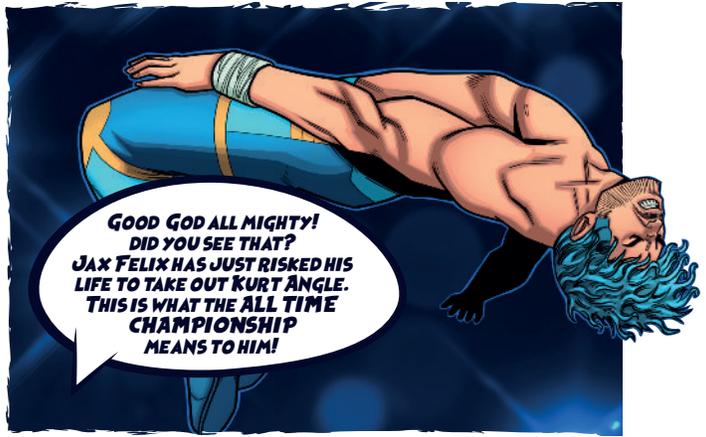
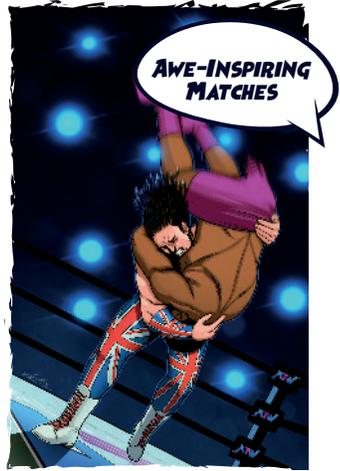




**ATW**

**RULEBOOK**



# **RULEBOOK**

## **TABLE OF CONTENTS**

<b>INTRODUCTION</b> .....	<b>2</b>
<b>COMPONENTS</b> .....	<b>3</b>
<b>GAME CONCEPTS</b> .....	<b>4</b>
1   INITIATIVE .....	<b>4</b>
2   PLAYER BOARD BASICS .....	<b>5</b>
3   CARD ANATOMY .....	<b>6</b>
4   MOMENTUM METER .....	<b>7</b>
5   ADDITIONAL SYMBOLS & CLARIFICATIONS .....	<b>8</b>
<b>SETUP</b> .....	<b>9</b>
<b>HOW TO PLAY</b> .....	<b>11</b>
1   ATTACKING .....	<b>11</b>
2   DEFENDING .....	<b>17</b>
<b>WINNING THE GAME</b> .....	<b>20</b>

# INTRODUCTION

All Time Wrestling is a card-and-dice game that brings the fast-paced action and excitement of Professional Wrestling to your tabletop. The game is set in the 23<sup>rd</sup> century, when a wealthy wrestling mogul uses a time machine to finally answer the age-old question of “who is the greatest wrestler of all time?”



In an ATW match, players take on the role of wrestling legends from the past, present, and future. They execute wrestling moves by playing **attack cards**, unleashing devastating combos, powerbombs and piledrivers, aerial stunts, and deadly submissions.

They do so in the hopes of reducing their opponent's **health** sufficiently to score a **pinfall/submission** and win. Matches can also end in a **referee stoppage** or in a **time-limit draw**.

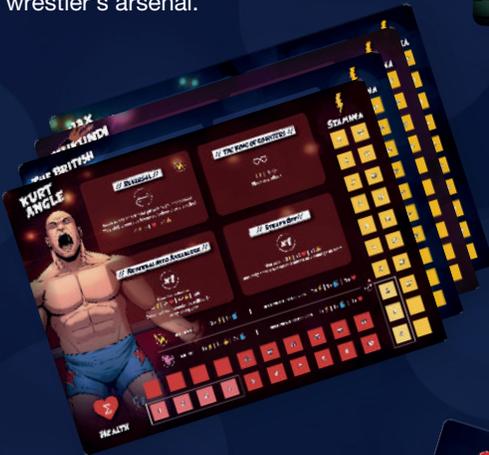
# COMPONENTS

The game contains 4 playable wrestlers.  
Each wrestler is represented by:

## A 15-CARD ATTACK DECK

(JAX FELIX HAS 16)

Attack cards make up your wrestler's arsenal.



## 1 PLAYER BOARD

A player board contains a wrestler's **health and stamina meters** as well as their **abilities**. Each player board is assigned **3 tokens** (1 reversal token and 2 one-time ability tokens) and **2 cubes** to indicate health and stamina levels.

The box also contains:

## 1 MOMENTUM METER

Which tracks momentum gained through the position of the **momentum marker**. Gaining momentum makes it easier to hit **signature** and **finishing moves**.



**2 DICE**



**4 CUBES**



**7 TOKENS**

1 momentum marker | 4 one-time ability token | 2 reversal tokens

# GAME CONCEPTS

## ADVANCED:

Any sentence or paragraph highlighted in red is an advanced rule and can be ignored in your first game, or if you wish to play a simpler version of the game.



## 1. INITIATIVE

A game of ATW is played using an **initiative** system. The attacker can continue to play attack cards until he loses the initiative by either being **unsuccessful** in his attack or by being **blocked** or **reversed** by his opponent.

Being **the attacker (on offense)** means you have the **initiative** and can play **attack cards** from your **hand**. Being **the defender (on defense)** means you are on the receiving end of the damage from attack cards, and you may not play attack cards.

However, being on defense gives you some advantages; **after every attack suffered, you can either gain 1 stamina or draw 1 card**. This will help you recover and put a game plan together for when you eventually regain the initiative.

Each wrestler has a prebuilt deck of 15 or 16 **attack cards**. Players have a **hand limit** of 5 cards. Cards that are not in a player's hand are shuffled and placed face-down to the left of the **player board**. It is called the **draw pile**.

Once an attack card is played successfully, it is placed face-up in a pile to the right of the player board. This is called the **discard pile**.

In ATW, only successfully executed attack cards are placed in the **discard pile**. Unsuccessful attacks are shuffled back into **the draw pile**.

## 2. PLAYER BOARD BASICS

**1** **HEALTH**

**2** **STAMINA**

**3** **REVERSAL**

**PERMANENT ABILITY**

**REVERSAL**

**ONE-TIME ABILITY**

**LOW STAMINA ZONE:** Attacks against a wrestler with low stamina are easier to hit. See: *Target Number Modifiers p. 20*

**LOW HEALTH ZONE =** A wrestler with low health has 1 less kick-out attempt. See: *Kick-out Attempt Modifiers p. 21*

**TOTAL CURRENT HEALTH = Full Health - Damage Sustained**

### 1 Health meter:

Tracks overall health and damage suffered. It determines the chances of **kicking out** of a **pinfall**.

### 2 Stamina meter:

Tracks overall stamina. Stamina is the main resource in the game and is used to play **attack cards**, **block** some attacks, and **restore health** during **pinfalls**.

### 3 Each wrestler has 4 abilities:

One **permanent ability**, one **reversal**, and two **one-time** abilities. Their text will define their use and timing. **Reversals** and **one-time abilities** can be used only once per game: their tokens are discarded once used. **Some abilities require spending health or stamina**. If you do not have health or stamina to spend, you cannot trigger those abilities.

### 3. CARD ANATOMY

Icons on the right can be triggered during offensive ability window (see p.12)

The amount of **Damage** this attack card deals



The **Stamina** cost that must be spent to play this card



The required **Target Number** on an attack roll for the attack to be successful



The amount of **Momentum** gained if the attack is successful



Opponents have 1 less **Kick-Out** attempt when being pinned by this attack card



One of the wrestler's **Signature** attacks



Each wrestler has 1 **Finisher**. This is a wrestler's most powerful attack card. The Finisher is never discarded and is always shuffled back into the draw pile after being played.



**Combo Chains** give an additional benefit when executed successfully. You can chain cards together where 1 combo symbol can be matched side-by-side with the same shape and colour on the following card.

(See: *Combos Chains* p.15)

Cards with the **Rampaging Attack** icon can be played simultaneously for a discounted stamina cost (See: *Rampaging Attacks* p.14)

Attacks fall into 4 categories: **GRAPPLE, THROW, STRIKE, and AERIAL**

The attacker may attempt to **PIN** the defender if this attack is successful.



TAUNT



RECOVER

If a move is executed successfully, the player with the initiative can choose to activate this ability. **Taunt** and **Recover** allow you to gain momentum, draw cards, and/or gain stamina. The exact number for each ability varies per wrestler and is depicted on the player board. However, activating these abilities allows your opponents to recover health, stamina, and draw cards as well.

# 4. THE MOMENTUM METER

Match momentum is a zero-sum game that moves back and forth between the players like a tug of war. Thus, when 1 player gains momentum, the other player loses momentum.

After every succesful attack, the player with the initiative moves the momentum marker in his direction a number of spaces equal to the amount of momentum listed on the succesful attack card.



**A**

Reaching 5 to 7 makes a player “on a roll,” granting them a -1 modifier to their target number for



**B**

Reaching 8 to 10 makes a player “unstoppable,” granting them a -2 modifier to their target number for



# 5. ADDITIONAL SYMBOLS & CLARIFICATIONS



## CARD

When accompanied by a positive number, you draw that many cards.



## HEALTH

If accompanied by a **negative** number, it represents **damage to opponents**.

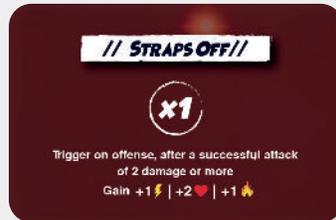
If accompanied by a positive number, the player affected **gains** health.

### EXAMPLE

Jax Felix's Finisher, "Fall From Grace", deals 5 damage if successful



Kurt Angle's ability, "Straps Off", allows him to gain 2 health



## TARGET NUMBER AND TARGET NUMBER MODIFIERS

Target number modifiers change the target number. A negative modifier makes the roll easier. A positive modifier makes the roll harder.

### EXAMPLE



Attacks require a target number which is 1 less than the displayed target number to be successful



Attacks require a target number which is 2 more than the displayed target number to be successful



Target numbers for specific abilities are illustrated in the following manner on player boards: and are unaffected by any target number modifiers.

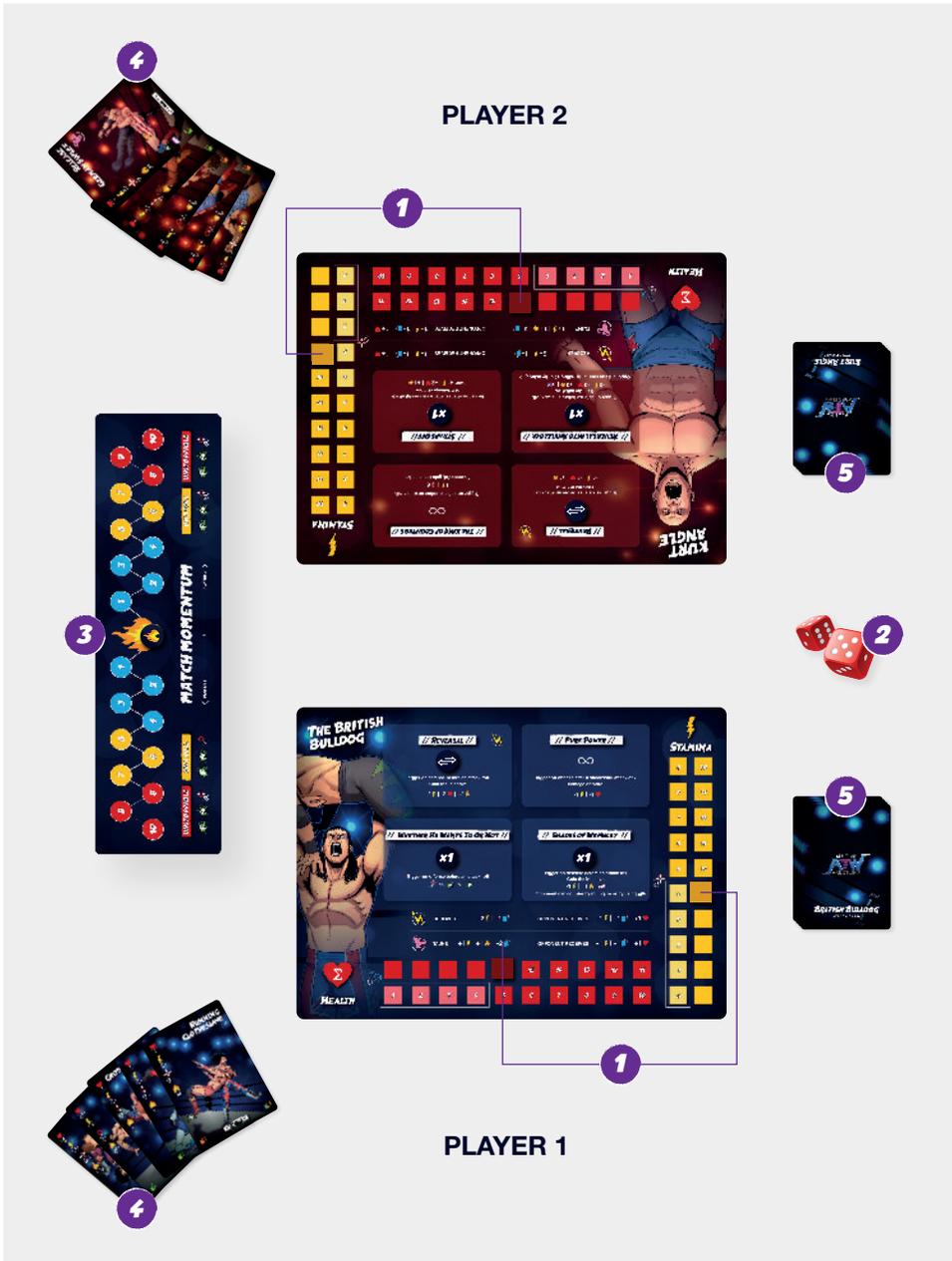
# SETUP

Each player selects a wrestler and takes the corresponding Player Board and Attack Cards

- 1 Each player starts with the maximum amount of health and stamina depicted on their player board and places a cube on the highest value square of each of those meters. Players then place 1 reversal token and 2 one-time ability tokens on the corresponding spaces on their player board.
- 2 Place the attack dice in easy reach of both players.
- 3 Place the momentum marker on the middle position (0) of the momentum meter.
- 4 Each player picks and chooses 5 attack cards as their starting hand. The total damage of the cards selected shouldn't exceed 9 (If playing with Jax Felix, pick 6 cards totaling 9 damage or less).
- 5 Each player then shuffles the rest of their attack cards into the draw pile.
- 6 Determine the first player by rolling a die. The player that rolls the highest has the initiative and will start the game as the attacker.
- 7 The starting player then:
  - Reduces their stamina by 1
  - Shuffles 1 random card from their hand back into their draw pile.



# HOW TO SET UP THE GAME



# HOW TO PLAY

## I. ATTACKING

**A**

Draw 1 card  
and lose the initiative

**B**

Gain 3 stamina and  
lose the initiative

**C**

Play an  
Attack Card

### **A** Draw 1 card and lose the initiative

If the attacker does not wish to attack any further or cannot attack because they no longer have any cards in their hand, they must draw 1 card and lose the initiative.

### **B** Gain 3 stamina and lose the initiative

If the attacker does not wish to attack any further or cannot attack because they don't have sufficient stamina, they must gain 3 stamina and lose the initiative.

### **C** Play an Attack Card

1. Declare an attack by playing an attack card face-up.
2. Spend the **stamina cost** listed on the card.
3. **Defensive ability window:** the defender may now choose to block or reverse.  
(See: *Defending* p.17)
4. Roll 1 die. For the attack to be successful, the resulting die roll must be equal to or higher than the target number listed on the card, adding any target number modifiers:
  - -1⚡ if your opponent has low stamina
  - -1⚡ or -2⚡ for  and  if your momentum is on a roll or unstoppable.
  - -1⚡ from combos ()
5. Resolve the die roll:
  - 5.1 If the attack is successful, meaning the die roll is equal to or higher than **target number**

- 5.1.1 Deal damage to the defender equal to the damage listed on the card.
  - 5.1.2 Adjust the momentum meter by moving the momentum marker to the attacker's side a number of spaces equal to the amount of momentum listed on the card.
  - 5.1.3 **Defender compensation:** the defender chooses to either gain 1 stamina or draw 1 card. If the defender already has 5 cards in their hand, they may draw a card and then shuffle 1 card back into their draw pile.
  - 5.1.4 **Offensive ability window:** the attacker then may trigger one (and only one) of the following abilities  /  /  /  /  / 
  - 5.1.5 Discard the card by placing it in the discard pile (except for  which is shuffled back in the attacker's deck).
  - 5.1.6 A successful attack allows the attacker to take another **action**.
- 5.2 If the attack is unsuccessful, meaning the die roll is lower than **target number**:
- 5.2.1 The attacker may discard 1 card from their hand to reroll. If the new roll is successful, go to 5.1.1
  - 5.2.2 The attacker shuffles the attack card into their **draw pile** and then draws the top card
  - 5.2.3 The attack ends. The **defender** gains the initiative and becomes the attacker

## OFFENSIVE ABILITY WINDOW

After resolving a successful attack (dealing damage and gaining momentum) but before discarding the card, the attacker may choose to trigger **one and only one** of the following optional abilities listed on the player board or found on the right side of the attack card played:

-  Any one-time ability on their player board that may be triggered after a successful attack provided the requirements are met, if any.
-  A permanent ability on their player board that may be triggered after a successful attack provided the requirements are met, if any.
-  Taunt, if available on the played attack card. This allows the attacker to draw cards, gain stamina and momentum. However, this also allows the defender to recover health, stamina, and draw cards. (As specified on the attacker's player board)
-  Recover, if available on the played attack card. This allows the attacker to draw cards, gain stamina and momentum. However, this also allows the defender to recover health, stamina, and draw cards. (As specified on the attacker's player board)
-  If available on the played card, allows the attacker to attempt to pin the defender. (See: *Winning The Game* p.20)



Combos, if available on the played attack card. The next card played must match one of its left-side icons (shape AND color) with one of the right-side icons of the card currently in play. (See: *Combo Chains* p.15)

## EXAMPLE

- A | The attacker plays a "Shooting Star" and spends the corresponding amount of stamina.



- B | They roll 1 die. The result is 5 which is higher than  $\oplus 4+$ . The attack is successful. 

- C | The defender takes 3 damage and then chooses to gain a stamina as compensation.



- D | The attacker gains 3 momentum.



- E | The attacker decides to trigger the Recover  ability & not the  ability.
- F | By doing so, the attacker gains 2 stamina and 1 card as listed on Jax Felix's player board. The defender also gains 1 stamina, 1 health & 1 card.
- G | The attacker may continue to play attack cards, if desired and able.



# ADVANCED ATTACKS

There are 2 types of combo attacks in the advanced game:

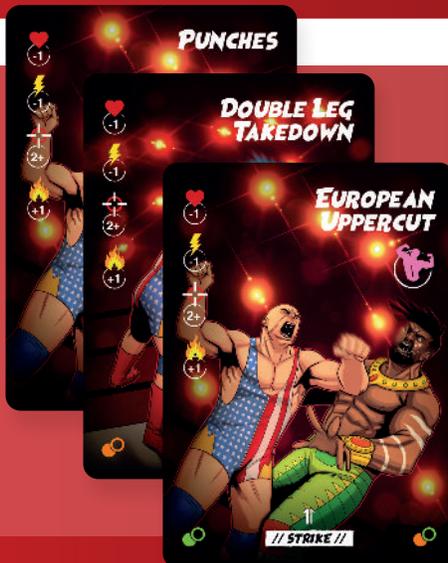
1. Rampaging Attacks
2. Combo Chains

## 1. Rampaging Attacks:

Are executed by simultaneously playing any number of cards that **have the  $\uparrow\uparrow$  icon**. The player then spends the combined stamina cost of the cards minus 1 and rolls 1 die for each card simultaneously. After that, the player assigns the successful rolls to the cards as they please. They can trigger 1 of the Taunt and Recover icons if present. **All played cards are then discarded** regardless of how many were successful.

Rampaging attacks are considered as one attack for the purposes of **blocking and defender's compensation**. Meaning:

- If the total damage on cards played is 3 or more, the attack cannot be blocked by spending 2 stamina (See: *Blocking p.19*)
- The opponent only draws 1 card or gains 1 stamina if he sustains any damage from the rampaging attack
- A rampaging attack can be blocked by discarding 2 cards. A rampaging attack can be stopped by a  $\rightleftarrows$ ,  $\times 1$  or through blocking rules. If a rampaging attack is blocked or reversed, all of the cards used for that attack are shuffled back into the draw pile, and the attacker draws an equal number of cards before losing the initiative.



## Example

An attacker plays these 3 cards as a Rampaging Attack.

- a) They spend 2 stamina for this rampaging attack (1+1+1)-1.
- b) They roll 3 dice.  
Their die results are 4, a 2 and a 1  
– 2 successes and 1 failed roll.
- c) They assign these successes to "Punches" and "European Uppercut"
- d) They deal 2 damage to the defender and gain 2 momentum
- e) The defender draws a card
- f) The attacker triggers Taunt  $\uparrow$  and resolves the attacker and defender benefits listed on their player board.

## 2. Combo Chains:

Certain cards have colored square and circle icons depicted on the card's left and right bottom edge. When these cards are chained together successfully, bonuses are applied.

Players can chain together cards whose icons can be matched side-by-side with the same shape **AND** color for **ONE** of the icons.

Circle combos of the same color  give +1 damage to the next successful attack executed as part of the combo.

Square combos of the same color  reduce the target number of the next attack executed as part of the combo.

**Note:** you still need to roll successfully for every card played as part of the combo chain.

### EXAMPLES OF VALID COMBO CHAINS:

#### Example



The attacker plays a "Big Boot" and rolls successfully, the card is resolved as normal and has no additional effect.

**1** Then the attacker plays "Pounce" and rolls successfully, the card is resolved as normal and then a bonus damage of 1 is applied for a total damage of 3. The total damage of the combo chain is 5.

## Example



The attacker plays a "Drop Kick" and rolls successfully. The card is resolved as normal and has no additional effect.

- 1 Then the attacker plays "Roundhouse Kick" and rolls successfully. The card is resolved as normal and then a bonus damage of 1 is applied for a total damage of 3.
- 2 The "Germal Suplex" is also successful. It does 1 additional damage for a total damage of 3 and reduces the target number of the next card by 1.
- 3 The "Spinning Back Kick" requires a roll of 3+ to be successful (down from 4). If it is successful, it reduces the target number of the next card by 1.

Note: by choosing to continue the combo chain, the attacker abandons the possibility of using the Pin ability of the Spinning Back Kick

- 4 The "Fall From Grace" now requires a roll of 5+ to be successful instead of 6.

## IMPORTANT:

**Combo chains and Ramping attacks are mutually exclusive and cannot be stacked**, meaning that one or the other can be declared but not both.

## Example

These cards can be played as a combo chain **OR** a rampaging attack.



### Note:

If played as a combo, the Taunt may not be activated but it may be activated if played as part of a rampaging attack.

## II. DEFENDING

Being on defense allows a player to recover stamina or cards. Following every successful attack suffered, the defender may **draw a card or gain 1 stamina**.

### Defensive ability window

The key to regaining the initiative is utilizing the defensive ability window at the right time.

Defensive abilities are always triggered after an opponent's attack card has been **declared**, and the corresponding amount of stamina spent, **but before dice are rolled**.

The defending player may attempt to regain the initiative through one of the following ways:

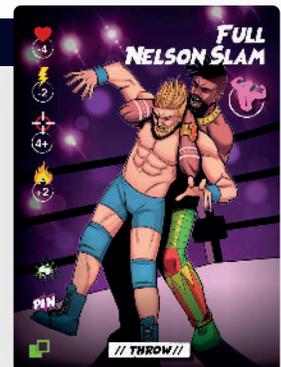


### **A** Reversal ↔

Each wrestler has 1 reversal token as part of their player abilities. Reversals are powerful one-time abilities that can be used to reverse any attack played by the opponent. **This deals damage to the opponent** and gains the defender the initiative. Use them wisely! A player **must be able spend the stamina required** for the reversal to trigger it. It also has an optional ⚡ that may be activated.

#### EXAMPLE

- 1) The attacker plays “Full Nelson Slam” and spends 2 stamina
- 2) The defender interrupts the attacker before the die roll and declares a reversal by spending 2 stamina
- 3) The defender deals 2 damage to the attacker, and gains 2 momentum as specified on their player board
- 4) The reversal token is discarded from the reversal ability on their player board
- 5) The “Full Nelson Slam” card is shuffled back into the draw pile and the attacker draws a replacement
- 6) The defender gains the initiative and is now the attacker



## B Permanent Abilities ∞

Certain permanent abilities allow the defender to “Gain the initiative”. These abilities must be used during the defensive ability window and may be triggered only once per attack.

If the ability has a **target number**, the player rolls a die and only gains the initiative if their roll is equal to or higher than that target number.

### EXAMPLE

- 1) The attacker plays “Full Nelson Slam” and spends 2 stamina
- 2) The defender interrupts the attacker before the die roll and declares a “King of Counters”
- 3) The defender rolls a 4, they fail at regaining the momentum
- 4) The attacker resolves their attack normally and plays another attack card: “The Big Boot”
- 5) The defender interrupts and declares a “King of Counters”
- 6) The defender rolls a 6 and regains the initiative

## C One-Time Abilities x1

Certain one-time abilities allow the defender to “Gain the initiative”. These abilities must also be used during the defensive ability window. Some of these abilities (“Reversal into Anklelock”, “Shades of Wembley”, and “Brass Knuckles”) **may be countered** through reversals or die rolls **as listed on the ability**. If countered, the ability token is discarded. **The attacker returns his attack card into the draw pile and draws another**. The attacker does not suffer any damage and maintains the initiative.

### EXAMPLE

- 1) Shumba plays the “Full Nelson Slam” by spending 2 stamina.
- 2) The British Bulldog stops the attack by triggering his “Shades of Wembley” ability before the die roll. He spends 1 stamina. Shumba returns his attack card to the draw pile and draws another.
- 3) Shumba attempts to counter the ability. He needs to roll a 4 or better but rolls a 3. He is unsuccessful.
- 4) The Bulldog’s token for “Shades of Wembley” is spent.
- 5) Fearing getting pinned by the Bulldog, Shumba decides to use his reversal token to stop the “Shades of Wembley” ability.
- 6) The Bulldog suffers 2 damage
- 7) Shumba’s reversal token is spent.
- 8) Shumba gains 2 momentum and regains the initiative.



## **D** Blocking

### 1. Blocking by stamina

If an attacker plays 3 back-to-back attacks of damage 2 or less, the defender can choose to block the 3rd attack card by spending 2 stamina. When adding up damage, include additional damage from abilities (x1, ∞ and ○ combos).

#### EXAMPLE

- 1) The attacker plays "Strike Combo" and spends 1 stamina. Their previous 2 attacks were a "Springboard Cutter" and a "Drop Kick"
- 2) The defender interrupts the attacker before the die roll and declares a **block** by spending 2 stamina
- 3) The defender takes the initiative

**NOTE:** An attacker's cards from previous initiative phases do not count towards this count. **Playing an attack of 3 damage or more resets the count.**

### 2. Blocking by cards

A defender can block any attack card by discarding 2 cards from their hand.

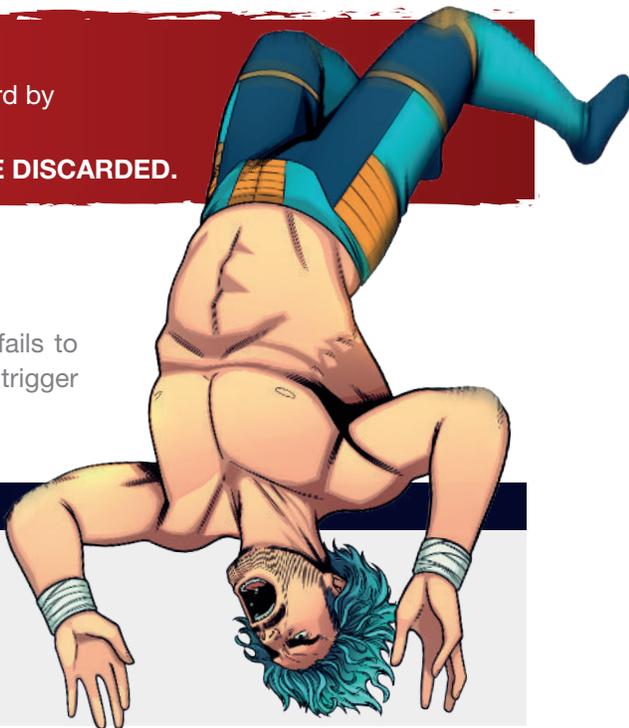
**Note: A FINISHER CAN NEVER BE DISCARDED.**

#### Using More Than One Ability:

If the defender uses an ability but fails to regain the initiative, they may trigger another defensive ability.

#### EXAMPLE

If a player controlling Kurt Angle triggers the "King of Counters" ability but fails to roll a 6, they may still use their reversal or "Reversal into Anklelock" ability during the same defensive window.



**If the defender is successful in taking the initiative, the following happens: The attack card that was stopped is shuffled back into the draw pile, and a replacement card is drawn.**

# WINNING THE GAME

The primary way to win an ATW wrestling match is to secure a pinfall or submission. Both of which are represented by the  icon and will be referred to as pinfalls in the game.

To attempt a pin, an attacker must **successfully execute an attack card or ability that has a  icon** and then choose to trigger it during the offensive ability window.

**The defender must now attempt to kick-out.** If they are unable to kick-out, they lose the match and the attacker is the winner.

## Kicking-out

The defender now has **3 kick-out attempts, also called kick-out attempts.** **Each kick-out attempt, the defender rolls 2 dice. If the sum is equal to or lower than their overall health, he successfully kicks-out** but the attacker maintains the initiative.

If the defender exhausts all their kick-out rolls and they are unable to kick-out, they lose the match.

Note: The number of attempts can decrease or increase.

(See: *Kick-Out Attempts Modifier*  p.21).

Before each kick-out roll, the defender may choose to convert stamina into health. **Each 3 stamina spent increases the defender's health by 1.** There is no limit to how much stamina can be converted into health provided you have enough stamina to spend.

## WHAT MAKES WINNING EASIER?

### Target Number Modifiers

This icon modifies the target die roll required for the attack to be successful and can make the roll easier.

This can be through:

- Player abilities (Example: The British Bulldog's "Whether He Wants To Or Not")
- The momentum meter which modifies the target number for  and 
- The opponent having low stamina which varies per wrestler
- Square combos 

## EXAMPLE

Playing the Ankle Lock has a  of 6. However, if the defender has low stamina and the attacker's momentum is unstoppable, the  is now a 3+ (-2 from unstoppable momentum and -1 from the defender's low stamina).

Note, if the attacker plays a "Back Suplex", which isn't a **signature** or **finisher**, momentum modifier mentioned above does not apply (though the low stamina one does)

## Kick-Out Attempts Modifiers

The number of kick-out attempts a player has can be increased or decreased by various game effects.

While a few abilities grant wrestlers an extra kick-out attempt (ex: Randy Savage's Valet Distraction Ability), most game effects will cause your kick-out attempts to be reduced.

Each instance of this icon  will reduce them by 1.

This can occur when:

- The player being pinned has **low health**
- The attacker has successfully executed their finisher

## EXAMPLE

A defender, playing as the British Bulldog, is being pinned and has a health of 2. Instead of 3 kick-out attempts, he gets 2 as he has low health. He spends 6 stamina to recover 2 health (increasing his health to 4). He rolls 2 dice. On the first roll, the sum total of the dice is 7. He fails to kick out. On the second roll, he rolls a sum total of 4 which is equal to or lower than their current health of 4. He kicks out!

## Other game-end conditions

### A) Referee Stoppage

When a player's deck is depleted, meaning every card except the finisher is now in their discard pile:

- 1 | That player shuffles their discarded cards and into a fresh draw pile but does not draw any cards.  
**YOU MAY NEVER DRAW CARDS INTO YOUR HAND AGAIN.**
- 2 | The player now has 3 choices:
  - Playing their finisher from their hand
  - Drawing and playing the top card of the draw pile blindly, ignoring any taunt or recover icons on the cards played: This is called a **Blind Attack**
  - Passing the initiative and receiving 3 stamina
- 3 | If the player does not have enough stamina to execute a drawn Blind Attack, **they must draw another** until they find a card that they can afford. They cannot take any other action until they resolve the blind attack first.
- 4 | If the player's attack deck is depleted again (minus the finisher), they lose the game via **Referee Stoppage**.

### B) Time limit draw

If both players have depleted their decks as explained above, and both players have played a total of 7 Blind Attacks, the match ends in a time-limit draw.

# GAME CREDITS

## Game Designers

Mohamed Al Qadi & Jad Yammine

### Game Illustrator

Matteo Meloni

### Lead Graphic Designer

Eliane Chamaa

### Senior Graphic Designer

Nijoud Al Qadi

### Rulebook Reviewers

Ali Al Ammari

Dave Aimone  
James Sendy

Raymond Usher

### Playtesters

Alexander Estrela

Douglas Childs

Liam Bailey

Ali Al Ammari

Elliot Wood

Luca Von Wieding

Anthony Rout

Francis O'Connor

Michael Cashmore

Brad Brooks

Gustavo Palomo

Patrick Lynch

Christopher Poshek

James M Krakowski

Raymond Usher

Cody Ranta

James Sendy

Rob Adams

Cole Smith

Jill Janse

Shane Hultquist

Dan Smyth

Jorge Cabrera

Stephen Hampson

Dave Aimone

Kenneth McClary

Wojciech Bularz

Domingo Giménez Blázquez

Kenny Michael-Otton

Zachary Williams

### Intellectual Property

The wrestler's names, likeness, and visual representation is licensed by:

Kurt Angle™

Macho Man Randy Savage™ - [cmgworldwide.com](http://cmgworldwide.com)

The British Bulldog™ is licensed by The Family of David Smith - [cmgworldwide.com](http://cmgworldwide.com)

Andre the Giant is a trademark of The Andre R. Roussimoff Testamentary Trust - [cmgworldwide.com](http://cmgworldwide.com)



© 2022 Cation Arts. All Time Wrestling  
is trademarked by Cation Arts Middle East FZ LLC.  
All Rights Reserved, [alltimewrestling.com](http://alltimewrestling.com)  
Cation Arts Middle East FZ LLC  
PO Box 769675, Abu Dhabi UAE.  
كاتفون ايرتس ميديا الشرق الأوسط  
مصراب 769675 البوخب 769675  
صنع في الصين



Not a Children Toy  
This Product is not a Toy.  
Not intended for persons  
Ages 13 or Younger.

