



**The game of Professional Wrestling and Sports Entertainment
Simulation.**

**Created by Mark Vander Zanden
Artwork by Jason Bennett**

I. Introduction

Hello once more Brainbuster fanatics!

Can you believe that we are releasing our SEVENTH set? This set goes back to focus on a particular region in wrestling history. But the region is possibly one of the most famous of all time. It was during an era that would change the face of pro wrestling from that point on. This region actually became nationwide as we look at the territory that would eventually dominate the American version of the industry for the next twenty plus years.

Everyone knows the story by now so I am not going to go into detail about that. Instead I will talk about the great set of wrestlers you have at your disposal. Once again the set features Legendary Dice, so keep an eye out on that.

This set also represents only the first half of the 1980s (roughly 1980-1984) and there will be a sequel coming out to represent the second half of the decade.

I sincerely hope you find this set to be as much fun to play as I had to create it. The wrestlers speak for themselves...who doesn't remember turning on your television on Saturday mornings and getting your wrestling fix?

Sincerely,
Mark Vander Zanden
Head Freak, Freakshow Games

PS, stop in and check us out online at:
<http://games.groups.yahoo.com/group/Brainbusterwrestling/> to see what is coming up on tap for Brainbuster as well as to get some free wrestlers, rules and other goodies!

II. The Basics

Okay, if you are like most people I know, you have already skimmed through the cards and charts and are now interested in kicking the tires and taking the game for a test drive. All you need for that is to grab some cards and the charts, some scratch paper and a bunch of dice. This game uses six different types of dice: D4, D6, D8, D10, D12 and D20. You can find these at just about any game and hobby shop.

Playing the game is a snap. We are going to run through a basic game here, and later on we will discuss some of the optional rules to get just a little bit more out of your game.

For your sample game, grab two wrestler cards. It doesn't matter which two you grab at this time. You will notice a number of things on the card. On top is the name of the set followed by the name of the wrestler. Beneath that is the Wrestler Die. This will be a D followed by a 4, 6, 8, 10 or 12. The higher the number, the better the wrestler is overall. Beneath that are a series of modifiers labeled Win, Specialty and Lose. We will ignore the Specialty for now. The rest of the card is for the advanced rules to flesh things out a bit more and they will be discussed later.

Once you have two wrestlers picked out, lay them out in front of you side by side. Look at each wrestler's Wrestler Die and find a corresponding die to roll. In other words if the number says D6, then find one of your six sided dice. If it says D10, you will need to grab a ten-sider. Roll the two dice (if they are the same type you may want to grab two different colors so you can tell them apart). Determine which die is higher. This tells you which wrestler is winning the round. In order to go for a win, you roll a D20 and if the die roll is equal or lower than the die roll, then he won the match. If it is above that number then the match continues. This is called making a Victory Roll.

If the two dice are even, roll a D20 and on a 1 or 2 the match ends in a draw either by double countout, double pin or double disqualification. Consult the draw chart to determine what happened.

Draw Chart

Die Roll (D6)	Result
1-3	Double Countout
4-5	Double Disqualification
6	Double Pin

When you roll equal or lower than the difference on a D20 the match ends. To determine how the victory was made, roll a D4 for countouts, D6 for disqualifications and D12 for pinfalls and submissions. Whichever die is highest shows which way the match ends. These dice are then modified by the wrestler's offensive and defensive modifiers.

To do this, you simply add the winner's Win Modifiers and the loser's Lose Modifiers to the dice. If two or more dice end up tied, the higher die size will win out. This gives a slight edge to pins and submissions.

Simply put that is the basic part of the game. There are a number of optional rules that you can choose to use if you want to but you are not obligated to.

III. Optional Rules

Fast Play Mode

For quicker match play, there is an alternative. Whenever you roll the D20 for a victory and fail, give yourself a token. For each additional attempt at a Victory Roll, subtract a number from the die roll equal to the number of tokens you have. This style of play will result in faster matches and less upsets. It works well with modern televised wrestling which have shorter matches in general.

Advanced Play Mode

Another way of making the matches a bit more balanced and interesting is the Advanced Play Mode which makes modifiers to all victory rolls based upon the skill level of the wrestlers involved. In order to use this mode you need to add the Wrestler Die numbers of the two grapplers together and look on the chart to determine what Victory Roll modifier to use.

Dice Total	Victory Roll Modifier
8	+5
10	+4
12	+3
14	+2
16	+1
18	0
20	-1
22	-2
24	-3

This will give you a minimum of a 6 or less for a victory amongst the D4 wrestlers and no more than an 8 or less for the top wrestlers in the federation. It makes for fewer time limit draws on the lower levels and a bit longer matches for your main events.

Raised Die Levels

Sometimes when a couple of D4 or even D6 wrestlers are facing each other it often ends up being a rather boring time limit draw. To circumvent this problem, whenever the die levels of wrestlers are even you can bump them up to the next die level. In other words for that match only you can make two D4 wrestlers use D6 for their wrestling dice. This will make the matches a bit more interesting. I would not go above one die level as this could affect the outcome of the match more severely as the wrestler's modifiers would change the balance of the wrestlers.

Style Charts And Finishers

If you are not happy just simply knowing that a wrestler won by pinfall, you can optionally use the Style Charts And Finishers. Look on the wrestler's card and you will see some styles listed in *italics* just beneath his Modifiers. Choose one of the styles (there is usually more than one) and roll one D20. This will either give you a move or list either FINISHER 1 or FINISHER 2. If it is a move, that is simply the move that was used to win the match. If it is one of the finishers, consult your wrestler card to determine which one was used.

DQ Chart

Whenever one wrestler wins a match by disqualification (DQ), roll on the DQ Chart to determine why the other wrestler was disqualified. This will add flavor to the game and gives you good ideas to start feuds and build storylines.

Referee Charts

If you would like to use referees of varying styles and ethics, you can roll on the Referee Chart to determine how he will react in the ring. You just then add any modifiers as they come up. Will the referee call it right down the middle, or are you going to have to put him in place?

Grudge Matches

You can use this optional rule any time you have a couple of wrestlers (or tag team) that are scheduled to meet in some sort of specialty match to settle a grudge. Roll the wrestler's dice ratings as usual, but add their Grudge Rating to all their dice rolls. Keep in mind that most (but not all) specialty matches do not end in countouts or disqualifications. In matches such as those, you would not bother to roll countout or disqualification dice.

Tag Team Matches

For tag team matches you pick two wrestlers to start in the ring. You then use the Wrestler Dice of the wrestlers in the ring. You proceed with a normal match and any time that there appears to be a victory, you must roll equal or less than the victory roll + the man out's Tag Team Rating. In other words if a wrestler was pinned with a roll of 4 and the man out has a Tag Team Rating of +1, you must roll a 5 or less on a D20 to make a save and keep the match alive. Anything else would result in a pin.

While playing a tag team match it is best if you switch the wrestlers in the ring and "tag out" to the wrestlers on the apron. You can do this at any time, even if the other team won the previous round.

Battle Royals

To run a battle royal, simply take your stack of wrestler cards and shuffle them up grabbing two at random. Roll their wrestler dice and add their Battle Royal ratings. Now roll D20 and see what happens on the Battle Royal Chart. Continue to do this until only one wrestler is left. For rumble and gauntlet style battle royals with wrestlers entering the ring at scheduled intervals, add a new wrestler into the deck of cards each time before you shuffle.

Multi-Wrestler Matches

If you want to book a match between three or more wrestlers, you have two options. There are two different ways for a multiple-wrestler match to be booked. If wrestlers must tag in, just use two wrestlers and treat it as a tag match with the wrestlers out being able to tag in at any time and make tag saves just like a regular tag team match. If all the wrestlers are competing at the same time, roll all their dice

and compare. The highest roll gets a victory roll against the lowest die roller. The other wrestler(s) can make save rolls with a bonus of +2 to break up any pin attempts. The +2 is to take in account that the wrestlers are already in the ring and don't have to get through the ropes to make the save. If two wrestlers end up tied for the highest total, there is no pin attempt as they fight each other trying to make the pin. If two wrestlers end up tied for the lowest total, a pin can be made against BOTH wrestlers. Choose one as your first attempt, if that fails you get to go for a victory against the second wrestler but it is at a -3 due to the extra time he has to recuperate.

If you are booking an elimination match, you can dispense with the wrestler's making save attempts. Also, when doing elimination matches if two wrestlers are tied for the high roll, they both are pinning the losing wrestler and you add +3 to all pin attempts in this circumstance as they "pile on" the hapless wrestler.

Champions Modifiers

Back in the early days of wrestling it was not uncommon for champions to keep their title for years at a time. To make it harder for a challenger to win the title from the champion, add a modifier to the champion's die roll. Anywhere from +1 to +4 would greatly help the champion retain their title. Alternatively, you can give them a higher Wrestler Die as long as they are champion. Of course if they are already a D12 wrestler, that won't work (but you could always drop their opponent a die level instead).

Federation Modifiers

If you don't like the number of countouts, disqualifications (or pins and submissions for that matter) that are occurring in your federation, simply change the type of dice that you roll. Don't want so many dq's; roll a D4 instead of a D6. Do you want more countouts; make it a D6 or D8. If you want to run a promotion in the past that maybe had no disqualifications at all, just don't use them. The choice is yours to experiment until you find the right mix.

Wrestler Rankings

When it comes time to compile your promotion's rankings, it is a simple matter. Give each wrestler a number of ratings points equal to the wrestler die of each opponent they defeated during the ratings period. For example if a D6 wrestler pinned a D10 wrestler, they would get 10 points. The D10 wrestler would get 0 points. Do this for every match and then at the end of the period simply total up the points and rank your wrestlers from most points to fewest points.

Men Fighting Women

On occasion (particularly in later years) professional wrestling has seen a number of men vs. women matches. If you want to recreate those types of matches, you will need to make some adjustments to balance out the wrestler cards a bit. You should give the male wrestler a +2 on all their Wrestler Dice rolls and a -1 on all the female wrestler's Wrestler Dice rolls. This will give you a more realistic result in the ring.

Handicap Matches

There are two different options when running handicap matches. You can run things as a tag team match with only one person per side in the ring at a time, in which you use tag ratings and team saves just as in a tag team match. If one side has only one wrestler obviously he would not be able to tag out. Alternately, in Texas tornado style matches, you add up all the Wrestler Dice on each side and play out the game in that manner. It is up to you to decide whether or not to allow saves when using this format.

Legendary Status

You will notice that in some sets a wrestler's Wrestler Die may include a number or multiple dice. Some designations may be D12 +2 or D6 + D8. In cases such as these, you would roll the dice and add any bonus if applicable and use this total as their die roll. These situations are not common and are left for the very elite of pro wrestling.

Other Information

Keep in mind that since these are all optional rules, they can be changed and modified to fit your style. This game is created with that exact thought in mind. If there are any rules you don't like, don't use them. Or if you prefer, you can tailor them to your own tastes.

IV. Credits

Brainbuster was created by Mark Vander Zanden. Play testing, ideas and online help by Dave Barton and Rick Teverbaugh. Proofreading by Carrie Vander Zanden. Artwork by Jason Bennett.

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