




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 clicking 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)

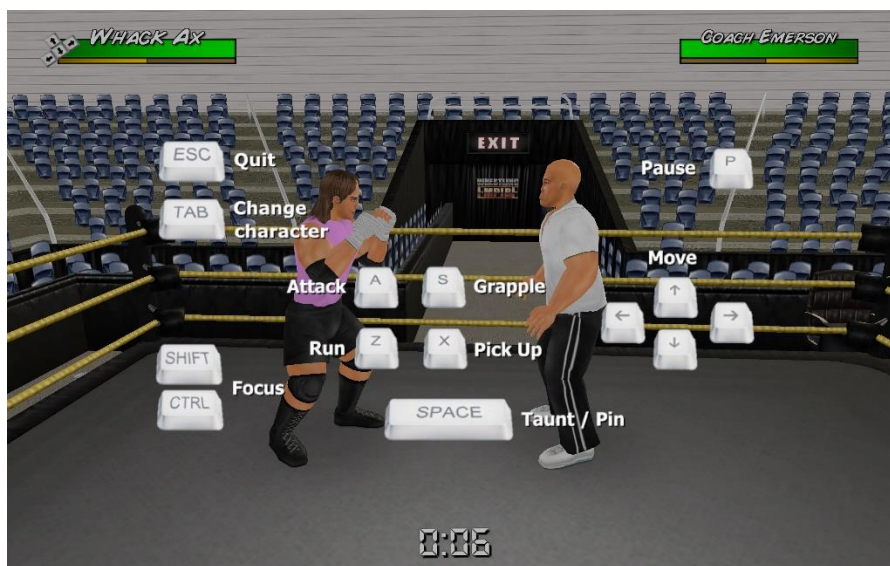
○○● = Pick-Up / Drop (with a direction to throw)

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!

Most Successful Careers:		
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.

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