

BRAINBUSTER ADVANCED



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

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

I. Introduction

What you are currently reading was put together over a six month period of brainstorming and play-testing. I knew from the beginning that the Brainbuster game engine was only just the beginning. I always knew that much more can be done with it, and this project is just a portion of it.

Included within this booklet are rules to add a lot more to your Brainbuster gaming experience. You will see new optional rules for pre, post and in match events to help you with your wrestling promotion's storylines. You will also see new rules for tag teams, battle royals, specialty matches and much more. The game also comes with a set of blank wrestler cards to create your own wrestling superstars as well as a 60 card mini set called Bizarre which focuses on the weirdest and wildest gimmicks in pro wrestling history.

All the rules in this booklet are considered optional. In other words, use what you want, and ignore the rest. Or if you are feeling creative, change them around to best suit your game style. The one and only mandatory rule in Brainbuster is HAVE FUN! With that being said, I am sure you will find that this set will become an important aspect of your gaming from this point forward. Even if you use a few of the rules enclosed within, your level of fun will increase.

To coin a phrase from a famous literary pioneer, EXCELSIOR!

Sincerely,

Mark Vander Zanden
Head Freak, Freakshow Games

II. **New Goodies**

Specialty Finish Charts

Now you can schedule some exciting grudge matches in your game. There are new finish charts for Steel Cage, Falls Count Anywhere, TLC (Tables, Ladders & Chairs) and Barbed Wire matches. These charts are used in exactly the same way as the previous Finisher Charts with the key exception that a wrestler does not need to have it listed on their card to roll on the chart.

When using these charts, do not roll for disqualification or count out. Simply roll on the finish chart once the match is concluded. Also whenever you roll on these charts, use your Grudge ratings for the matches.

Match Event Charts

If you want to add a bit of wrestling chaos to your matches, you can use the Match Event Charts. Add up the wrestler's Wrestler Die ratings and roll on the Match Event Determination Chart. This will tell you if you have a Pre Match, In Match or Post Match Event, or no event at all. The charts are skewed so that the more profile matches will result in more activity while a lesser match will go on peacefully (as peacefully as wrestling gets anyway).

Keep in mind that these charts are not by any means final, as anything they are just suggestions to get your own creative juices flowing. If you do not like the result or have a better idea, go with it. The game is made to enhance your game play, not tell you what to do.

Texas Death Match

In this match there can be no count outs or disqualifications. The winning wrestler must roll on either the brawling or hardcore style finish chart even if they normally do not have that option on their card. If the match ends, roll one D20. If the roll is less than 10, then the wrestler makes it back to his feet and the match continues. If the result is 10 or more, the wrestler is too stunned to make it to his feet and the match is over. If one wrestler has either brawling or hardcore styles and the other wrestler has neither, then the wrestler with one or more styles gets a +1 bonus to their Wrestler Die every round in the match. Whenever you roll on these charts, use your Grudge ratings.

24/7 Hardcore Title

This is a title that can be challenged for 24 hours a day, 7 days a week in theory. If you incorporate the title in your promotion, roll on the 24/7 chart at the beginning of each card to see if there will be any challenges. To determine which wrestler(s) challenge for the belt you can use any method, but the most fun way to do it is to shuffle your stack of wrestlers and determine the challenge randomly. Wrestlers can even challenge more than once on a given card as long as there is a different challenger in between. A wrestler who lost the belt at the beginning of the card should always get a chance to regain the belt at the end of the card. The series of challenges can be one right after the other or spread out throughout the card, whichever you prefer.

Die Roll	Result
1-10	There are no challenges to the title today. Everyone has something else better to do.
11-13	A few sporadic challengers pop up. Roll for 1D4 challenges.
14-15	The challenge gets a bit more intense. Roll for 1D6 challenges.
16-17	A busy night for the title. Roll for 1D8 challenges.
18-19	They are coming out of the woodwork. Roll for 1D10 challenges.
20	Everybody and their grandma want a shot at the title. Roll for 1D12 challenges.

Object On A Pole Match

In this particular match, an item (title belt, billy club, barbed wire bat, etc) is hung from a pole in a neutral corner of the ring and the two wrestlers or teams must battle to retrieve the weapon, after which it can be used in the match. The match can not end until after the weapon is retrieved, but after that the match ends via pinfall or submission as usual. Consult the chart to determine whether or not the object is retrieved each round. Roll one D20 and add the difference in Wrestler Die rolls and the chart will let you know what happened. Once a wrestler has control of the weapon, his Wrestler Die is increased by one level until the match ends or he loses control of the weapon. After the weapon is retrieved, if at any time the wrestler who does NOT possess the weapon beats the wrestlers who does control the weapon by a score of double, he gains control of the weapon and his Wrestler Die is increased one level and the original wrestler's Wrestler Die goes down one level. It is entirely feasible to have the weapon change hands several times throughout the match. Whenever a wrestler competes in this type of match, they use their Grudge rating.

Strap/Chain/Bullrope Match

This specialty match is actually several matches in one. It can be used to represent bullrope, strap or chain matches. In fact it can represent any sort of match that ties the two wrestlers together and has the objective of touching all four turnbuckles while dragging their opponent around the ring. Wrestlers use their Grudge ratings and there is no disqualifications, count outs, pinfalls or submissions. The match ends when one wrestler hits the buckles in succession. Use the chart to determine success by adding the Wrestler Die difference to a D20 roll and looking at the result.

Ladder Match

This match has a title belt or contract (or some similar item) hanging above the center of the ring and the wrestlers need to compete to try to reach the item. Once the item is grabbed, the match is over. After each round, the wrestler with the highest roll gets to try to climb the ladder. Roll one D20 and add the difference between the Wrestler Die rolls and consult the chart to determine if the match is over or not. Whenever a wrestler competes in this type of match, they use their Grudge rating.

Lumberjack Match

During this match, the ring is surrounded by a bunch of wrestlers acting as lumberjacks to keep the action contained in the middle of the ring. It is run just like a standard match with just a couple of exceptions. The wrestlers use their Grudge ratings, and after the match is over, if it ends up with a disqualification or count out, then the match is a no contest as all the lumberjacks get involved in a wild brawl all over the ringside area.

Gauntlet Match

A Gauntlet Match starts as a regular rumble style battle royal with two wrestlers starting and another wrestler coming in after each round of action. The match continues just like a battle royal until you are down to two wrestlers at which point it becomes a standard match and is handled normally.

Two Ring Battle Royal

Start with the stack of wrestlers that are in the battle royal. Whenever a wrestler is eliminated from the battle royal, he goes into the second ring. After a second wrestler ends up in the second ring, you will alternate between running one round of battle for each ring until there is only one wrestler in each ring. The two wrestlers then compete against each other as in a normal battle royal until only one survives.

Tag Team Battle Royal

This is run just like a regular battle royal except for two changes. Whenever a wrestler is apparently tossed out of the ring, his partner must roll a tag save equal to 5 plus or minus his tag team rating. If the roll fails, his partner goes over the top rope. Whenever a wrestler is eliminated, his partner is also out of the contest as well. You can choose to let him get in a last shot and battle one more time before he is removed by the referees if you wish.

Last Man Standing Match

This match starts as a reverse battle royal with a bunch of wrestlers outside of the ring. Instead of eliminating a wrestler, the winner makes it into the ring. Once there are six wrestlers who have successfully entered the ring, they then battle an elimination style match until only one wrestler remains.

Survivor Series Match

This is a pretty easy match to do. The match consists of two teams of four or five (or more) wrestlers on either side. The match is elimination style until only one team remains. Once a wrestler is eliminated they are removed from ringside and the match continues.

Cibernetico

This is a popular Mexican lucha style match which features two teams of four or more (many such matches had teams of 8 or more!) who face off in an elimination style match. Wrestlers start out in a batting order and can only tag off to the person behind them in order. If a wrestler goes out of turn they can be disqualified. When one team is eliminated the wrestlers on the other team then battle it out until only one wrestler is left standing.

Tuxedo Match/Bra & Panties Match

For these matches, you must defeat your opponent twice in order to win. One represents the removal of their jacket or top, the second one represents the removal of their shorts or pants. There is no need to roll to determine how the match ended. Do not use the advanced timing rules with this type of match as they are historically very short.

Managers

Now Brainbuster has become a much more dangerous place for the baby faces as ringside managers can and will get involved in the match and potentially change things for better or worse.

To use the Manager Interference Chart, roll once every three rounds to determine if there was any interference. You should roll on the chart prior to making your usual roll in the match.

Finally, the Manager Interference Chart can also be used to represent valets, tag team partners, members of a gang or bodyguards.

Blank Wrestler Cards

This set comes with twelve blank wrestler cards so you can create your own wrestlers. You can recreate some of your favorite fictional wrestlers, make yourself a pro wrestler, bring in celebrity athletes (or actors, ughh) for special matches or bring in the new superstars instead of waiting for a new card set. It's up to you to use them as you please. New blank cards can be ordered from Freakshow Games for 50 cents a sheet.

III. Alternate Rules

Advanced Timing Rules

For a more advanced timing of matches, use these guidelines. As with all rules this is entirely optional but I think you will find more favorable results. This rule goes under the theory that the better wrestlers would make for better matches.

Total up the Wrestler Die of both competitors. For instance, if one wrestler is a D6 and the other is a D10, your number would be 16.

If the total of the Wrestler Dice is between 8 and 12, each round would still represent 1 minute.

If the total of the Wrestler Dice is between 14 and 18, each round would represent 2 minutes, except the last round. For the last round roll one D6. On a 1-3 it is worth 1 minute, on a 4-6 it is worth 2 minutes.

If the total of the wrestler Dice is 20 or over, each round would represent 3 minutes, except the last round. For the last round roll one D6. On a 1-2 it is worth 1 minute, on a 3-4 it is worth 2 minutes, on a 5-6 it is worth 3 minutes.

For tag team matches, total up all the Wrestler Dice and divide by the total pairs of wrestlers. Regular tag teams you would divide by 2, six-man tag teams you would divide by 3, etc. For elimination tag matches you would divide by one less pair to make for a longer match (i.e. six man tag teams would divide by 2, not 3).

If this results in the match going past the time limit, then the match is declared a time limit draw instead of the previous result.

One exception to this rule is that if one wrestler has a Wrestler Die Rating that is three better than the other wrestler, then this is a scrub match and it reverts back to a 1 minute per round basis.

To find the exact time of the match, you can roll a D6 and D10 together to resemble a clock. Use the D6 for the tens and the D10 for the ones. Treat any rolls of 6 on the D6 as a 0. For example if the match timer showed the match ended in nine minutes, you would roll the two extra dice. If you have a roll of 5 on the D6 and 3 on the D10 would mean that the match would end at 9:53.

Modern Finisher Rule

Since modern wrestling features a lot more matches that end with a wrestler's specialty, Rick Teverbaugh came up with this optional rule which works rather well. Before rolling on the particular style chart of choice, roll 1D10 on the chart below. This will result in many more victories via finisher. As always it is up to you to use whichever system you prefer.

Roll Die	Result
1-3	Use FINISHER 1
4-5	Use FINISHER 2
6-0	Use Style Chart

Wrestler Grudge Specialties

Another option you can do is give certain wrestlers bonuses in different specialty matches. Guys like Edge to great in TLC matches while Cactus Jack is a veteran of the barbed wire. Many wrestlers did great in steel cage matches as well. Simply either double the wrestler's grudge rating or add two to the total (whichever is higher). You may need to keep track of what wrestlers in your promotion do well in those particular matches on a separate sheet of paper (or in your federation log).

Alternate Tag Team Match

This alternative tag team style was brought to me by Rick Teverbaugh and it works very well. Instead of worrying out which man is in and which is out, roll all four competitor's Wrestler Dice. The highest overall total would try to defeat the lowest roll on the opposing team. Then there would be the option for the other opponent to break up the pin or submission just as there is now. It would handle the man in and out as more abstract; yet still keeps the game flowing nicely.

IV. Credits

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

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Coming Soon....

The fun does not stop here as we have many more sets coming out in the future. Some of the planned sets are listed below. Others may be thrown in as a surprise. Stay with us as you have no idea what may be coming next!

Some of the future sets include: Dynamite (the other wrestling promotion during the Monday Night era), Revolution (a controversial southern California based hardcore promotion), World Class (famous Texas promotion from the 80s), Hardcore (one of the top independent promotions in wrestling today), Universal (another classic promotion from the 80s) and Lucha (celebrating the high flying and fun style of Mexico).

We will also be working on a series of Seasonal sets starting with 1991. These are based on the top wrestlers of the year and will cover the sport in depth over the past 15 plus years. The sets will be offered at a discounted price and available only as an online PDF!