialties in the same match.

11.5 ERRORS: Any card played illegally (usually due to insufficient ability on the part of that Wrestler) will nevertheless be considered a legal and effective play once an opposing player has subsequently played a card—either as a reaction to the illegal play or during his own turn. Therefore each player is obligated to check the legality of his opponent's plays as they occur, or allow them to stand. A match cannot be "backed up" to correct an illegal play. Sometimes a player may want to allow an illegal play of a Hold because he has a Reverse or Referee he wishes to play on that Hold.



12. TAG TEAMS

12.1 OVERVIEW: Tag Teams are matches between teams of two or more Wrestlers. The Double Team and Tag cards are added to the deck. Partners alternate seating with their opponents so that teams alternate turns as play proceeds around the table. Each team starts with one Wrestler inside the ring (before the deal) and the other outside. The in-ring Wrestler announcing play of the lowest Initiative Number card goes first and play then proceeds clockwise around the table. Although all Wrestlers take their turns in order, playing and discarding in turn, with certain exceptions only those in the ring may apply Holds to, or Block Holds from, opponents.

12.2 OUTSIDE ACTION: Wrestlers outside the ring continue to draw and discard normally in turn. They may recover from previous damage and play green cards and Double Teams to affect action in the ring. A manager may interfere for either member of his Tag Team.



12.3 TAGS: Only a mobile Wrestler in the ring may play a Tag card. He may play it in addition to the play or discard of any other card. A Tag (unless voided by immediate play of a Distraction card) allows the mobile Wrestler in the ring to leave and be replaced by his mobile partner. Place the Tag in the Discard pile. A Tag may not be played by a Wrestler in a Pin or Continuing Hold. Partners may talk freely among themselves about making tags, but may not discuss the contents of their respective hands.



12.4 DOUBLE TEAM: A Double Team card, although technically illegal, may be played by either a "good" or "dirty" Wrestler who is outside the ring. A Double Team card allows the Wrestler outside the ring to play a Hold against the opposing Wrestler in the ring (or against his out-of-ring partner) without first making a tag. The Double Teaming Wrestler must have the required abilities to use that Hold and may not use a Specialty, Pin or Continuing Hold with a Double Team. The immediate play of a Referee card by either opposing player (unless countered by immediate play of a Distraction card) nullifies the play with discard of both the Double Team and Hold cards. Barring Outside Influence, a Hold inflicted with a Double Team card cannot be avoided.

12.41 DISQUALIFICATION: A Double Teaming Wrestler not stopped by the Referee may remain in the ring with his partner by stating his intention to do so before the next player takes his turn. The subsequent play of a Referee card or a Disqualification count of five (as recorded by the damage marker die on the illegally in-ring wrestler) will then disqualify his team. No Pin count will progress while a second Wrestler is illegally in the ring. A Distraction card may be played to nullify the Referee only if the offending team has a manager or a third mobile Tag Team partner.

12.42 FREE FOR ALL: Whenever two Wrestlers are both in the ring against a single opponent, the defending Wrestler's partner may enter the ring by announcing his intention to do so during his turn. If he does, no further play of Referee cards is allowed, Pins have no effect, and each Wrestler may apply Holds against either opponent. The match ends immediately when all members of one team submit or are simultaneously out of the ring.

12.5 HANDICAP MATCHES: Three players may stage a special two-against-one Tag Team match by allowing the solo player to pick not only his own Wrestler, but both of his opponents' Wrestlers as well. Normal Tag Team rules apply except that the solo Wrestler is entitled to immediately discard and replace each Tag or Double Team card he draws.

13. BATTLE ROYALS

13.1 OVERVIEW: A Battle Royal involves five or more Wrestlers and ends when only one remains mobile in the ring. Play is sequential and rotates clockwise around the table, starting with the Wrestler announcing play of the lowest Initiative Number. Battle Royals are subject to the following special rules.



13.2 VOID CARDS: All Tags, Double Teams, Pins, Interference, Referee, Distraction and Long/Short Count cards are removed from the deck.



13.3 LIFTING HOLDS: All Bodyslam, Backbreaker, Reverse Atomic Drop, Suplex, Piledriver, and Out-of-Ring cards are considered to be "Battle Royal" Holds, which are used solely to throw an opponent from the ring. These Holds all have a "BR" symbol at the center bottom, to remind players of their special status. These Holds may not be used to inflict damage on an opponent in the normal manner—they are used only to throw an opponent out of the ring [Exception: Reversed BR Holds; 13.5].

13.4 ELIMINATION: A Wrestler is eliminated from the match if he is thrown from the ring as a result of the successful application of a BR Hold against him. The application of such a Hold may be blocked or reversed in the normal manner—if reversed, the Wrestler attempting to apply the Hold is eliminated.

13.5 TEAMWORK: Wrestlers may combine to throw an opponent out of the ring. The first Wrestler applies a BR Hold against the opponent in the normal manner even though he doesn't have the required Strength, Agility, or Skill to apply it by himself. This application may be blocked or reversed normally. A second Wrestler may in turn apply another BR Hold against the victim, which may also be blocked or reversed normally, and so on, until the total current Abilities of the contributing Wrestlers with BR Holds in play against the victim is sufficient to throw him from the ring with any of those Holds in play. If a victim reverses a BR Hold applied by two or more attacking Wrestlers, each of those attacking Wrestlers suffers damage equal to that listed on the Hold, but neither is thrown from the ring as a direct result of the Reversal. If the victim has not been thrown out of the ring by the time an attacking Wrestler's turn has again arrived, his BR attempt has failed and his played BR Hold must be discarded.

13.6 CANCELLATION: If, while attempting to assist another Wrestler in throwing someone from the ring, a Wrestler is in turn attacked by yet another Wrestler, the BR Hold being applied by the assisting Wrestler is discarded.

14. ELIMINATION TOURNAMENT

14.1 OVERVIEW: In the Elimination Tournament, all 24 Wrestlers are used. The match begins normally with two Wrestlers in the ring. The remaining Wrestler cards are divided equally, shuffled and placed face down in stacks by each player.



14.2 VOID CARDS: Tag and Double Team cards are removed from the deck.

14.3 ELIMINATION: A Wrestler is eliminated when he loses in the normal manner (5.7). In addition, at any time, a Wrestler may voluntarily concede a match.

14.4 FRESH WRESTLERS: When a Wrestler is eliminated or concedes, he is immediately replaced by a fresh Wrestler from the top of that player's stack of unused Wrestlers. Neither player will know the identity of the fresh Wrestler until he enters the ring. The fresh Wrestler then plays, using a hand composed of the next seven cards in the deck. The winning Wrestler retains his current hand and damage.

14.5 VICTORY: The player who runs out of Wrestlers first loses. Thus, while it is usually an advantage to bring a fresh Wrestler into the match, it is dangerous to exhaust your supply of Wrestlers, because the defeat of the final Wrestler will cost you the match. There is no time limit (5.8).

14.6 BATTLE ROYAL: When more than two players are available, an Elimination Tournament can be played more quickly using the Battle Royal format. Players may take turns drafting Wrestlers for their team or deal them out randomly. If dealt randomly, the identity of each player's Wrestlers should be kept secret until he enters the ring. In both versions, the order in which a player's Wrestlers enter the ring should be random and secret.



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CARD	Requirements				
	Number	Strength	Agility	Skill	Damage
Standard Holds					
Arm Bar	2	1	—	—	1
Chinlock	2	1	—	—	1
Chop	4	1	—	—	1
Elbow Smash	2	1	—	—	1
Headlock	2	1	—	—	1
Knee Lift	4	1	—	—	1
Stomach Kick	2	1	—	—	1
Lifting Holds (Battle Royal)					
Backbreaker	2	≥ W	—	—	2
Bodyslam	4	≥ W	—	—	W
Out of Ring	4	≥ W	—	—	W or Exit
Piledriver	2	≥ W	1	1	3
Reverse Atomic Drop	2	≥ W	—	—	2
Suplex	2	≥ W	1	1	2
Strength Holds (Gray)					
Bear Hug	1	> S, ≥ W	—	—	1/turn
Boston Crab	1	> S	1	2	1/turn
Head To Turnbuckle	2	> S	—	—	1
Pin	6	> S	—	—	Win on 3 count
Shoulder Block	2	> S	1	—	1
Takedown	2	> S	—	—	1
Test of Strength	2	> S	—	—	1
Whip to Turnbuckle	4	> S	—	—	1
Agility Holds					
Clothesline	2	1	1	—	1
Elbow—2nd Rope	2	1	1	1	2
Flip	2	1	1	1	1
Flying Mare	2	1	1	1	1
Hammer Lock	2	1	1	—	1
Hip Toss	2	1	1	2	1
Knee—2nd Rope	2	1	1	1	2
Drop Kick	4	1	2	2	2
Flying Head Scissors	2	1	2	2	2
Leg Takedown	2	1	2	1	1
Elbow—Top Rope	2	≥ own W	3	1	3
Knee—Top Rope	2	≥ own W	3	1	3
Illegal Holds (Blue)					
Foreign Object	1	1	—	—	3
Gouging	1	1	—	—	2
Head Stomp	1	1	—	—	2
Rope Burn	1	1	—	—	2
Choke	2	1	—	—	1
Closed Fist	3	1	—	—	1
Hair Pull	2	1	—	—	1
Double Team†	5	1	or 1	or 1	Allows Hold
Reaction Cards (Red)					
Block	14	1	or 1	or 1	Voids Hold/Ring Exit
Reverse	3	1	or 1	or 1	Reverse Hold/Ring Exit
Power Surge	9	—	—	—	Increases Strength
Outside Influence (Green)					
Interference/Block	4	—	—	—	Voids Hold Illegally
Interference/Reverse	2	—	—	—	Reverses Hold Illegally
Long/Short Count	1	—	—	—	Changes Count
Distraction	3	—	—	—	Voids Referee/Tag
Referee	6	—	—	—	Voids blue card
Miscellaneous					
Combination	2	—	—	—	Allows two Holds play
Recovery 1	14	—	—	—	Removes one Damage card
Recovery 2	6	—	—	—	Removes two Damage cards
Specialty	4	*	*	*	*See Wrestler Card
Tag	14	1	or 1	or 1	Allows exit/entry of substitute
Wild Card	2	—	—	—	Becomes any card

†Can be used by "Good" Wrestlers in Tag Team.