




WRESTLING EMPIRE

Menus

Any device with touch-screen or a mouse can instantly access any option, pressing either side to change its value where possible. When using a controller, it is the directions that highlight an option and the  or  buttons change its value, with  used to go back in most situations (**although this command may be reversed on some controllers!**). On screens with multiple tabs, use the **L** or **R** shoulder buttons to browse through those. Any controller can become the “host” at any moment with their input. Upon using a controller on PC menus, the mouse cursor will be hidden until you click to reclaim it.



Controllers


Any controller could be connected to a PC, so it's important to help the game distinguish between Xbox and Playstation button maps. This screen appears automatically when you boot up with a controller for the first time, and your preferences will be saved, but you can always seek it out manually in the “Cast” tab of the options (or by simply pressing the **C** key at the titles). **For best results, please ensure any controllers are connected BEFORE launching the program.** Also note that Windows 10 is assumed, so drivers older than Xbox One may not be recognized.

Resolutions

The game is designed to start fullscreen and high resolution by default, but you can switch to windowed mode at any moment by pressing **CTRL + W** (as well as the standard **ALT + ENTER**). **Please note that resizing the window in real-time may have undesirable results, so consider exiting the current screen at the nearest opportunity (or restart the game entirely).** After resizing the window, going fullscreen again will use that resolution – which may improve performance.




Casting

When setting up a match, there are some additional commands to be aware of. At the “Cast” screen, the + icon (or  button) will add a random character to the scene whereas the - icon (or back button) will remove one. Tapping a character will allow you to replace them with another of your choice, whereas holding the command with a direction allows you to reposition them. Placing them inside the ring casts them as a wrestler, whereas placing them outside gives them a secondary role (such as an announcer in the top right!). Placing them to the rear centre of the ring casts them as a referee. In team matches, placing wrestlers either side of the centre separates them into teams – otherwise this distinction is irrelevant. Cast members can swap places instantly if they are dropped over another.



Scripting

When giving the cast a “Script” to perform, you can swipe from one character to another to specify who should start the conversation and who should be on the receiving end of it. On a controller, this can also be accomplished by pressing the  or back buttons respectively.



Multiplayer

When you are ready to proceed at the “Play” screen, each controller can now use their directions to choose a character and press any button except back to commit to them (or click them directly). While there is still time, pressing the back button will cancel this choice (or opt out of the match entirely if pressed again). Choosing a character before anybody else has even started browsing will assume that you are in a rush to start alone, so consider showing some restraint in multiplayer setups! Controllers may still join a match once it has started by pressing the + button to opt in. They will then be randomly assigned a character which they can change by holding one shoulder trigger while pressing the other (see “Game Controls”). If you press the “Play” tab again, you can choose to watch the match instead of participating. **In other modes, the control method you use to proceed will automatically be assigned - so only click through on PC if it is your intention to use keys.**




Editing

On screens with a colour palette, such as the costume or ring editor, navigating to the left (or clicking it directly) will change the colour of the last material you interacted with. To make multiple changes more quickly, you can “Copy” and “Paste” the same colour by pressing those commands (or the left/right shoulder triggers respectively). To preview your changes, you can swipe the model directly or use the right stick to rotate them. Each character has 3 separate outfits – so make sure you are editing the intended one by selecting it first from the “Costumes” home page. You can always return to a tab’s home page by selecting the tab again (or pressing the back button). If one costume should resemble another, you can clone the existing one by holding over the corresponding arrow (or either shoulder trigger).



Character Selection

At character selection screens, you highlight a name box once to investigate it and then press it again to choose it (where possible). Pressing either shoulder button (or clicking either side of the logo) allows you to instantly browse through all 11 rosters. You can re-rank the characters in a roster by pressing  to change the criteria or click it directly – such as by name, health, contract, or any stat. Holding the select command over a character slot until they become unplugged allows them to swap places with another, which may help to organize your thoughts. The characters are also colour-coded for this purpose, with **green** indicating a “Face”, **purple** indicating a “Heel”, **pink** indicating a female, and **black** indicating a non-wrestler. Notice that some of the characters are locked by default until you encounter them in the career mode! The back arrow or button can be used to return to the previous screen at any time.

Universes

The game’s 350 characters across 11 different rosters are liable to get jumbled up from one career to another. In between careers, you can head to the “Universe” options to restore the default universe. Don’t worry about losing any characters you have unlocked, as this will be preserved separately as securely as any other records. You could also take this opportunity to restore a “backed up” universe of your own creation, or back up a new one. It is better to get in the habit of doing so in between careers to reduce the amount of tidying up you feel you have to do! Note that you must press these options **TWICE** to avoid doing so by accident.

Game Controls

The game features an interactive "Training" process that you are advised to play through, but the basic controls are as follows for most controllers:

LEFT STICK / D-PAD = Movement (double tap to dash)

•○○ = Attack (on its own to aim low, with a direction to aim high).

○○○ = Grapple / Release

○○● = Run (without a direction to charge ahead)

○○● = Pick-Up / Drop (with a direction to throw)

RIGHT STICK = Taunt / Pin / Referee duties

SHOULDER BUTTONS = Switch focus (on a single Joy-Con the R button is used to Taunt)

SHOULDER TRIGGERS = Hold one and press the other to control a different character

+ / - = Pause / Skip entrance



Keyboard:

CURSORS = Movement (double tap to dash)

A = Attack (on its own to aim low, with a direction to aim high).

S = Grapple

Z = Run (without a direction to charge ahead)

X = Pick-Up / Drop (with a direction to throw)

SPACE = Taunt / Pin / Referee duties

SHIFT / CTRL = Switch focus

TAB = Control different character (where possible)

P = Pause

ESC = Quit / Skip

CTRL + W = Toggle windowed mode

Combinations

- Press ATTACK and RUN together to launch a powerful attack.
- Press ATTACK or GRAPPLE while close to the ropes to launch a “springboard” attack (if "Agility" permits).
- Hold RUN while carrying furniture to avoid turning with it.
- Add a direction to FOCUS or PICK-UP commands to make your intentions clearer.
- Retreat from an opponent to increase your chances of blocking.

Grappling

- Press GRAPPLE again without a direction to release a hold (with a direction to whip them off).
- Press the ATTACK, RUN or PICK-UP commands with any direction (or none) to execute the corresponding move from the wrestler's move set.
- Use the FOCUS command in a grapple to change your position (such as turning from front to back or vice versa).
- Use the TAUNT command to prematurely attempt your finisher (with a high likelihood of failure).
- Continue to use directions to move or turn wherever possible (such as getting to or from the ropes to break).
- When grabbing someone in the corner, you can override your default move by holding towards to lift them up or away to drag them out.

Final Destinations

Some moves offer you the chance to immediately transition into another hold or pin. In these instances, make sure you are holding the corresponding command before the move ends. If your intention is to let the move end naturally, be sure to avoid pressing anything at the moment of impact.

Reversals

Transitions occur based on the "Skill" levels or size difference of those involved, and the direction each is struggling in. Holding the GRAPPLE command during an incoming attack makes it more likely that it will be parried or countered. Notice that you can also press GRAPPLE while on the ground to increase the chances of instantly rising up into a move!

Adrenaline

The thinner yellow meter under a wrestler's health indicates how much positive momentum they have in the match. When this is filled they experience an “adrenaline rush”, where they temporarily become 10% stronger in every respect – and any move they trigger will either be a special finishing move or a stronger version of an existing move (such as a hold or flying attack).



Careers

After working at each promotion in the career mode, you unlock the privilege of inheriting the status of anyone, anywhere! Until then, you must always work your way up as a trainee with minimal attributes. Each week you are assigned a match that you must win to raise your profile and increase the chances of being offered a deal with a major promotion. You can browse through past or future dates with either shoulder button (or by touching the calendar directly). Touching your profile (or holding the button) will allow you to preview that of your opponent wherever possible. You can keep an eye on every other wrestler in the universe by either studying the “Rosters” pages or the “Database”, which includes additional information such as promotion ratings and title histories. **The control method you use to “Proceed” will automatically be assigned to the star character in a match, so only click it on PC if it is your intention to use keys.**



Self Improvement

As long as your contract permits, you can change your “Gimmick” by choosing that option. Here you can pay to make changes to your appearance and move set, or approach other characters about joining you as a partner or manager. You may also pour your energy into improving your physical attributes if you find time in your schedule to do so. Even then, focusing on one area of physical development (such as getting stronger) could be to the detriment of others (such as being agile). It is also possible to improve naturally with ring experience. But if you choose to do no exercise at all, you may find that your body deteriorates over time – especially as you get older and gains take more energy to achieve! It is also harder to develop a stat the higher it goes, so it requires extra effort to truly excel.

- **POPULARITY** is how much of a reaction a wrestler gets from the crowd, which makes them more likely to experience an “adrenaline rush” or miraculous comebacks.
- **STRENGTH** indicates a wrestler's ability to inflict damage and perform power moves.
- **SKILL** determines how likely they are to execute or counter moves successfully.
- **AGILITY** determines how fast they move and how far they can jump.
- **STAMINA** indicates how quickly a wrestler recovers health during a match (and after each week), and how likely they are to be injured or tapped out.
- **ATTITUDE** is a balance of how agreeable or disagreeable somebody has been in their career thus far. Wrestlers with a bad attitude are more likely to betray you or cause trouble. In the player's case, attitude can be improved by agreeing to suggestions more often and generally doing the right thing.



Contract Negotiations

If you attract the attention of a major promotion that wants to employ you, a battle of wills takes place to determine how much you will earn. This is basically how much you will be paid per appearance and for how many weeks, but it can also be filtered through “clauses” that are either **favourable** or **unfavourable**. It is not likely that you will command a favourable deal unless you are a champion or otherwise one of the most valuable talents in the company. Upon being presented with a proposal, you can change each value at either side like any other option – before committing to it at the signature line. You can press the “X” or the back button to withdraw entirely.



Finances

Each week, your finances are accounted. Unless your contract states otherwise, you are not likely to be paid your full salary unless you compete (and win!). Meanwhile, you must still come up with weekly “expenses” which are relative to your bank balance or estimated worth. This ensures that even wealthy stars feel the pressure of having to keep it up! Look out for lots of other opportunities to supplement your income, such as working over-time, doing favours, and completing missions. In the absence of anything to legitimately spend it on, your bank balance should be considered a kind of “Hi Score”.



Meetings

Each week you may be approached by the booker or your fellow wrestlers and can choose to respond positively or negatively to the situation. Generally, agreeing to requests improves your “Attitude” and relationships – whereas being disagreeable does not. You can also approach anybody yourself via the “Roster” option. These open-ended discussions allow you to suggest working with or against somebody (highlighting a date before entering the “Roster” screen will make that your preference). You can also approach managers or partners more directly via the “Relationships” tab of the in-game editor. Whether they agree or not still involves running a gauntlet of possible excuses, so you’re not likely to get your own way without a solid reputation. Also notice that every time you bother someone your “Attitude” goes down a little, so it’s no good pestering everybody on the roster!

1. Whack Ax	Federation Online	73% wins
2. Pedro De Niro	Super Lucha Libre	50% wins
3. Character 165	Hollywood	45% wins
4. Geek Chic	All American Wrestling	40% wins
5. Character 297	Wrestling School	35% wins
6. Smart Mark	Hollywood	30% wins
7. Ultra Bull	Rising Sun Puroresu	25% wins
8. Derek Switchoff	Super Lucha Libre	20% wins
9. Character 148	Wrestling School	15% wins
10. Character 245	Wrestling School	10% wins

Retirement

Unless you are unfortunate enough to die or get fired, it is up to you to choose the right moment to retire from the sport with a career worth remembering in the “Hall of Fame”! If you hold the exit command at the calendar screen, you can inform the promoter that you wish to end your current career. You can only start a new one after doing so. We all have different criteria for success in life, and you can see where you stand in each category – from longevity and wealth to win rates and physical prowess.

Booking

The original game now includes a whole other “booking” mode, where you are challenged to run an entire promotion! This career should run parallel with any existing wrestling career without too much drama, but if any disruption is not desirable consider ending one before starting the other. **You can always “retire” at any moment by holding the back button at the calendar screen.**



Rosters

Upon taking control of a company, the first thing you'll want to do is familiarize yourself with the workforce. You can now edit anybody's gimmick as easily as your own (so long as “Creative Control” or other agreements don't prohibit you). You can even pour their energy into improving their attributes if you have nothing else planned for them. This health is gradually restored each week based on their stamina, so you must check who is fit and ready to perform. If sorting by the different attributes is not sufficient, you can re-arrange characters by holding over them until they become unplugged and can be swapped with another. Dropping them off the screen (or over the back arrow or company logo) will imply you want to get rid of them entirely – but a compensation package must first be discussed! A roster of 35 people is considered sufficient, so expanding too far beyond or below this is ill-advised.



Hiring

If you select a character from another roster, you can discuss signing them to your brand. Any existing agreements would have to be bought out, however, so it's better to catch them between contracts. Although you now see negotiations from the other side, it's the same premise of trying to get a deal that's good for them but great for you. On top of financial expectations, bigger stars could also have any number of personal reservations that you must try to overcome. Your existing talent will automatically negotiate a renewal when the time comes, so they're yours to lose if you choose not to meet their new demands. Rival promoters may also try to buy them from you if you dare to accept their increasingly high bids without getting greedy!



Entertainment

What makes a “good” match is subjective, of course, but the game tries to make sense of it in a 5-star rating. Every little action or dramatic moment increases the score based on the combined “Popularity” of those involved, which also dictates how much patience the audience have for the presentation – as the score can also go down over time. It’s not impossible for unpopular talent to have a good match, but they must work harder to achieve the same result. This basic formula is further influenced by the following factors that are indicated by icons:

Skull = How much “hardcore” violence has been seen. The more solid this lights up, the more you’ll see diminishing returns from weapons as the audience become desensitized to it. It goes back down over time if you stop relying on gimmicks for a while to prove you can wrestle.

Clock = By the time this lights up, the audience may be losing their patience so it's time to consider "going home"! Only the more popular performers or the most spectacular action can continue to impress after this point. If you pay attention to the hands of the clock, you can see exactly how bored they are by how close it is to midnight. Notice that there is no boredom in the final minute of a time limit, so reaching that point is a sound strategy.

Chemistry = Telling a story requires a conflict between good (the “Faces” with green meters) and evil (the “Heels” with purple meters), so choose wisely when pitting characters against each other. Without this basic chemistry, it’ll be harder to engage the audience (but not impossible). Notice that this chemistry can be further “enflamed” by a rivalry! Competing for a title or some other consequence can also enhance their enjoyment of the presentation.

Balance = How “close” the contest is currently considered to be. Fans are excited by the idea that anybody could win at any moment, and will have less interest in a one-sided “squash” where one person has significantly more health (or scored more falls) than the other. Although “shining up” a victim for a similarly one-sided comeback is also a viable strategy, as this ensures each person will entertain the crowd with their finisher!

You can toggle how much of this detail is visible (if at all) in the “Display” options tab or by tapping it in-game. Match ratings may also adapt slightly to accommodate the “Match Length” or “Difficulty” options you play with, so try to find a setting that works for you.




Storylines

Some changes to a character – such as their allegiances and relationships – can only be communicated through a “promo” selected at the “Script” tab of a match. Here you get to choose a topic and exactly who it concerns – with **green outward arrows** indicating who will start the conversation and **red inward arrows** indicating who is on the receiving end. You can swipe from one character to another to intuitively change this, or press the and back buttons respectively on a controller. This is significant because in addition to becoming enemies, the aggressor in a conversation will “**turn heel**” while the victim “**turns face**” if they were not already different! In this sense, promos can indirectly add to the success of a match and should be a regular part of a top show. Delivering a promo that doesn’t make any sense may do more harm than good, however, so choose wisely!

1st December 2022 **Wrestling Review** Page 1 / 4

In all the latest action from Wrestling Revolution's TV Taping before 5,211 fans, Whack Ax & Whack Oz won a riveting Tag Team Championship match.



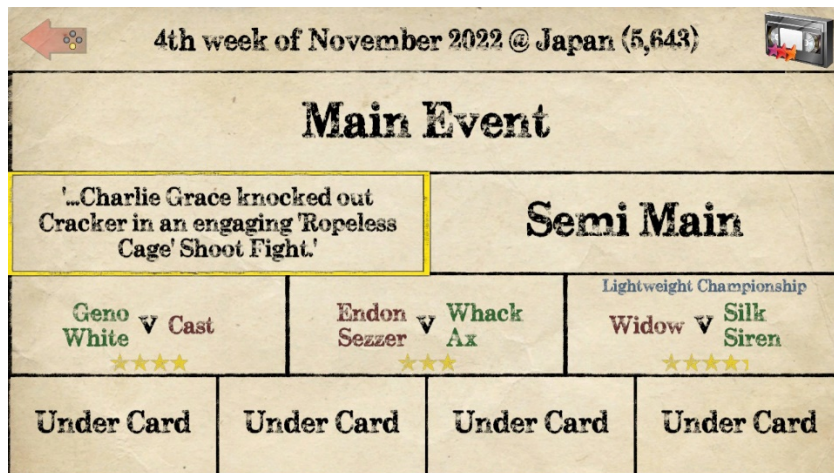
Endon Sezzer	
Popularity:	69
Strength:	67
Skill:	83
Agility:	84
Stamina:	77
Attitude:	73

\$2,000
x
9 weeks

Endon Sezzer's profile has risen after taking part in such a compelling match!

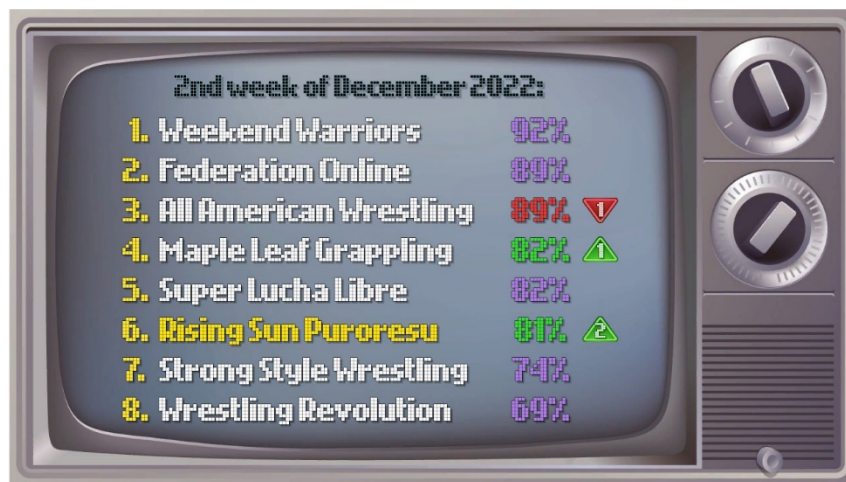
Results

Although you can “Simulate Result” at any time or opt out of controlling a character, the spirit of this game is to act out each match and use your human ingenuity to influence proceedings. You can change which character you are controlling by tapping either side of the health meter, or by holding one shoulder trigger while pressing the other on a controller. In this manner, you should be able to influence who wins and when – either because your gameplay is so strong or because it is so weak that you “do the job”! This is significant because whoever wins scores a “Popularity” increase, whereas the loser loses more than just a match. The circumstances of a win can also magnify these effects. For instance, winning a match convincingly or against the odds is better for the winner but more shameful for the loser. Winning a large match is an accomplishment for the winner but an embarrassment for the first person to be eliminated, etc. Title changes and high profile PPV spots also further magnify these gains. In this manner, a thoughtful booker can create stars or keep them shining with as little damage to their opponents as possible. The best way to achieve that is to simply ensure that whatever happens was part of an entertaining segment.



Cards

Each show consists of up to 10 segments for a big “Pay-Per-View” event or just 6 for a regular “TV Taping”. If you simply press over the segment you want to perform, you will be taken to the match setup process where you can play it there and then. Matches are only prepared in advance in rare instances where promises were made. Otherwise it’s better to simply “call it in the ring.” Although you can play them in any order, they are designed to progress from the “Under Card” to the “Main Event” - where each spot is more significant to the final rating the higher you go. This ensures you’re free to make mistakes and develop talent on the under card so long as you deliver where it counts! You do not need to fill all segments to press on the tape to broadcast what you have, but the final product will be judged as if you did. You can view previous cards by touching either side of the date or pressing the shoulder buttons. You can then recap the full description of any match by pressing over it.



TV Ratings


Upon submitting a broadcast, the rating of your promotion will change based on the quality of it – along with every other promotion in the world, so you can see where you rank. The expected results follow this pattern:

- 1-star = 60%
- 2-stars = 70%
- 3-stars = 80%
- 4-stars = 90%
- 5-stars = 100%

You may only climb a notch closer to your new score on a weekly basis, so success is about consistent results. PPV events are twice as impactful, so it’s important to get those right for a higher climb instead of a sharper drop! Notice that a 5-star show is not necessarily full of 5-star matches, as perfection is not on the cards for any promotion. A good show may only need 4-star matches in all the right places.

4th January 1988 **Wrestling Review** Page 3 / 3

In all the latest action from Rising Sun Puroresu's Pay-Per-View before 10,160 fans, Tanned Heihachi pinned Ultra Bull in a hot International Championship match.



Rising Sun Puroresu	
Ratings:	86
Champion:	90
Talent:	76
Age:	42
Ratio:	51
Territory:	20

\$133,000
x
35 staff
\$91,125

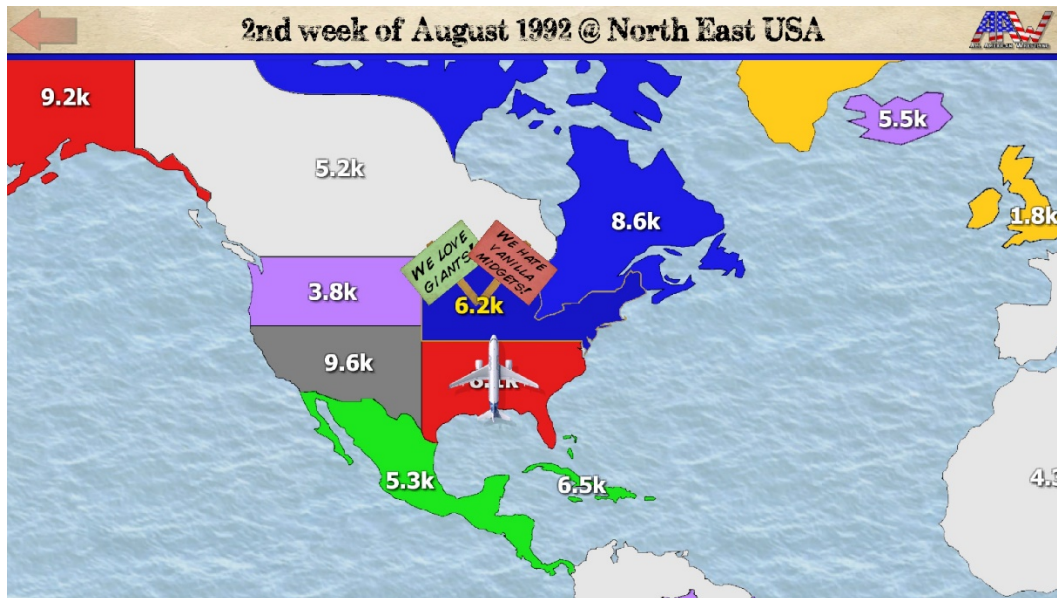
Rising Sun Puroresu have ousted All American Wrestling in Caribbean after setting a new attendance record of 10,160! Their reach now extends to 20% of the world.

Finances

The main reason to broadcast all available segments is that you can charge higher ticket prices for larger cards. The base ticket price is \$4 + \$1 per segment, for a total cut of \$10 per TV taping and \$14 for PPVs. This is then multiplied by how many fans you drew to the show. A slight departure from real life is that only HALF of your fans turn up based on the reputation of the company and its champion. The remaining half has to be earned through the quality of your performances, so look for the attendance to gradually build throughout the show! How many fans a segment adds is relative to how entertaining it was filtered through the popularity of those involved – as well as the reach of the company itself and its champion, who is literally the face of the brand and must be “thanked for the house”! Firing on all of these cylinders is therefore key to continued success, as even the most entertaining match is wasted if fewer eyeballs were on it. And yet you must also balance how much star power you throw at a show, because you have to pay each talent per appearance. They claim their full fee for each match they wrestled, whereas only appearing as a manager or referee would be half that. There may also be other miscellaneous “expenses” every week, which are taxed as a percentage of your wealth – and may also be higher relative to how many territories you have to maintain.

Territories

This game introduces a new territorial twist, where you have to travel from one territory to another to set an attendance record there and claim it as your own! Any territory you currently own is highlighted the colour of that brand. By holding over one such home territory and releasing over a neighbouring one, you can charter a flight to it. If you'd prefer to stay at the currently selected territory, simply press the back arrow to get on with the show. You can zoom in or out for a better view by pinching the screen, scrolling the mouse wheel, or pressing a controller's shoulder buttons. You must tap a territory to highlight it, as holding over the map will scroll instead. On a controller, you can scroll further in any direction with the right stick.



As in real life, each region has its own likes and dislikes that challenge you to adapt your style of wrestling if you want to succeed elsewhere. Some also have other strategic advantages, such as higher revenues in Arabia, etc. Invading a rival territory is an aggressive act, because success there will improve your show's ratings and damage theirs! Neglecting your existing territory is not advisable, however, as a brand's following slowly wanes over time if they do not revisit to replenish it. Any brand that tries to spread itself too thin will discover this the hard way, as they grow weaker on numerous fronts while chasing each new gain! Success is more about having a strong presence in the world rather than ruling every single inch of the map.

Further Reading

I regret that there is more to this game than I could ever explain here, so I hope you enjoy figuring some things out for yourself! Or you can keep an eye on social media for more hints and discussion:

www.facebook.com/MDickieFans

www.twitter.com/MDickieDotcom

www.youtube.com/MDickieDotcom

Version History

v1.2.1

- New booking mode allows you to take control of an entire promotion!
- "Achievements" are accessible via the main menu to make them more prominent, as they now include booking appointments.
- The requirement to work for each promotion before fully unlocking the game has been removed for paid users.
- You can now preview information in meetings by holding over the top corner of the screen (or pressing either shoulder button).
- TV ratings are made clear each week in a chart.
- In the editor, dragging a name box off the screen or over the company logo will automatically release them to another roster.
- Improved logic in automatic additions to Exhibition matches - such as finding someone's preferred partner or opponent.
- Fixed bug that crashed careers in promotions with less than 4 characters.
- Flying kicks connect higher more often than not.
- Movesets only offer to update if there is indeed something to update to.
- You can change the era in the Universe options, which will reset the year and offset any title histories.

v1.2.0

- PC frame rate fixed on displays above 60Hz.
- Bribe referee storyline nowhere near as common.
- Low blows less common, and not up turnbuckles.

v1.1.9

- Wider variety of crowd sprites and signs.
- More news topics with a wider variety of background images.
- New front moves: Torture Rack (over one shoulder), Reverse Shoulder Breaker, Reverse Shoulder Slam (Dominator), Over Shoulder Neckbreaker.
- Low blows from the front or back, or at the legs on the ground.
- Controller command for swapping roster slots changed to holding the select button instead of tapping, which is more in line with touch controls.
- Holding both shoulder buttons while choosing the "Career" option will automatically restart without having to go through the retirement process.
- Frozen animations are eventually fixed.
- Enemies are called out instead of friends!
- Forgiving friendly fire no longer derails the conversation.
- Fixed flying Enziguri impact.
- Improved compatibility with iOS 14.6.

v1.1.8

- The "Training" lessons are now depicted as a wrestling card.
- Improved AI in tutorials.
- Sparring no longer requests to save non-existent progress.
- Memorials for deceased wrestlers.
- More hit points regardless of the "Match Length" option.
- Improved physics on rope dives when the victim is too close to the ring.
- Stripped costumes have bare feet.

- Refusing pay cuts is better tolerated - especially with the "Iron Clad" clause!
- Changing aspects of your gimmick to zero no longer costs any money.
- Contracts can be changed with left or right directions as well as buttons.

v1.1.7

- New front moves (and kick counters!) include Enziguri & Dragon Screw.
- New storylines involve having your clothes stolen!
- Title belts appear as props in the weekly news.
- Arguments with team-mates no longer cause the match to restart.
- Backstage camera starts in front of the people more often than not.
- Blood stains take slightly longer to disappear.

v1.1.6

- New rear moves: Torture Rack, Burning Hammer.
- Lots of new storylines.
- Abused team-mates or staff complain or walk out.
- Faster gamepad scrolling through long lists in the Editor.
- Controllers with 2 shoulder buttons can change focus in either direction.
- Fixed news crashing because of props.

v1.1.5

- Career matches can now "Simulate Result" via the pause menu.
- Options are now saved upon being changed.
- Team-mates ask to synchronize costumes less often, and are more tolerant of being denied.
- Title shots are honoured without any gimmicks.

v1.1.4

- Titles are worn in most other screens, and intruders enter holding such props.
- New "Arm Drag" move that ends in its own "Kneeling Arm Bar" hold.
- New "Reverse Arm Bar" hold, with transitions to or from any other.
- Reverse Guillotine transition and Dragon Sleepers can now be reversed.
- New storylines involve different forms of bribery!
- Corrupt referees are more tolerant of their allies and no longer chase them out or confiscate their weapons.
- Promos only use microphones in front of a crowd.
- "Hair vs Hair" wins are now accompanied by a sound effect and cut hairs!
- Title changes are celebrated with in-ring fireworks.
- Tag teams wrestle as a team more often than not.
- Wrestlers switch promotions less often.
- Wins & losses are more significant based on the Popularity of those involved.
- The women's title is only acknowledged when a roster has at least 2 females to sustain the division.
- Move animations are only changed after they have settled in for a moment, which makes chain wrestling slightly less chaotic.
- Dizziness is half as common.

v1.1.3

- Entrances can now be accompanied by different pyro effects!
- New storylines.
- New taunts.
- New front move: Tilt-a-Whirl Head Scissors.

- Opponents can wander around dizzy from stray blows or getting up too quickly (in this state your movement input is reversed!).
- Blackouts are accompanied by a sound effect.
- Character animations are more stable upon entering a new screen.
- Throw outs no longer hit the person who threw them out!
- Stats such as Attitude are harder to level up the higher they get.
- Third Person camera can now sit in front of a character as well as behind (which is better for entrances).
- Long lists scroll to the correct place at any resolution.
- Inter-promotional results no longer affect the popularity of Wrestling School.
- More pressure to improve at wrestling school.
- Thin health meters are offset to stay inside the black border.

v1.1.2

- Higher resolution texturing for the crowd and ring apron on iOS.
- Pressing Attack + Grapple from the rear allows you to hold somebody back to be hit by another. Pressing Run + Pick-Up does a shoulder lift for any suitably strong character.
- Other new rear moves include Tiger Suplex.
- New front moves: Screwdriver, Falcon Arrow, and various Powerbomb / Pop-Up variations.
- Improved collision detection stops grapples being affected by people wandering in between - including flying grapples off the shoulders, with better filtering of incompatible moves.
- "Real" photos are taken less often and discouraged on Switch, as it can cause the animation to stutter. A new option makes them "Audible" if you'd like to hear.
- Lighting now changes for certain matches or storylines, and is optional in exhibitions.
- Wherever there's a choice, CPU wrestlers are less likely to target friends and more likely to target enemies.
- Skipping an entrance during an embrace no longer crashes.

v1.1.1

- A special rear move allows you to lift an opponent onto your shoulders for somebody to bring down with ANY attack! Use "Update Movesets" to assign it to the Pick Up command for any strong character.
- Other new rear moves include One Winged Angel, Electric Chair, Reverse Hurricanrana, Reverse Plancha.
- New front moves include MDKO, Kiss Of Death, Headlock Drop.
- Lots of new taunts and promo gestures.
- Blind tags are now possible from within any standing grapple.
- "Hair Vs Hair", "Mask Vs Mask" and "Loser Leaves" stipulations are now part of the career mode, and also available in Exhibitions after you have worked for every promotion.
- Commentary work now challenges you to make a prediction about the match!
- Alternative promos for starting school and other new storylines.
- After working for every promotion, Pro users can now choose to unlock all other characters (except for Legends).
- Although emptying a roster is strongly discouraged, it no longer crashes the game.
- Illogical rule combinations are discouraged.
- Negotiating "Creative Control" overrides any previous agreements.
- Referees can once again be assigned to venues with no ring.

v1.1.0

- Optional button size on mobiles (with fewer conflicts when pinching in the middle to change the camera!).

- Holding away attempts to block attacks wherever possible (including using weapons as a shield!). This is also now part of the "Striking" tutorial.
- Larger weapon strikes risk slamming back into your own face to prevent spamming, and falling down with them risks being crushed.
- New "Sling Blade" move.
- Fisherman's Suplex can now smash furniture.
- Moves are half as likely to knock other people over.
- Improved AI keeps referees from staying too close to wrestlers.
- Managers can enter the ring when referees are down.
- Career matches between CPU wrestlers override the options to be shorter.
- Renewing a contract no longer removes your existing relationships.
- Interferences are less likely to be neutral.
- "Shoot Fight" gimmick no longer overrides "Countdown" rules.
- News no longer crashes when there is nothing to report.
- You can now tag partners as you find them - such as crawling towards them or reaching up to them on the turnbuckle.
- Tag matches receive an additional 5 minutes in any setting above "Short".
- Health is restored more slowly in tag matches.
- Lying limbs are pushed away from the edges of walls to reduce clipping.

v1.0.9

- Lots of new weapons and destructible furniture - including boxes and trashcans.
- New moves include Pop Up Drop, Front Suplex, Fisherman's Suplex, Underhook Suplex, Underhook DDT, Tiger Driver, Crucifix Powerbomb.
- Doubled the amount of furniture allowed in exhibitions.
- Rings are prohibited in venues that are too small for them.
- The crown icon is only displayed over the leader(s) in a multiple falls match if it is not already obvious.
- Pressing either side of a health meter changes characters in that direction (wherever possible).
- Rising immunity no longer affects the kneeling state.
- Fixed non-existent promo that was holding up the career mode.

v1.0.8

- New hexagon ring shape.
- Ladders as furniture (albeit not as a match type!).
- Holding a direction while picking up (with empty hands) has a greater influence over what you aim for.
- More storylines.
- The news no longer crashes after switching between handheld mode and TV mode.
- Improved controller logic allows you to switch to playing with an external controller (and back again) at any moment during a match.
- Asymmetrical gloves are no longer charged an extra \$5 repeatedly.

v1.0.7

- On mobiles, the manual can now be accessed online via the "Training" section.
- A new "Achievements" option allows you to see which titles you have won at each promotion.
- Barbed wire ropes and a barbed bat.
- Trio of "Surfboard" variations, and the "Calf Crusher" is now available from the legs.
- You can now approach anybody to work with (or against) you via the "Roster" option. Highlighting a specific date before doing so makes that your preference.

- A wider variety of responses makes people half as upset about being turned down. Similarly, mild disagreements are half as likely to start a new feud.
- Upon unlocking full editing privileges with "Inherit Stats", you are able to restore backup rosters DURING a career (at your own risk!).
- Memorial shows for deceased wrestlers, and other charity events.
- New storylines.
- Improved AI in Battle Royals will favour moves more likely to throw opponents out.
- Restarting an elimination match only restarts with the winner and runner-up wherever possible.
- Intruders who join as a wrestler announce their intentions.
- Last Man Standing counts no longer crash without a referee.
- 8 figure bank accounts are displayed properly and no longer crash the financial system!
- "First Blood" gimmicks are correctly applied.
- It's harder for Popularity to climb past 90%.
- Explosives are less likely to explode while being held.

v1.0.6

- New moves: Air Crash, Calf Crusher, Cartwheel Takedown, Powerbomb from the legs.
- The news no longer crashes when "Facial Expressions" are set below "Blinking".
- Connecting an external controller overrides handheld mode.
- Changing the control method during an entrance retains control of the same character wherever possible.
- Starting the game with Joy-Cons (or Joy-Dual) confirms how you intend to use them.
- Lower requirements to unlock full editing privileges (just work for every promotion instead of all titles).
- Opponents are temporarily immune while rising to their feet to prevent spamming.
- Training now gradually improves your attitude.
- Fixed glitching through the corner of the ring.

v1.0.5

- New moves: Emerald Flowsion, Inverted Piledriver, Sitting Bodyslam, Shoulder Drop, Shoulder Slam, Shoulder Powerslam, Shoulder Breaker.
- Among the "Universe" options, "Update Movesets" allows you to distribute new moves among the characters without changing anything else (i.e. your career character will not be affected).
- Elimination matches now indicate how many participants are left in the commentary line.
- New podcast topics.

v1.0.4

- Lower resolution on mobiles as standard, which should automatically improve performance on any compatible device.
- Additional "Display" options allow you to tone down more things to further improve performance.
- A new in-game camera option allows you to temporarily adjust the "Speed" of the action (although this is the opposite of improving performance and makes it work twice as hard!).
- Health meters in tag matches are no longer limited to legal men, allowing you to touch the meter to control anybody else at any time.
- Tag partners are not forbidden from climbing the cage.
- Managers can enter the ring whenever the ref is not there.
- Training is more effective depending on the attitude of your manager/partner.
- Double count-outs eliminate anybody else at 10, resulting in a draw where necessary.

v1.0.3

- New rear moves: Atomic Drop, Falling DDT, Reverse DDT, Reverse Suplex, Russian Legsweep, Skull Crusher, Zig Zag.
- New front moves: Inverted Atomic Drop.
- Calmer AI for managers at ringside.
- Arguments are half as likely to turn someone face/heel.
- Deceased characters are automatically unlocked.

v1.0.2

- Wider selection of corner moves includes strikes.
- Dedicated new double-team moves if 2 people grab an opponent at the same time.
- More storylines and podcast topics.
- A priority system prevents too many crowd sounds cancelling each other out in highly populated matches!
- The title theme is restored to its correct pitch after matches.
- Tag partners are not allowed to interfere so often.
- Referees follow hardcore matches out of the ring.
- Hardcore gimmicks now use more weapons.
- Team-based ironman matches now correctly identify the leader/winner.
- Facial scars don't disappear in "First Blood" matches to help those end quicker.
- Escaping the cage is slightly easier.
- Announcers are automatically added to exhibitions to meet the quota you set in the options, and they also now appear in backstage locations.
- Using the "Hard Camera" angle backstage now faces the tunnel instead of getting stuck in it.
- Training gains use less energy.
- "Cloning" options are available during a career, and now include reverting recent changes.
- It is now possible to change your facial features during a career (at an inflated cost to imply cosmetic surgery!).
- Where the "Build" option cannot be changed, it now at least reveals your age/height/weight.
- Names that begin with "Z" are correctly alphabetized.
- Starting the game with insufficient disk space should warn the user that this is the issue, and allow the game to proceed without saving progress.
- Age ratings have been down-graded in every region, which now allows the game to be distributed in New Zealand with a 13 OFLC rating.