

Wrestling Revolution 3D

The game features an interactive “Training” process that you are advised to play through, but the basic controls are as follows:



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 / Camera options

ESC = Quit / Skip

F = Slow motion (good for screen grabbing!)

Controllers

* The game may detect any compatible controllers, which should work as follows assuming they have an Xbox style layout:

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

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

Y = Grapple

A = Run (without a direction to charge ahead)

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

RIGHT STICK = Taunt / Pin / Referee duties / Move name slot

SHOULDER BUTTONS = Switch focus

SHOULDER TRIGGERS = Control different character (where possible)

START = Pause / Camera options

BACK = Quit / Skip

Multiplayer

The presence of a keyboard and a controller makes multiplayer possible via the "Controls" option. In these instances, P1 will start as the lead character on keys and P2 will automatically be assigned another character based on whether you chose “Versus” or “Co-op”. They can then assume control of the preferred one by using the TAB key, pressing the shoulder triggers, or clicking on the corresponding health meter.

Menus

Although the game itself can be played with keys, there may be many instances where the menus can only be accessed by mouse clicks:

- Click either side of a value or box to browse its contents left or right.
- Click the back arrow or press ESC to exit any screen or skip any process.
- When a response is required in a conversation, click on your chosen line of text.
- Double-click on a character slot to select them (click once to preview their stats).
- Click and hold over a character slot to pick it up and move it.
- Hold down the mouse button and move to scroll through the rest of the calendar or roster, etc.
- Click the name of a match in setup screens to randomly generate a new one.

Combinations

- Press ATTACK and RUN together to launch a powerful attack.
- Hold RUN while carrying furniture to avoid turning with it.
- Press ATTACK or GRAPPLE while up high, standing on the apron, or running towards the ropes to launch a flying attack or move (if "Agility" permits).

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 moveset.
- Use the SWITCH 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).

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

Reversals are somewhat random, based on the "Skill" levels or size difference of the people involved. Input of any kind signals your struggle to get free, but please note that it is impossible to guarantee an escape or counter. Pressing the GRAPPLE command during an incoming attack makes it more likely that it will be parried or countered.

Editing

You can make the world your own by changing every character on every roster. To help preserve your hard work, this game also features "backup" and "restore" options. Feel free to use those without ever losing the "default" universe that is always on standby. You can also "generate" an entirely fictitious universe full of characters that you've never seen before! Whatever you do, bear in mind that both the wrestling AND booking careers will be affected by these changes. Each mode shares the same universe and tries to keep them consistent wherever possible.

Keyboard Shortcuts

Keyboard users have a handful of other shortcuts at their disposal at the character selection screen:

W = Set as World Champion.

I = Set as Inter Champion.

T / Y = Set as either Tag Champion.

B = Set as booker.

1 = Copy character data.

2 = Paste character data.

C = Generate new character.

P = Test match with character.



Rosters

When you click on a company's logo, you will be taken to a grid full of the names they have on their books. You can scroll past the first 18 by clicking and dragging the mouse. Clicking a slot ONCE will highlight it for you to view their credentials, whereas DOUBLE clicking will proceed to select them for whatever purpose you are there for. If you HOLD over the same slot for a moment, you will notice that they become unplugged and can be moved over any other slot to swap places. If you drop them over the company logo you may even be able to instantly trade them to a different brand! Notice that if you click the logo from here you can also leave to access another roster.



Costumes

When you do access a character to edit them, you will notice that they have 3 distinct costumes - one for wrestling, a 2nd for backstage meetings, and a 3rd for refereeing. The head and body shape must be consistent across all 3, but everything else can be changed. This revamped editor makes a distinction between flesh and the material above, which can be fiddly at first but is the key to getting so many possibilities out of each costume. Best practice is to set up the materials you want first with NO flesh and THEN add the flesh parts afterwards.

You can change the colour of any material using the sliders - although you may have to deliberately change that body part again to remind the editor which part you want to apply colour to. This can also be achieved by touching the specific part of the 3D model as a shortcut to that section. Notice that holding over the model also lets you see the results from any angle.

For your convenience, changes tend to be automatically copied from top to bottom or right to left. If you want to make asymmetrical designs (such as one elbow pad), it is best to configure the right first and then make the left arm different, etc.



Casting

When setting up your own matches, the first thing to consider is who you want to include. If you TAP a name you can replace them with anybody else on the roster who hasn't already been cast. If you HOLD over a name you can move them over another to swap places. Tapping the match type will randomly generate a new match for you, which is handy for getting ideas in booking mode! However, you may still want to fine tune the rules with the other options (see below).



Scripting

You can also assign a "promo" for your cast to act out, which may serve the very real purpose of creating rivalries, forming alliances, or switching allegiance. The basic categories are "Announcements", "Championships", "Relationships", and "Arguments" - within which dozens of specific scripts can be more easily found. The red description also helps you understand how it will be used, giving you the chance to swap the actors around if they're misplaced. The person criticizing somebody else will generally turn themselves "Heel" and their victim "Face". Not all scripting is about promos, though, as you can also arrange for up to 3 specific wrestlers to interfere in a match at a specific time. Otherwise interferences occur unpredictably.



Rules

In exhibitions or booking matches, you can fine tune every little rule that makes a match unique. Note that "rewards" may not be possible in exhibitions that are not supposed to have consequences. The rest of the options are as follows:

Formats

"Intervals" = After the first 2, wrestlers enter the match at timed intervals

"Individuals" = Every wrestler fights for himself

"Teams" = The wrestlers are divided into 2 teams who all compete at the same time

"Tag Teams" = Teams where only one wrestler can fight at a time and must tag in others

Rules

"Hardcore" = No disqualifications or rope breaks, and falls count anywhere in the arena

"Normal" = No disqualifications, but falls only count in the ring and rope breaks are enforced

"Strict" = As above, but weapon use results in disqualification

Aims

"First Fall Wins" = First wrestler to score a fall wins

"Best Of Three" = First wrestler to score 2 falls wins

"Ironman" = Wrestler with the most falls in the time limit wins

"Last Fall Wins" = Last wrestler to score a fall before the final bell wins

"Elimination" = Last wrestler to survive wins

Stipulations

"Pins" = A fall is scored when one wrestler pins another for the count of 3.

"Submissions" = A fall is scored when one wrestler makes another submit with a hold.

"Blood" = Elimination occurs when a wrestler's face is found to be bleeding heavily.

"Count-Out's" = Determine how leaving the ring is punished (if at all) - from a 10-count to instant elimination (or victory in the case of cage escapes).

"Knock-Out's" = Wrestlers can be eliminated if they are either found to be down with no health or cannot get back to their feet by a 10-count.



Arena

The stipulations of a match can also be expanded upon by how you set up the arena. You can choose to have a ring of any shape or size (or none at all!) in a venue of your choice. You can then fine tune every little detail of that ring - from the ropes and posts (if any) to the apron and canvas. You can also place different types of cage around any ring. The formula at the bottom allows you to specify exactly how many props you want, of what kind, and where. Notice that you may have to pay for all of these changes in booking mode, so think carefully about what you're investing in.



Promotions

The "Wrestling MPire" is a global network of 9 talent pools - 7 of which are major promotions. Your career begins in the least glamorous of these, the "Wrestling School", where you must toil against your fellow students with no reward but the opportunity to improve and get scouted. Every win you deliver brings you closer to getting a contract offer from one of the major organizations. As tempting as it is, you are advised to bide your time when choosing your first job. Almost all of the organizations like to tie you down with long term contracts and rock bottom pay. With a little improvement you can rise above "slave labour" and command a salary that will actually produce an income! Another important reason to be patient is that all of the promotions are completely unique, and some may suit your ambitions better than others:

Federation Online is a small but controversial organization that thrives on pushing back the boundaries of wrestling. Extremely violent matches and outrageous characters are commonplace here. However, what the show lacks in respectability it makes up for with a relaxed working environment - where most employees are given the freedom to develop their own gimmicks...

All American Wrestling is the most successful wrestling show in the world, and takes great pride in its hard earned reputation. It boasts the largest roster and is filled with the biggest names - all of whom have come to find their fortune.

United Kingdom Wrestling is one of the less popular brands, where wrestlers enjoy a slightly more relaxed working environment on their way to bigger things. What the roster lacks in sparkle, it tends to make up for in passion...

Rising Sun Puroresu is a highly respected Japanese promotion that boasts the most talented workers in the wrestling world. Competition is fierce, but much can be learned from the skills on

display.

Maple Leaf Grappling is an old-fashioned Canadian organization, which prides itself on delivering the highest standard of wrestling in North America.

Super Lucha Libre is a high-flying Mexican outfit, which favours the more energetic wrestlers. The competition isn't exactly terrifying, but the fast-paced style can take its toll on sluggish athletes.

Strong Style Wrestling is a shoot-fighting league, where the toughest wrestlers in the business pride themselves on proving that they can fight for real. Most of these matches are a fight to the knock-out inside an octagon cage.

Wrestling School is where young kids and old veterans hone their skills in an attempt to get signed to a major promotion. Any wrestler who is fired will end up here.

Hollywood is where some of the more famous wrestlers have moved onto to more lucrative opportunities elsewhere in the world of entertainment. They earn a lot to work a relaxed schedule for the cameras.

You must keep a close eye on the developments of each promotion, because they evolve as surely as you do. Their popularity, reputation, and rosters fluctuate from one week to the next. Their business philosophy may also change, influencing what kind of deals they will offer.



Contract Negotiations

When the time comes for contract negotiations, the booker will present you with their proposal and you may then make any changes you'd like before submitting it back. Naturally, if they don't appreciate your demands they may ask you to reconsider - but their patience is limited and will eventually result in the termination of the meeting. This battle of wills can be a game in itself! The 2 main factors to consider are the payment and the contract length. Most bookers want you hooked in for as long as possible, so that they get their money's worth from you. If you don't want to make such a commitment, you must expect to receive a lower salary. Inversely, if you propose a longer contract you are within your rights to expect a pay increase. For most wrestlers, all the money in the world isn't worth a long contract - because the freedom to jump ship can be priceless.

The salary is much less flexible than the contract length. Far from a matter of taste, the amount you earn reflects how valuable or experienced you are. In the cynical world of show business, it's important to note that talent plays second fiddle to popularity. Until you make a name for yourself - which can take a very long time - bookers will be reluctant to treat you well. This is especially true of students, who can only expect to make the minimum wage for their first job. On the other end of the scale, it's possible to negotiate an exceptionally high salary if you become an indispensable part of the company - such as a title holder. Even rival promotions will be willing to pay more for a decorated wrestler.

You always have the option to negotiate your payment as an "Advance" rather than (or in addition to) a salary. By taking a pay cut on a weekly basis, you are entitled to make up the loss in one lump sum. As a rule, it's hard to negotiate (or even calculate) your full worth in such terms - but it does make

many wrestlers feel better off in the short term. However, those that can't be trusted to manage their finances are strongly advised to accept being drip-fed a weekly wage!

Small Print

The most life-altering parts of the contract may be the 3 clauses that the booker would love you to miss. The first, and most pertinent, is the level of creative control that you're entitled to. You may do as you like on the independent circuit, but once you're employed you become the property of the promotion! Unless you negotiate creative control, you'll have to go along with every hare-brained scheme that the booker comes up with - from what you should be doing to how you should look when you're doing it. This is the ultimate case of "paying your dues", but once you've become a major player in the company you should be trusted to guide your own career.

The second clause refers to your performance in the ring. Bookers like to implement a system whereby you only get paid when you win. This keeps their young wrestlers hungry for victory and keen to improve. It also means that they can usually cut their wages bill in half! If you feel what you do is of sufficient value to get paid no matter what then you should fight for a better deal. Even if you're not talented enough to warrant unconditional pay, you can always "buy" that privilege by offering to work for less money in general.

The final clause deals with your health cover. Wrestlers can expect to be injured with alarming regularity, but this time out of the ring could go unpaid if you fail to negotiate a decent health policy. Naturally, bookers are reluctant to be so generous - not least because they want to encourage a safe wrestling environment! Once you've proven yourself to be such a wrestler, however, they should feel obliged to take care of you. Reckless wrestlers, on the other hand, will seldom earn that privilege.

Once a contract is confirmed, you are tied to that company for the agreed number of weeks. It's not set in stone though. Bookers may have second thoughts along the way and ask you to reconsider the contract (or terminate it altogether). They cannot do so without your consent, but if the unhappiness is mutual then you may appreciate the excuse to leave! Your contract can also be bought out by rival promotions (although these offers are much rarer than those you would get as a free agent). The most natural way for a job to end is when the contract has expired and you're talking to the booker about a renewal. If a new contract cannot be agreed upon then you will be released back to the independent circuit, where you can bide your time for something better.



Financial Report	
4th week of November 2014	
EVENT: TV Taping	
ATTENDANCE:	6,272 x \$12
REVENUE:	\$75,264
WAGES:	\$96,900
GUARANTEES:	\$0
MEDICAL:	\$16,660
PRODUCTION:	\$5,610
PROFIT:	\$-43,906
BALANCE:	\$184,094

Finances

Whether you like it or not, money is of the utmost importance to the career of a professional wrestler. For a start, life isn't free! If you're 18 years of age or older, you're responsible for "lifestyle costs" - which is a simplified summary of the money you need to get by each week. Regardless of your situation, your living costs have a minimum of \$100 - which means you may find yourself struggling to get by in the early days of your career. Don't think life gets any easier when you make it big though, because your standard of living increases with your income! When you're making thousands of dollars each week, you suddenly crave better food, better hotels, and better transport, etc. As a general rule, 5% of all the money you own (or are capable of earning) is frittered away on your lifestyle.

Other costs include the amount of money you spend on your wrestling exploits. If you have access to your image, for instance, you'll be charged for any adjustments you make - ranging from music and lighting to various costume choices. These aesthetic changes normally constitute a one-off fee -

except for weapons, which must be paid for every time they're used (that'll teach you to throw it into the crowd!). Behind the scenes of a wrestling show, there are countless other ways to subsidize your income - and spend it. Over the course of a year, you will occasionally find yourself talking business with the booker or your fellow wrestlers. Any money exchanged at these junctures will be considered "under the table" and may not show up in your financial report.

Getting into debt is a worrying experience and must be avoided at all costs - especially if you're facing unemployment. While you're employed by one of the 6 major promotions, you can scrape by in minus figures on the assumption that you'll return to your feet. In school, however, there's no such safety net. Tuition eats into your income - it doesn't support it! Once all the money's gone and you've got no source of income, that's the end of your wrestling career and time to get a real job.



Attributes

When all is said and done, it's your body that brings in the money - and it's a complex cocktail of statistics. In terms of success, the most important factor is your "Popularity". This goes up with each win and down with each loss (depending on the circumstances of the contest). However, quite how far it goes up depends on the promotion you're working for. Each promotion has a "glass ceiling", whereby your popularity cannot far exceed that of the company. You simply cannot achieve - or even maintain - worldwide fame unless you're working for the premier organization. Don't ask what you can do for your promotion, ask what your promotion can do for YOU!

The remaining statistics are more physical than emotional:

STRENGTH indicates a wrestler's ability to inflict damage and perform power moves.

SKILL determines how likely you are to execute or counter moves successfully.

AGILITY governs how fast your movements are and how far you can jump.

STAMINA indicates how quickly a wrestler recovers health during a match (and after each week).

TOUGHNESS is how fazed a wrestler is by blows and how likely they are to submit or be injured.

Training

All of the above fluctuate throughout your career, and can of course be honed in the gym. You can choose to sacrifice 25% of your health to a specific course of training. You then have a limited amount of time to make it as productive as possible by reaching up to 3 levels of progress - which directly affects how many points the statistic improves by (if at all). You can either choose to participate in the process or let the CPU do it for you automatically.

In addition to specific training, you can also spend your time and energy going through the motions in a "sparring" session. Not only is this an ideal environment in which to practice and get used to your character's moves, but it's also an effective way of improving your overall skills. After each short session, several of your attributes may have improved.

Whichever method you choose, training is only applicable for younger wrestlers that have yet to reach their "physical peak". Around the age of 40, a wrestler's body stops responding to exercise and must make the most of what it's got. Even at the beginning of your career, you do not have the power to perfect your own attributes. You must assign a limited number of points to create your ideal starting point, and then gradually sculpt them into the character you want them to be.

Personality

Behind those physical attributes, there are a couple of mental statistics that indicate your personality. Your "Attitude" and "Happiness" are a subconscious record of your experiences and how you've responded to them. Although they tend to fluctuate alongside your successes and failures, they are more acutely tested by your choices in meetings. Regularly choosing the most dishonourable or controversial course of action will deteriorate your attitude at a rapid rate - whereas consistently

choosing the honourable path will restore it. That may be of no consequence in the ring, but it can very easily affect your opportunities backstage - and even those with future employers. Likewise, your happiness deteriorates every time you agree to a humiliating course of action and improves every time you look out for yourself.

Relationships

As your skills evolve so too does your relationship with the people around you. There are countless ways to make enemies inside the ring, but there are also friends to be made backstage. Every now and then somebody will extend the hand of friendship (however questionable their motives) and it's up to you to shake it. Doing so will give you a useful ally both in and out of the ring. More importantly it opens the door for a career on the Tag Team circuit. If news of your relationship reaches the booker then he might very well propose that you give team play a try! Assuming you have the power to do so, you can even form a team yourself by approaching the other wrestlers in your locker room. Committing to a team isn't taken lightly though, so don't be surprised to hear a lot of objections from even the greatest of friends.

Managers

Similarly, it's also possible to hire a manager of your choosing. For an agreed percentage of your weekly earnings (with a minimum of \$100), you can arrange to have a helping hand at ringside for your matches. They also assist you backstage by attending training sessions (where you should notice a definite improvement in your performances) or setting up business meetings for you. However, as with recruiting tag team partners, there are very few occasions when someone would agree to play second fiddle to another wrestler. Until you're significantly more successful than the character in question, you may find it hard to convince them to join your entourage.

Faces vs Heels

The most significant factor in relationships is your "allegiance". Wrestlers fall into one of 2 categories: Faces (good guys) and Heels (bad guys). You will often have the chance to change your stance by either accepting the booker's advice or by forming friendships with other wrestlers. Your allegiance is no empty gesture either. Heels are jeered mercilessly by the crowd, whereas Faces enjoy the cheers. It's important to note that such reactions are not always indicative of "Popularity". A wrestler's job is to elicit the biggest response from the crowd - be it positive or negative. Even the most evil of characters can still be the star of the show! The most important aspect to allegiance is that bookers see the Face-Heel divide as an ongoing war. Faces are primarily booked to fight Heels and vice versa, so your stance decides which side of the roster you compete against and which one you socialize with.

Shows

A wrestler's schedule consists of a TV taping each week - building to a spectacular "pay-per-view" event at the end of the month. On these rare nights, wrestlers are expected to pull out all the stops to entertain the biggest audiences of the year. PPVs draw in the crowds like no other show, and the boosted revenue brings with it a cash bonus for the wrestlers. There are even rarer shows though, which bring in even bigger audiences. Charity events, memorial shows, and inter-promotional showdowns may all occur throughout the year and unite the industry for one special night. What makes these events even more interesting is that they often pit wrestlers from different companies against each other.



Match Ratings

The key ingredients to a "good" match are as follows:

- The **Popularity** of the wrestlers involved determines how much the fans will care about their actions. It affects their overall enthusiasm for the match, as well as how much they will "pop" for key moments (such as a near fall). In some instances, it is **Strength** that determines how entertaining an attack is, etc. So generally a character with all the tools is more likely to make positive contributions.
- The **purple vial** indicates whether there is a Face-Heel "chemistry" between a good guy and a bad guy. Without this, the match may lack meaning (although especially popular or talented wrestlers can overcome it). Wrestlers who are friends in real life may also have automatic chemistry.
- The **green scales** indicate whether the match is evenly "balanced" or not. Fans will quickly lose interest if one person dominates and they are not convinced that anybody could win at any moment. It is important to keep an eye on the health meters and make sure there is some back-and-forth.
- The **clock** grows increasingly solid, indicating that the match may be running too long. The fans have a limited attention span depending on the scale of the match. It is not impossible to make gains after boredom has set in, but it's certainly harder. Note that the last minute of a match ceases to be boring! Long-sighted bookers can use this for exciting time limit draws.
- The **skull & crossbones** indicates that the match is relying too much on extreme violence. Fans can become desensitized to this after a while and it will lose its impact. The damage is not permanent though, and faith can be restored if you lay off the weapons.
- A **flame** around the rating indicates that there is an established rivalry that the fans are getting a kick out of seeing. This enhances their enthusiasm for the match - as well as providing pre-match "hype" (a better starting score). You can use scripted **promos** to create rivalries if they do not happen naturally.
- Putting a **championship** on the line (or some other consequence) has a similar effect to a feud, in that it automatically increases enthusiasm for the match and makes it mean more. You can either interpret this as a way of making boring wrestlers entertaining or as a way of maximizing the potential of a deserving champion.

EXIT			
4TH WEEK OF NOVEMBER 2014			
SUPER JUNIOR CHAMPIONSHIP NICO MORON VS THUNDER TIGER			
SUMORAI VS KOITA KEEP MYNAM		TEAM LAST LAUGH ENGINE AND FORKER VS SUZURI AND MYNAM	
RYO HAMMA VS MASTER CHROME	6 SIDED SAM HANDSOME VS KILLER KARADO	MULTIPLE BODIES PERMITTED MATCH NICO MORON VS TANNED HEIHACHI	
WEP CHAMPIONSHIP MACHINE MURRI VS MUTOX	6 SIDED BUTTER MONK VS ETHAN ASIA	6 SIDED OF 315LB ULTRA BULL VS MACHINE MURRI	SUBMIT

Card Ratings

The overall score for a show is the average of all the matches on the card. Albeit the **Main Event** and **Semi Mains** are more significant than the **Mid Card** or **Under Card** segments, so it is important to position entertaining matches where they will have most impact and end on a high. The overall score is slightly more generous than the rating for a single match, as it is not expected that every match on the card will be a classic. A 5-star show might very well be one full of 4-star matches! Note that TV

tapings only have 6 segments to fill, whereas Pay-Per-View events could have as many as 9. It is up to you whether you submit a complete card of matches or not, but note that the show will be judged as if it did consist of at least 6 segments (with missing ones scoring zero). This overall score influences the popularity of your brand and where it sits in the TV ratings, which in turn influences how high attendances will be next time.



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Promotion Finances

This game features a somewhat simplified economy, where promotions earn money from the live attendance which then they use to pay off various expenses. The price of a ticket fluctuates over time, so no matter how popular the promotion is you may experience lean years as well as affluent ones. Unless a wrestler is favoured enough to receive "guaranteed" money or health insurance, you only have to pay the ones you use - so it's important to pay attention to their price tags and how many of them you involve. You may also have "production" costs from the props and arena changes required for each match. Revenue tends to be up to 25% higher for Pay-Per-View events, so it's best to save your more expensive ideas for those.



Wrestler Attributes

When choosing which wrestlers to use, you may want to consider the following stats:

- **Popularity** is how "over" the character is (note that it is possible for a bad guy to be "over" without actually being well liked). As a champion, this affects how many people they might draw to a show. In the ring, it determines how entertaining their actions are. More popular wrestlers are also more likely to have miraculous comebacks, making it harder for them to be pinned.
- **Strength** determines how powerful their attacks are (and therefore how entertaining those attacks are). Such moves may also require this quality to be performed without error.
- **Skill** indicates how likely they are to counter a move or perform one of their own without error.
- **Agility** determines how fast they move and how far they can fly from a height. Such moves may also require this quality to be performed without error.
- **Stamina** determines how quickly their health recovers - both in the ring and outside of it. An unfit wrestler will not be able to perform at their best week after week.
- **Toughness** refers to their ability to absorb punishment - such as how many shots they can take before falling down, and how quickly they can retaliate with an attack of their own. It also suggests how likely they are to submit, bleed, or get injured.
- **Attitude** is how co-operative the individual is or how likely they are to cause trouble.
- **Happiness** is literally how satisfied the person is with their current situation. This is not irrelevant because unhappy employees can also become unco-operative and unlikely to stay with the company.



Training

If you would like to improve the attributes of any wrestler in your camp, you have several options:

- Clicking **[Attributes]** in their profile will take you to an interactive training session where you can tap the screen to score gains in a particular area. Alternatively, you could wrestle a little "sparring" match and get miscellaneous gains that way.

- If you click a particular stat meter on the character's profile it will be highlighted **BLUE** - and this instructs them to train that area whenever they have enough health to do so. This will automatically give you small gains each week without your involvement.



Getting Over

Popularity is the one attribute that is harder to manipulate because it reflects what takes place in the ring. Every time a wrestler wins he becomes more popular, and every time he loses he becomes less so. By considering this, you can 'push' wrestlers to become big stars. Simply orchestrate his performances so that he wins repeatedly and he will 'get over' with the fans eventually. The catch is that wrestlers get pushed at the expense of others. For someone to win all the time, several other performers have to lose just as frequently - and their value declines when they do so. The victims of these situations are called 'jobbers' - wrestlers whose sole purpose is to make others look better. As a booker, you must always be thinking about who you want to push and who you want to bury. There's very little middle ground, because a wrestler who wins and loses in equal measure can't make progress in either direction.

How much a wrestler's Popularity increases or decreases depends on the circumstances of their various wins/losses. If a wrestler obliterates an opponent with ease then they will be seen as a force to be reckoned with. On the other hand, the wrestler that is so easily obliterated will be seen as a joke. A similar tactic is to consider how popular the wrestlers are. If a well-respected wrestler loses to an underdog then the underdog will receive a bonus, and vice versa. By letting a lowly wrestler score victories over big names he can become more respected. Other impressive circumstances include winning against the odds (such as with an injury), and outlasting numerous opponents. The winner of a big 10-man brawl, for instance, is considered to be the best of those 10 men and deserves more respect. One other thing to consider about who wins and loses in big matches is that the wrestler that 'takes the fall' will be seen as the worst man in the match and will be disrespected accordingly. Big matches can be used to get multiple people over, however, as there are also points to be scored for surviving to the end or eliminating the most people.

In this context, championships are very real honours and are perhaps the surest way of getting somebody over. Putting a title on the line makes matches more interesting and the consequences of winning more significant, so they can either be used to elevate weaker talent or fulfill the potential of

deserving candidates. Holding the title is a big responsibility, however, as the face of the company is 50% responsible for attendances.

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 may want to join the debate on social media where any curious questions will be answered by myself or other players:

www.facebook.com/MDickieFans

www.twitter.com/MDickieDotcom

www.youtube.com/MDickieDotcom