World Of Mixed Martial Arts III
Help File

World Of Mixed Martial Arts II (WMMA3) is a PC strategy-simulation game by Adam Ryland, released in 2010 by Grey Dog Software.

The most common way of playing WMMA3 is for the user to take on the guise of an avatar (a character representing them in the game world) and join an MMA company. Although officially the player's job title is "match maker", in reality it is predominantly based around two major roles; **roster management** (the hiring and firing of fighters to the company) and **match making** (pitting fighters against each other on shows that company is running). Although the user also has some say in financial and "corporate" matters, these are minor roles.

At its heart, WMMA3 is about creating, maintaining and ultimately improving a roster of fighters. The roster is constantly evolving as new stars are created, older stars fade or retire, and other fighters move up or down the rankings, and it is up to the player – using a combination of a keen eye for talent, a sense of how valuable a fighter is, and clever match-making – to make sure the roster remains in a state that is beneficial to the company. You will also have to deal with the fine balancing act of using everyone on your roster on a regular basis without financially over-burdening yourself or leaving anyone unhappy.

This help file explores the different sections of the game, and discusses the strategies that the player will need to use.

Contents

Please note that if you have questions that are not covered in this document, you can get advice, tips and technical support at http://www.GreyDogSoftware.com/forum

Installing And Licensing WMMA3

To install WMMA3, simply download and run the installation file from the Grey Dog Software website (www.greydogsoftware.com). If you ever accidentally delete files, you can simply re-do this process to restore them.

Please note that if you are running the game under a modern version of Windows (such as Vista or 7), it MUST be specifically run under administrator privileges; *this is not the same thing as running the game on a machine that is being run by someone who is set as an admin*. If you are unsure of how to check, please see the pinned FAQ in the Technical Support forum.

Grey Dog Software runs a system called Temporary Patches; these are very small downloads that are regularly released which fix errors and make adjustments. They can be found in the Technical Support forum on the Grey Dog forums. It is highly recommended that you check for new Temporary Patches on a regular basis, as they help keep your game as up-to-date and error free as possible. To install these, simply follow the instructions given on the forum.

Licensing

WMMA3 is protected by the Elicense software; this is a security "wrapper" that means that the game needs to be unlocked with a valid code before it can be played. Please note that:

- When you purchase the game you get one license. This license can be moved from computer to computer as much as you want, *but can only be active on one machine at a time*. If you attempt to use a license that is already active elsewhere, you will be blocked. Moving the license involves following a very simple unlicensing process which is described on the forums.

- It is very highly recommended that you keep a copy of your license code somewhere safe, so that if your computer malfunctions we will be able to quickly help you. It is recommended that you do not simply keep a note elsewhere on the same computer that runs the game, as a PC crash would mean that the note would also be unavailable.

Running And Customising WMMA3

To run the game, simply click the WMMA3 icon or double-click on WMMA3.exe.

You navigate through WMMA3 primarily using the taskbar at the top of the screen. The splash screen that opens the game gives you access to the main feature, such as starting a new game, loading an old one, or accessing the editor.

WMMA3 can be customised in a number of ways.

The most common way of customising the game is to add new databases to the game; these databases are often called Mods (short for Modifications). Fan-made databases can be downloaded from the Grey Dog Software Mods forum; if you access the game's editor, there is a button called Install A Mod that will talk you through exactly how to add the new database to the game.

You can alter any database, including the default data, using the in-game editor. This allows you to do everything from adding new characters to modifying specific statistics.

The look of WMMA3 can also be modified by using the Change Skin button in the taskbar of the main splash screen. By default, only the original skin is available, but you may be able to download alternate versions from the Mods forum. If you view the WMMA3 folder on your PC, you will see a subfolder called Skins. Inside this is another folder called Default. To create a new skin, you simply need to create another folder at this level (of any name, up to twelve characters), and copy and paste the contents of Default into it. You can then edit some (or all) of the items inside to create a new look for the game. The only limitations are that you must not remove any files, and they lay-out of many screens (primarily the button positions on the backgrounds) cannot be modified.

Starting A New Game

To start a new game, simply press the Start New Game icon at the left hand edge of the splash screen taskbar.

After the database has been checked for errors, you will be asked to name your game; this has no bearing on the game itself, it is purely for your own benefit. Once the game has been initialised you will be asked to pick an Avatar. This is the character you will be playing within the game world. There are two areas that are important:

Reputation: This is shown below your name. The better your reputation, the easier it will be to get jobs with bigger companies. However, it has no impact on who you can choose to work for to begin with; it purely affects job hunting once the game has actually begun properly. Your reputation will rise and fall as the game goes on.

User Talent: You have four different talents, each rated out of 10 points. To begin with, you have 20 points to spend between them (although you could also choose the Lucky Dip button; this gives you a completely random set of talent levels, which could end up being considerably higher or lower than the 20 you have by default). The higher the level, the more bonuses you get in that area. 5 points is considered average, and means you get no bonuses or penalties. The four categories are:

- **Negotiating**: This allows you to perform better when negotiating contracts with fighters. You get "hints" to help you get better deals, more time to negotiate, and the fighters will take you more seriously.
- **Eye For Talent**: This allows you to scout fighters better; it reduces the Fog Of War effect.
- **Match Making**: This allows you to get matches organised more efficiently; fighters are less likely to complain or reject matches.
- **Promotion**: This makes you better at promoting matches to the public; bonuses are awarded that raise the level of interest in fights, making more people want to see them.

Once you have finished selecting your Avatar you move onto picking your starting company. You can use the Roster and Analysis buttons to get a better idea of what each company is about.   If you choose Unemployed you will begin without a company; however, this does not mean you must remain unemployed, you can still apply for jobs as the game progresses. Once you have made your selection you will be taken to the game loading splash screen, then on to the game itself.

Playing The Game

Once inside the game you will navigate to the main areas of the game via the taskbar at the top; sub-sections are then available via the buttons in the main game area below.

The first screen you will see on every new day of the game is the **web site**. This is the primary way that information about the game world is presented to you. You can use the nine subsections, available via the web site's own taskbar, to access helpful \ useful \ interesting information. You will also note that if there are new e-mails to read or a decision to be addressed, then a glowing icon will appear in the upper right hand corner; clicking the icon will shortcut you directly to the relevant screen.

The second game area is **Your Office**. It is from here that you will do the majority of your work as the match maker, as it gives you access to all your major tools such as your Roster screen, your Match Making tools, your Finances, etc. These tools are covered in more detail in the later section "Running Your Company".

The next three sections (**Companies**, **Camps** and **Fighters**) are all list-based areas, where you can see what makes up the game world in each category. The first two are considered primarily "passive" screens; you will mainly use them to view information rather than actually doing anything. The third section, **Fighters**, is more of an "active" screen; it is from here that you will do the majority of your scouting for new talent and contacting fighters with the aim of starting negotiations. In each of the three screens you can use the in-built filters to narrow your search parameters.

The next section is the **Media Hub**. This covers everything to do with television and pay-per-view.

The **Game World** area is next; this is purely an informative section, giving you data on how the game world currently shapes up.   You cannot actually impact anything from here.

Finally there is the **Options** screen. This allows you to customise your gaming experience. The different options are discussed in more detail later on in this help file.

You can use the **Advance** button at any time to move to the next day. Please note that once you have advanced, you cannot return to the previous day.

Popularity \ Name Value

One of the fundamental concepts used in WMMA3 is that of Popularity \ Name Value. Both refer to the same system, but it is called Popularity when applied to companies, Name Value when applied to fighters.

For every area in the game, the system has two values; a **Level** and a **Category**.

There are four Categories; Unknown, Regional, National and International.

The Level is a number between 0 and 100%.

The system is quite simple; the Level changes over time (for example, a fighter who gets a big victory may see his Level rise upward) until it becomes either completely full or completely empty. If it becomes full, the Category is increased to the next size up and the Level is reset to 10%. If it becomes empty, the Category falls one size and the Level is reset to 90%.

The two exceptions are that the Unknown category does not have a Level (instead, any popularity increase automatically moves it to Regional), and 100% International does not trigger an increase (as that is the maximum size available).

In most parts of the game, the Level is obscured and is instead given one of three names; Low Level (somewhere between 0 and 33%), Mid Level (somewhere between 34 and 66%), or High Level (from 67 to 100%).

Fighters primarily gain name value by fighting on shows held by popular companies (i.e. a Low Level Regional fighter will gain name value by competing for a High Level International company as the company is considerably more popular than his name value, while on the flip side, an International fighter will not gain anything from fighting for a Regional company as he is already better known than they are) and by their performances (i.e. a fighter who is winning exciting fights will gain more name value than someone who is losing in boring fights). They can lose name value by being out of the public eye for long periods of time, losing fights, being involved in dull fights, and by being involved in incidents (i.e. failing a drug test).

Companies change their popularity almost exclusively through the shows they put on. A good show will increase the popularity, a bad show will decrease it. It is very important to understand what makes a good show; it is not based solely on how exciting the fights were! A show's rating primarily reflects how much the fans wanted to see it ("the anticipation level"), and is then altered slightly based on how exciting the show was in terms of fight quality. Therefore it is better to have a dull fight between two mega-stars in the main event than an awesome fight between two nobodies (although, of course, ideally a brilliant fight between two mega-stars would main event!). This is why it is important that companies have a healthy supply of star fighters, as otherwise it will be a struggle to build the necessary anticipation.

Fighters

The most important people in the game are the fighters themselves. Every fighter is a unique and highly detailed model made up of masses of statistics and other information. The biggest part of your job while playing WMMA3 is utilising the fighters in the best possible way.

It is important to mention that every fighter has a hidden Destiny statistic. This is a number that is randomly created at the start of every new game and has a huge impact – it is used in many places to help decide the fighter's path through the game, such as deciding when he is likely to retire, how he responds to certain events, etc. This ensures that every game is different.

When you are playing the game you will be able to access a fighter's profile by clicking on his picture or View Profile button; this screen gives you all you need to know about the person in question. Let's start by looking at some of the information you have access to:

Name: Every fighter's name is unique, and does not change during the game.

Age: Every fighter goes through three stages: Developing, In Their Prime, and Declining. The length of time each of those stages lasts, the impact it has, and the age at which it begins, are all controlled by the fighter's Destiny number. The Current Status button will give some indication of what stage the fighter is currently at, but you can also look for clues; for example, a fighter who suddenly starts losing fights he should have won may be on the downward slope of his career.

Weight: Every fighter has an Ideal weight he likes to fight at, plus a Minimum and Maximum level. These are set in the editor. These are used to decide which weight classes he will fight in, and what weight he will be at for each fight. Weight classes are used on most screens, but you can click the Current Status button if you wish to see the exact amounts in pounds. The weight levels given are strict; this means that a fighter will *always* be happy to fight at a weight that falls in between his minimum and maximum value, and will *never* want to fight at a weight that doesn't. The weight limits do not change over time, however the fighter may change his Ideal weight during game play. (Please note that if a fighter competes regularly in a weight class which is different to his Ideal weight, his profile may alter to reflect this.) Each fighter also has a Walking weight, which is his natural weight when not in training. This can be important, as the more weight that the fighter has to lose in order to make his target, the higher the chances that he will fail to make the correct weight.

Reputation: A fighter's reputation is a value between 0 and 100%. It is a rating that is a direct indication of how successful he has been in MMA fights; generally speaking it goes up with good results and down with bad results. A successful fighter will find it easier to become popular than an unsuccessful one. As a rule of thumb, fighters gain reputation fastest by beating opponents who began with a higher reputation than them.

Performance: Like the previous stat, Performance is a value between 0 and 100%. It is a direct measure of the fighter's performances in terms of how exciting his fights are. Generally speaking, a fighter with a high Performance rating is someone who has been involved in great fights. An exciting fighter is always going to be someone fans will want to watch. It should be noted that it can be a misleading statistic sometimes, as a fighter can be "carried" or "brought down" by his opponents; for example, a very exciting fighter may end up fighting against several extremely dull fighters in a row, and find his rating dropping fast through no fault of his own.

Aura: A fighter's Aura is strongly connected to his Reputation; it is, in essence, simply a more volatile version. Aura can be thought of as being their "short term Reputation", in that the last few fights will affect it quite strongly. It is used to simulate how fans tend to think only using short term memory - a few killer knock outs and the fighter's Aura will rise quickly, more so than his Reputation, as the fans are suddenly excited by the fighter.

Name Value: This is a measure of the fighter's popularity in terms of getting people to want to watch him. Please read the earlier page on Popularity \ Name Value for a description of how it works. The higher the value, the more the fans know him and may be willing to pay to see him. Generally speaking, this is linked quite closely to a company's Popularity; so a Low Level National fighter in a

Low Level National company is at just about the right level to headline a show without either drastically losing or gaining fans.

Current Status: This screen gives useful information on the fighter's immediate status, such as if he is recovering from injury, who he is training with, etc.

Scout: This screen shows a fighter's current skill levels. A "Fog Of War" is applied to scouting reports, meaning that the real values are obscured. The more fights that the character has had, the less foggy the screen becomes. There are ten levels of fog, with the last one being a complete absence where the player can see exact values. As noted earlier, the User Talent "Eye For Talent" allows the player to lower (or raise) the fog value as well. Player's should remember that some ratings can be misleading, especially when a heavy fog is in effect; because some values are calculated as averages, a single high or low value can warp the resulting output's accuracy.

Fight History: This shows all the fighter's previous fights. This is important as it can show trends (such as weaknesses to specific types of fighter), and also who he has unresolved issues with. It is worth noting that fans will generally respond to repeated matches that are warranted, such as rematches or "rubber" matches (a match where the fighters have fought before multiple times but are tied in their number of victories), but not when the fight has no need (such as a match where one fighter has already beaten the other three or four times and has clearly established that he is the better fighter). It also shows if a fighter is on a streak or not; a fighter who is on a hot streak of consecutive victories will find himself gaining popularity faster than someone who isn't.

Companies

Companies (sometimes referred to as Promotions) are the organisations that employ fighters and run MMA shows. They have a fairly simple cycle; put on shows with popular fighters, get attendance money, use the money to get more popular fighters, get more attendance money…and so on.

By clicking on a company's logo or View Profile button you can access their profile. This contains many stats about the organisation.

Size: Please see the section on Popularity \ Name Value for information on how this works. Generally speaking, a company will gain popularity for putting on a well received show and lose popularity for a poor one. The company's size limits where they can hold shows (see below).

Based: The company's home region and area are important as they will limit where they can run shows. When a company's size is rated as Unknown or Regional, they can only run shows in one location – their home region. Once the company reaches National size, they can run shows in any region of any game area in which they have National size. Once the company is rated as being International, it can run shows anywhere. There are some exceptions; no company can run a show in a region where MMA is illegal, and so if the only available location falls under this specification then more regions will be made available.

CEO: This is the person running the company, which may often be the same person who actually legally owns it. The CEO's personality comes into play during negotiations (as he can block certain offers) and during corporate decisions (for example, when controlled by the AI, an aggressive CEO may choose to try and destroy opposition companies). The CEO is always an AI-controlled character, the player can never fill this position.

Rankings: The rankings show each of the company's divisions in terms of the fighters involved. It is rated almost exclusively by each fighter's Reputation, although there are penalties involved if the fighter hasn't fought within a specified amount of time.

Momentum: This is a measure of how well the company has been doing recently. The value rises or falls depending on show quality, as well as what big name fighters it has signed or lost. Momentum can impact attendance levels, buy rates, etc.

When controlling a company, the user can try and takeover others via the Corporate Relationships button. Once taken over, the "child" company gets financially linked directly to the "parent", and so any profit or loss goes directly to the bigger company. The "parent" can choose to send fighters to the "child", or to call up fighters. This can be a good way to freshen up rosters. The "child" is still controlled by the AI however, and can not be made to book certain matches or shows.

Contracts And Negotiations

Contracts are an important part of the game as they are what ties characters to a specific company. The basics of contract management are quite simple. There are three types of contract; **Exclusive**, **Standard** and **Associate**. Each has a specific set of advantages and disadvantages.

Exclusive: These contracts mean that the fighter cannot work for anyone else or walk out on the company. The advantage is that the company does not have to worry about the fighter working elsewhere, the disadvantage is that the pay will usually need to be higher than the other types.

Standard: This contract means that the fighter cannot   walk out on the company until the deal is complete, but can work elsewhere – albeit only on an Associate deal. The advantages are that the company knows the fighter will not walk out on the deal and also does not have to pay as much as it would for an Exclusive deal, but the disadvantage is that the fighter may work for other companies and so be unavailable sometimes.

Associate: This is the weakest type of contract; either the company or fighter can end it at any point without any problems. The advantage is that it is the cheapest type of contract, but the disadvantage is that it offers little in the way of security.

With every type of contract, the fighter is said to be "on the market" when he enters the final month of the deal or has only one fight remaining. This means that he is free to talk to any company that wishes to negotiate with him, although (with Exclusive or Standard deals) even if he signs for another company he cannot leave his current employers until the deal expires.

Terms: Contracts for fighters come with numerous terms. They are as follows:

Base Pay: This is the minimum amount he gets for fighting, regardless of what else happens. It is also the basis for all his bonus payments.

Performance Scale: There are two types of scale, "+" and "+ \ -". A "+" scale means that the fighter's base pay is increased by the percentage given every time he wins. A "+ \ -" scale means that the fighter's base pay is increased by the percentage given every time he wins, but will also be reduced by that percentage if he loses. Fighters usually accept the latter if they are willing to take bigger risks in exchange for bigger rewards.

Win Bonus: If the fighter wins, he gets an additional percentage of the Base Pay. For example, if a fighter on a $10,000 base pay wins and has a 50% win bonus, he will get an extra $5,000.

Main Event Bonus: If a fighter main events a show, he gets an additional percentage of the Base Pay.

Pay-Per-View Bonus: If a fighter appears on the main card of a pay-per-view show, he gets an additional percentage of the Base Pay.

Pay-Per-View Revenue Bonus: If a fighter appears on a pay-per-view show, he gets a percentage of the revenue generated from pay-per-view buys.

Title Bout Bonus: If a fighter is involved in a title match, he gets an additional percentage of the Base Pay.

Title Defence Bonus: If a fighter successfully defends a title, he gets an additional percentage of the Base Pay.

Title Victory Bonus: If a fighter wins a title, he gets an additional percentage of the Base Pay.

Matches (Remaining \ Guaranteed): The fighter has a set number of fights that he is told he will have. Some (or all) of these can be guaranteed. If the company does not give the fighter as many fights as was guaranteed before the contract ends (whether by firing or expiry), the company will have to pay the fighter the base pay that he would have received for however many guaranteed fights were not

completed.

Merchandise Cut: The fighter gets a set percentage of any of his merchandise that is sold.

Medical Cover: If the fighter is injured, the company pays a percentage of whatever medical bills he is left with.

Champion's Clause: If a champion's clause is on a fighter's contract and he holds a title in that company, he cannot negotiate with anybody else until he either loses the title or his deal expires. This gives the company extra security as it means the only way a champion can leave is if they fail to offer him an acceptable deal. Please note that this is slightly different from the real life champion's clause, which would prevent the deal from ending at all for a champion.

Handling Contract Negotiations

It is very important to understand the basics of contract negotiations, as they are a key part of the game and a misunderstanding of how they work can leave a company in serious financial trouble. It should be noted that there are significant changes to how the process worked in the previous WMMA games, and players who do not change their negotiating tactics accordingly are likely to find themselves with major problems.

Negotiations can be started from many of the Fighter screens, most notably their profile or the Fighters list, by clicking Negotiate. If the fighter is willing to consider it, it will be added to the player's Decision list (available from Your Office). After a few days, if the fighter is happy to talk, the Decision will be accepted and you will be able to start negotiations (again, from Your Office).

The basic process is as follows. You start negotiations with information on what the fighter wants written at the top, a series of boxes with which to make an offer, and a bar at the bottom; this is the fighter's patience, and once it expires he will walk out of the negotiations. Every time you make an offer the fighter will either accept it (in which case the deal is done) or tell you which terms were not to his liking.

Here are some things to remember when negotiating:

- As in real negotiations, the amount that the fighter says he wants at the start is almost certainly more than he will actually accept; he's just trying to get a better deal.
- Remember that there are two values at play; what the fighter **wants** and what he will actually **accept**. As the negotiation timer goes down, the fighter will get more nervous as the former value will start to lower until it gets down to the latter.
- Bearing the previous point in mind, you should not be looking to close the deal quickly; you actively want to wear down his patience and make him nervous, as that means you'll be able to get a better deal. Ideally you want to hold your nerve and let him get more and more worried.
- The fighter is able to recognise not only the significance of what offers you are making, but also *when* you are making them. For example, if you put in a high big immediately, he'll know you are desperate to sign him and so he'll try and so his expectations will rise.
- **Most importantly of all**, remember that the timing of the offer is critical. Therefore, there is nothing wrong with making the same offer several times, even if he rejects it several times to begin with; what was not an acceptable offer to begin with may look a lot more attractive when the negotiations are almost ending and he is facing potential unemployment in the face!

It is also important to remember that fighters are aware of what their peers are getting. So if you do poorly in negotiations and start paying one fighter much more than he's really worth, all the other fighters at that level will also expect (at least) the same amount - thereby starting a vicious circle where you end up paying over-the-odds to most of your fighters. This situation can be absolutely devastating to a company's finances and is very, very tough to stop once it has started, which is why it is very important that the player performs well in negotiations.

11

Fights

The most important part of the game is of course the fights themselves, where two competitors go head-to-head to find out who is the better man on that particular night. WMMA3 has an extremely detailed fight engine in which virtually every single one of the masses of the statistics that a fighter has are taken into consideration. It is a highly statistically-based game engine, but it also goes to great lengths to simulate the element of luck that is present in any fight, and so it is rare to get the same fight twice.

It is important to note that every single fight in the game, whether run by the user or by a computer-controlled company, runs through the exact same engine; therefore any result you see that happened to the computer could also have happened to the user (if the circumstances and situation were the same).

In simplified terms, the fight engine works as follows:

1 – The fighters' are prepared; this means their statistics are analysed and any penalties or bonuses are taken into account. For example, an inconsistent fighter may be found to be having an "off night" and will see some of his abilities temporarily reduced for this fight.

2 – The fighters' each pick a strategy for this match. This is based on their preferences (as set via the editor), the situation, their strengths and weaknesses, and their opponent's strengths and weaknesses. Strategies can change during rounds in some cases, but are primarily only re-calculated between rounds when the fighter gets advice from his corner. Fighters do take into account the round structure, so if a fighter is obviously heavily behind on points with only one round left, he may completely abandon everything other than trying to finish his opponent.

3 – Once the fight has begun, the aggressor is chosen; this is based on many variables, such as the strategy being employed, the confidence levels, etc. The aggressor then decides on an action based upon his situation (from one of the 30+ on offer, such as Standing Facing, Held In Guard, Grappling Against Side, etc), his strategy, his skills, etc. The other fighter then chooses a defence or counter action. The game engine then calculates the result of this interaction. The third step is then repeated, this time with the new situation, aggressor, etc, based upon what happened.

There are a vast amount of situations, potential attacks, and potential counters on offer. Some are very common, some are quite rare. Virtually every single statistic the a fighter possesses can come into play at some point.

When viewing matches, please be aware that there are "hot keys" available to reduce the amount of clicking. Hover over a button to see the relevant command.

The match excitement is based upon what happens in the fight, and takes into account that different types of fight are exciting. For example, a fight that only lasted 10 seconds and ended with the first punch can still get a high rating because it's still a memorable moment. Similarly, a technical master-class that lasted 15 minutes can also get a high rating. It is matches with plenty of stalling and defensive actions that will get low ratings.

With regards to the judges, they always base their decisions on what happened during the fight. At the end of each round the in-game announcers will give an estimate of what they think the score was; this is always the most accurate version, and involves very little randomness. The judges' decisions are based upon the same information, but with more randomness; this helps simulate the occasional baffling scorecard that is seen in reality. The game engine never creates a result purely by random, it is always based upon what was seen.

Camps

Camps (also known in the game as Fight Teams) are where fighters go to train and prepare for fights. When viewing the Camps screen you will be able to see the current members (split between Current Members, who are there long term, and Current Visitors, who are only members for a short period of time) and the strengths of the camp. Fighters who are attached to camps get bonuses when it comes to training in that camp's strong areas. It should be noted that fighters who are not part of a camp still train and improve, but do not have access to any of the bonuses that camp-affiliated fighters do.

Camps are also the primary place where relationships develop. This can be important, as friends can sometimes refuse to fight each other; therefore it can be a bad idea to fill a specific weight division of your company with lots of fighters from the same camp.

Running Your Company

We will now look at some of the basics of running your company. There are many controls in the Your Office section of the game that will help you make decisions, it is worth taking a look in every subsection to see what information you can gain access to.

Running Shows

Everything to do with running shows is done from the Match Making button. You begin by scheduling events using the buttons in the top right hand corner (remembering that you must leave enough time for your fighters to prepare; normally you will schedule events at least a month in advance). Once added to your schedule you will see the event listed in the menu on the left hand side; simply select the event you want and you are ready to begin booking (you can happily swap from event to event whenever you like).

Match making is done via the grid in the center of the screen. You can have up to 20 fights per show normally; the minimum and maximum amounts are shown at the top of the screen. Once you have added a match you can either modify it using the Edit button or move it up and down the schedule using the arrows to the right. **Prelims**: You begin with no preliminary bouts. To move a match down to the prelims, simply use the down arrow to move it to the bottom of the list, then press down again - you will see a note in the third column of the grid showing that it is now a prelim. To change a fight from a prelim to being on the main show you simply reverse the process; use the up arrow to move the fight to the top of the prelims, then press up once more.

When match making, you have plenty of tools to help you; these are displayed at the bottom of both the match making screen and when you press Add Match. As described earlier, you are primarily looking to make a main event that features two fighters of equal or greater name value than the popularity of the company; so if you are a Low Level National company, you would normally want at least two Low Level National fighters in your main event. Note that a fighter who is coming off a loss (or losses) is a less attractive prospect to the fans, and so may receive a penalty to his popularity. The Fan Feedback button is an accurate measure of how the fans will respond.

You will notice that you can optionally assign a **Hype Level** to each fight. There are two types; hyping the match or hyping a specific fighter. If you hype the match itself, you are essentially telling fans that it's going to be an exciting contest. If the fight then lives up to expectations, you will be rewarded with a small bonus in terms of the match rating (the expectations and reward are both based on the level of hype - the more hype, the bigger they are). On the flip side, if the fight does not live up to expectations then the match rating will be even lower, simulating the fans' disappointment. If you hype a specific fighter, you are telling the fans to expect him to not only win, but to do so in style. If he meets the expectations that the hype has created, he will gets boosts to his popularity and reputation; if he does not meet the expectations, he will get penalties. Hype levels are therefore a way of "gambling" on results and performances to deliver quicker boosts.

When creating matches, your main problem will normally be rejections. Fighters can reject potential opponents on many grounds (such as not wanting to fight friends, because they've already beaten them convincingly, etc). Fighters will also want a certain amount of time to prepare for a fight, and will refuse some matches if they do not have enough time before the show - sometimes you can pay an extra one-time cost to persuade them to shorten their preparation time, however it should be noted that it only applies to the match you are booking; if you then cancel the match and try and re-create it, you will need to make the payment again. It should also be noted that the first month of game time is considered a "free period" in this regard; as the game world has only just begun, nobody can refuse a fight on grounds of not having enough time for those first 28 days. Once the first month is over, the "free period" also ends.

While the main and co-main events are quite important to the rating the show receives, the rest of the show isn't so important; therefore it is the perfect place to groom new stars, build up new contenders, etc. Remember, there is little point in putting your highest paid stars anywhere but the top two fights; any lower and they will have little (or no) impact on the rating of the show but will still be costing you a lot of money.

14

When an event is being rated on fan interest by the computer, the main event is the most key element (around 70%), followed by the co-main event (20%), and then the rest of the main show (10%). Therefore it is critical that the main event be one that draws in fans. However, if the co-main event is a bigger draw than the main event, the AI will automatically "swap" them when calculating the rating; the reason for this is that title matches traditionally main event shows, but often a company will put a blockbuster co-main event in if the title match features a weak champion (or poor challenger).

Once you've run a show you will get two ratings: **Commercial** and **Critical**. The Commercial Rating is a measure of how good the card was at getting fan interest; this is the value mentioned in the previous paragraph. This is the most important rating to get, as it has a direct impact on attendance levels, pay-per-view buy rates, etc, and also plays a large part in deciding the impact the show has on your popularity increase or loss. The Critical Rating is how exciting the show was in terms of match quality. This is used in conjunction with the Commercial Rating to decide the popularity change, but has no impact on attendances, etc (for the obvious reason that people would have already had to have bought the ticket or pay-per-view in the first place to have found out that it featured exciting matches!).

Rankings

There are two types of ranking in the game; worldwide and company-specific. The latter is available from Your Office (or via a company's profile) and is only used to help organise match making. The worldwide rankings are available via the in-game web site, and are what are referenced in each fighter's profile - these are the important rankings. The rankings are decided primarily around a fighter's Reputation, which is then adjusted by their Aura, win-loss record, and current momentum. Ranked fighters, particularly those in the top 10, are valuable commodities (see Competitive Credibility, below) and so will generally ask for more money during negotiations.

Competitive Credibility

Competitive Credibility, shown in Your Office or via any company's profile, is a measure of the quality of the company's roster. It is based on the number of ranked fighters the company has. The calculation is done by assigning a points value to each position (for example, the number one rated fighter in a weight class might be worth 50 points, number two is worth 40, etc) and counting what percentage of the points the company has compared to what is possible. Therefore, having the #1 rated fighter on your roster is more valuable than having numbers #22 and #23.

Only the weight classes that the company runs are eligible to be examined, and only companies with at least one eligible weight class and who are at a minimum of National level are ranked. It should also be noted that if the company runs weight classes that straddle two or more of the default classes then it is exempt from analysis (for example, a 180lb to 190lb weight class would cover both the Middleweight and Light Heavyweight classes and so be exempt).

The bigger the company, the higher the percentage they need to achieve, to a maximum of 40% for a High Level International. Failing to achieve the target will result in popularity penalties every time the company runs a show; therefore, it is prudent to try and sign (or create) ranked fighters as often as possible.

Options

The Options menu allows you to customise your game. Most of the settings are explained on screen, however some will now be described in more detail.

Fantasy Banking: If this option is enabled, it is impossible for any company in the game world to go bankrupt, regardless of how badly they do. This is useful if you wish to play a fantasy scenario.

Local Naming: With this enabled, the opponents on local shows during gameplay will be given realistic names with "Local" written in brackets afterward; otherwise, they will simply be called Local Fighter. The difference is purely cosmetic.

AI Matches: This allows you to choose which matches held by AI-controlled companies you wish to view. *Manual Selection* means that you will be asked about every single match in turn. *All Involving Shortlist* means that any fight in which one (or both) competitor is currently on your shortlist (and has been set to be watched in fights) will be shown, but no others. *Major Matches Only* means that the AI will only show you fights that attained a certain level of fan interest.

Strategies and Tactics

Here are some strategies that may help you succeed at WMMA3.

Forward Planning: It always pays to think ahead, especially when you have a limited amount of main eventers. Ultimately the fans mainly look at the main events of your shows when deciding whether to attend \ watch, so you need to make sure that you have several main event matches ready to pull out when needed. Blowing all your big matches in quick succession may give you a short term boost, but the long term damage that you do may prove too great of a cost.

Balanced Roster: Having a well balanced roster can make your life a lot easier. Remember that for every match you put on, the chances are that you're going to come away with one guy who is coming out of it with forward momentum and one guy who may be stalled. For this reason, it's always a good strategy to keep your roster stocked with a range of fighters; some who are on the rise, some who are good "gate keepers" (fighters who are not good enough to be part of the elite, but present a good test of other fighters' abilities), some who can be used as fodder, etc. A varied roster will allow you to match-make with ease.

Grooming For The Future: It doesn't hurt to give a rising star a little bit of a helping hand. By feeding a fighter opponents who play to his strengths and do not present much of a threat, you can build his momentum and reputation without gambling too much. For example, if a young star has a great striking game but a weakness on the ground, it could be a good idea to match him up with somebody who has a weak chin, a slightly worse striking game, and no takedown ability.

Scheduling For Success: Unless you have a massive roster, scheduling lots of events in a short space of time can cause big problems. While it may be a good way to speed up the rate of income and popularity increase that you experience, it will soon drain your resources as fighters are left on the sidelines recovering from injuries or going through suspensions.

Talent Spotting: Hiring established talent can be costly, as fighters will base their financial demands on their current situation. Therefore, it makes sense to try and pick up promising young fighters early, before they become too successful, and develop them within your organisation – ultimately it may allow you to save some serious money.

Using The Editor

The editor, available from the taskbar on the game's title screen, allows you to customize almost every aspect of the game. Please note that any changes made only impact games started after that point; if you wish to edit an existing game, you must use the Modify Data button found in the Options menu. A lot of the sections of the editor are self-explanatory, but we will now go through some of the stats that may need some explanation and see what they mean.

Game Regions

Regional Prestige: This is how "important" the region is. This value is used to decide how often companies will want to go there; the higher the value, the more likely a company will be to go there.

Public Perception: The higher the value, the more well known MMA is within the region. The higher the level, the more likely the sport is to get regulated.

Cultural MMA: The higher the value, the more martial arts is ingrained into the cultural history of the region. The higher the level, the more easily the sport will become popular and get regulated.

MMA Regulation: This is one of three values; Regulated (the regional athletic commission controls what happens and can block certain fights, test fighters for drugs, etc), Unregulated (shows are not illegal, but neither are they controlled by anyone), or Illegal (MMA shows cannot happen in this region as they are outlawed). These can change over the course of a game, although they can only go towards being regulated, they can never "devolve".

Media Stance \ Feeling: This is how the media feels about MMA; if they are very against, it will make it hard for the sport to get taken seriously and regulated. If they are for, it may speed the process.

Authority Stance \ Feeling: This is the same as the Media version, but from the point of view of the regional commission.

Agers

Agers allow you to specify a fighter, an age, and a picture. When that fighter reaches that age, his default picture will be changed to the one specified. Please note that the change does not occur on the first day of their birth month, it happens sometime during the month on their birthday.

Companies

Founders: Up to three founders can be specified, together with whether they are mandatory or preferred. When the company opens, those specified founders will be contacted; if they are available, they will become the CEO (they are done in order, so if all three are available then founder 1 becomes CEO). If it is set as mandatory, the company cannot close unless one of the three founders is available. If nothing is set, or if it has been set as preferred, the company can still open even if it has to be with someone who is not on the list.

Weight Classes – Target Amount: The target amount is a value used in the game by computer-controlled companies, and indicates the minimum number of fighters that should be hired to each weight division. The value given is the amount to be used if the company is at the maximum possible size (High Level International). For every level below that, 10% is remove from the value; this allows the company to expand its roster as it grows. For example, if a specific division is set to have a target amount of 100, then if the company is at High Level International then it will try to hire 100 fighters. If it is at Medium Level International, it will try to hire 90 fighters (90% of 100). If it is a Low Level International it will try to hire 81 fighters (90% of 90). This continues all the way down to Unknown companies. The required number of fighters will never go below a certain minimum level, no matter how small the company.

Business Plan: A company can either be Event-Driven or TV-Driven. The former is the default, and is how previous WMMA games have worked; the company will look to put on regular shows and will

18

ultimately aim to be profitable via the money they can make from attendances and pay-per-view revenue. TV shows are used as ways of increasing the company's popularity in order to generate more pay-per-view buys. A TV-Driven company is the opposite; it looks to make its money from advertising revenue from its TV shows, with non-televised events there purely to help make new stars. A TV-Driven company will aggressively pursue TV deals; in times when it does not have one, it will revert to an Event-Driven model until it can.

End Of Fight Decision: There are three ways that the rules can be set up in regard to judging. Either the fight can be declared a draw if it runs out of time ("Automatic Draw"), the judges can score each round separately and render a decision ("Decision (10 Point Must)"), or the judges can score the entire fight as a whole and render a decision ("Decision (Entire Contest)").

Eras

Eras allow the default behaviour of the game to be altered during a defined period of time. This is useful for historical databases. When no era is present, the game uses the regular default values.

Event Log

The Event Log allows you to define events that took place shortly before the game world began (any set after the game world begins are ignored). This allows you to set, for example, that somebody was released by a specific company recently. The reason you may want to do this is that it allows the game to handle them in a realistic way. For example, in the previous example, you wouldn't want the fighter who has been released to be re-hired straight away. You can see in the editor how long each event will remain in the in-game database before being removed, which is how long it will stay in effect.

Fighters

Regeneration: If set to Yes (and if the Options are set to support it), this means that the fighter will be regenerated after retirement; this means that his basic data (his picture, nationality, weight, hometown, etc) will be used as the basis for a brand new rookie character to debut.

Ethnicity: This is only used in the Demographic Appeal feature (available in Your Office), nowhere else.

Stance: "Traditional" refers to the stance that leads with the left. "Southpaw" is leading with your right. If "Prefers" is selected, it means that the fighter will always start fights in that stance, but has the ability to randomly change mid-fight.

Pro Record: The pro record is always in the format win - loss - draw - no contest. Note that in WMMA3 each fighter only has a defined overall win-loss record, there is no company-specific one; the latter can be worked out via their Fight History in their profile.

Cut Immunity: The higher this value, the less likely the fighter is to get cut during a fight.

Resilience: The higher this value, the less likely the fighter is to get injured (both during a fight and during training).

Stun Recovery: The higher this value, the quicker the fighter will regain his wits after getting hit hard.

Recovery: The higher this value, the quicker the fighter recovers from damage between rounds and during long stretches of low-activity during fights.

Consistency: The higher this value, the less likely the fighter is to come in and under-perform during fights. The lower the value, the bigger the chance that he will be given penalties that will lower various statistics.

Weight Cutting: The higher the value, the better the fighter is at making weight. Fighters who have a large difference between their walking weight and target weight will have issues losing enough if they

have a low value for this stat.

Potential: This is a measure of how good a fighter is likely to become when he reaches his prime. Generally, a fighter with 70 Potential could expect to find a lot of his statistics reaching the 65 – 75 level when he hits his prime (although some could still go higher or lower). If it is set to 0, which is the default, the AI will calculate his potential based upon his stats. Please note that this stat has absolutely no effect if the fighter is already in his prime (or past it), as his potential has already been realised.

Creative Punches \ Kicks: The higher the value, the more weird, spectacular and crazy strikes the fighter will be able to throw during a fight. A low rating means the fighter will be limited to traditional attacks. Note that a high value only gives access to the new strikes; whether they actually use them with depend on their strategy and what positions they get into.

Wrestling: This is a measure primarily of how good the fighter is at grabbing a hold of an opponent and starting to grapple (but not the grappling itself), but also has a secondary use for anything that involves wrestling ability outside of a clinch (for example, wrestling an opponent to the mat after stuffing a takedown).

Muay Thai Clinch: The higher this value, the easier the fighter finds it to pull his opponent into a Muay Thai clinch \ plum.

Sprawl \ Takedown Defence: These two stats are very similar; Sprawl however only comes into play when defending a "shot" takedown from the front and trying to remain standing. Everything else falls under Takedown Defence.

Creative Submissions: The higher this value is, the more complex and weird submission holds the fighter will have access to during fights.

Submission Defence: This is split into two; "Top" is when the defender is on top, "Bottom" is when he is underneath the fighter trying the submission.

Control: This is split into three; each one indicates how good the fighter is at controlling his opponent from a specific position. "Controlling" refers to stopping the opponent from passing, posturing up, or generally moving in a way the fighter doesn't want to encourage.

Scrambling: This stats refers to any moment when a fighter gets enough space on the ground to try and either get to his feet or move quickly to gain a better position.

Ground Escape: This is different from Scrambling as it is not about moving to a better position; it is the fighter's ability to get out of a bad position or hold (for example, being smothered or caught in a crucifix) while remaining on the defensive.

Game Plan: The higher this value, the better the fighter will be at picking the "best" strategy during a fight. A low value will make him prone to picking strategies that don't maximise his strengths or that are doomed to failure.

Heart: The higher the value, the less likely the fighter is to mentally give up during fights. It also covers how he will react to strikes.

Preparation: The higher the value, the longer pre-fight camp a fighter will want.

Recuperation: The higher the value, the longer the amount of time the fighter will want, on average, after competing.

Background: There are six different backgrounds a fighter can have. If a background is ticked, it means that the fighter will find learning skills related to that discipline easier. For example, if a fighter is set to have a Jiu Jitsu background, it is more likely that he will end up with great submission skills. The background can either be High Level or World Class; the difference is that the latter gives enormous bonuses when it comes to learning related skills.

Tactics: If "Use These Tactics" is set to No, the fighter's strategy in each fight will be calculated by the AI based upon his stats, situation and opponent. If it is set to Yes, the same process is completed, but the results are then modified by the settings given. For example, if the AI has worked out that the fighter should use Smother tactics but this has been set to be Awful, the AI will almost certainly look at a different choice.

Marketability: Charisma, Interviews, Looks and Menace all help decide how fast a fighter's popularity can rise; generally speaking, higher values make for faster rises. Natural Fan Favourites and Natural Heels ("bad guys") can have a small impact on the rate of popularity increase if ticked, but is primarily used to decide how they will talk about opponents in web site interviews.

It is worth noting that when creating statistics for a fighter, generally speaking, values above 90 indicate that the fighter is exceptionally gifted in that area. Therefore it is wise to limit the use of values above 90.

Narratives

Narratives allow the database maker to specify that certain events will happen on certain days during game play, as well as (optionally) generating a web site story to match. For example, you may have a company slowly change its rules over time. It should be noted that narratives will be ignored if they are not valid (for example, adding a weight class that already exists).

TV Shows

Quality: The quality of a show refers to how it is marketed to the fans. A major quality show will require a main event that would be appropriate for a big event. On the flip side, a minor quality show would only need a low-level main event, perhaps one that would really only be an opener on a normal show.

FAQ

Q: Does a fighter accumulate damage over the course of a fight?
A: Yes. For example, taking repeated leg kicks will eventually take a toll and make the fighter limp; this will reduce his mobility, his balance (and therefore takedown defence), his kicking power, and so on. Similarly, getting tired will reduce a fighter's effectiveness, taking a poke to the eye will temporarily give him problems, being on the receiving end of an accidental low blow will have an effect, etc, etc. A fighter can regain some of his abilities during the rest period between rounds.

Q: Are fighters intelligent enough to take into account their fatigue and damage levels?
A: Yes. You may see fighters get takedowns and then throw weak punches to "keep their opponent guessing", or smother them by lying on top of them; these tactics allow the fighter on top to get his breath back or recover his senses.

Q: How much randomness is involved in a fight?
A: It depends on the situation. If two fighters are standing and trading big punches, there is a big degree of randomness involved as it's a time when split-second decisions can change fights. On the other hand, it's much harder to "fluke" a kimura than it is a big right hand, and so there's far less randomness when the fight is about submissions on the ground.

Q: Do the rules used in a fight make a difference?
A: Yes, sometimes to a very large degree. For example, making the closed guard illegal will greatly reduce the ability of fighters to keep their opponent from passing to side control, therefore making life easier for those competitors who are looking to use a ground game.

Q: What are the criteria for getting into the Hall Of Fame?
A: There are exceptions, but primarily a fighter will, at some point in his career, need to get past 90% Reputation, have a strong win-loss record, and have held at least one championship.

Q: Do the end of year awards boost a fighter's popularity if he wins one?
A: No. The end of year awards are only the opinions of the in-game web site, they are not "official" in any way.

Q: Is there any disadvantage to choosing Unregulated regions over Regulated?
A: No.

Q: Can a fighter get injured \ be unable to continue in a tournament?
A: No; for the purposes of the game, a fighter can only be eliminated from a tournament by being defeated. For the same reason, draws cannot happen in tournaments.

Q: If a fighter gets suspended by a regional commission, can he be used in unregulated regions before his suspension finishes?
A: No. Fighters do not want to risk their licenses, and so will not go against the wishes of commissions.

Q: Can I stay unemployed and just watch the game world unfold?
A: Yes. You can continue the game indefinitely while remaining as a passive watcher.

Q: Can I start my own company?
A: No. In WMMA3 you are limited to playing as the match maker of someone else's.

Q: What use are preliminary bouts?
A: Preliminary matches are shown before the main show begins (and so are not televised) and do not effect the final rating of the show. If you have the money available to pay the fighters, using them in preliminaries can be a good way of building up fighters, trying out newcomers, or using up contracted matches of people who are set to leave.

Q: How do I get items on the Achievements screen?
A: To see how to get an Achievement, simply hover your mouse over the appropriate text. Most of them ask you to witness a specific event taking place in the match engine; this means that you have to

actually physically see the text. For example, "Only Poking" asks you to witness an eye poke; to get this Achievement, you need to actually see the text that says "I think Fighter A got poked in the eye on that last exchange" (or one of the many variations of that line). It does not matter whether you read the match report in order, or whether you read all of it, the Achievement is triggered as soon as you view that piece of text.

Q: Is there a way to get the AI to pick a random match in Quick Sim mode?
A: Yes; click the "vs." text in-between the two names.

Q: Are there any hotkey commands when viewing a match report?
A: Yes. The space bar advances the text by one place. The Enter key moves to the end of the report. The backspace key goes back on place. The "s" key returns the text to the very start. The "b" key advances the text to the next major event that happens (indicated by some graphical text appearing at the bottom of the screen).