



HOW TO WIN

Winning is as easy as pinning your Rivals.

But you'll need to wear down their **STAMINA** in the Ring first.

To Setup The Game:

- Separate the cards into 3 piles: Moves (including Finishers and Flair), **PINS** and **STAMINA**
- Deal each player 5 cards from the **STAMINA** pile face up on the table (then remove any remaining **STAMINA** from the game)
- Shuffle the Move pile and deal each player 6 starting cards (to keep hidden in their hands)
- Keep the **PIN** pile separate on the table for when they're needed
- Then, starting with a random player, take turns clockwise to choose a Rival, deplete their **STAMINA** and go for the **PIN**!
- Before you get going - you'll need to pick a Wrestler that fits your style. Wrestlers stay face up and visible throughout the entire match

There are 8 to choose from, each with different styles and signatures.

So choose wisely!



- 1 Alias - The name your wrestler is known by
- 2 Base Stats - These are added to the value of Move cards to make your Total
- 3 Signature - Every wrestler has a unique signature that grants them a bonus when the conditions are met



There are 4 Styles of Wrestler:

- **GRAPPLER**
- **BRAWLER**
- **HIGH-FLYER**
- **POWERHOUSE**

A Wrestler's Style indicates which base stats they favour and the type of Moves they excel with

PHASES OF YOUR TURN

Start your turn with 1 of 2 options

CLASH or TAKE A BREATHER:

- **CLASH** – Pick a Rival and lay down a Move to use against them
- **TAKE A BREATHER** – If you don't have any Moves or aren't happy with your hand, you can swap 1 card from your hand for 1 from the deck **OR** recover some **STAMINA** from your reserve.
 - If you've run out of cards altogether you must draw 1 from the deck and end your turn



If you chose to Clash, depending on the result you'll end up in 1 of 3 phases:

STALEMATE, PIN OR REWARD

- **STALEMATE** – The Clash ends in a tie so there is no winner
- **REWARD** – You won the Clash and can draw 1 extra card from the deck while the loser gets nothing
 - You may even get to draw more than 1 new card since signature abilities, finishers and flair cards also come into play
- **PIN** – You won the clash and have the chance to go for a **PIN**

While Stalemate and Reward end your turn, a **PIN** will initiate the next phase

There are 3 **PIN** outcomes:

KICK OUT, BREAK OUT, OR ELIMINATION:

- **KICK OUT** – Your Rival plays a **STAMINA** card and kicks out
- **BREAK OUT** – Your Rival breaks out with the help of **STAMINA** from another Rival
- **ELIMINATION** – Your Rival doesn't play enough **STAMINA** to kick out

Once a **PIN** has been initiated – no player will get to pick up any new cards

End of Round – Once every player has a turn, the round is over and all players draw 1 new card from the deck
But no **STAMINA** recovery allowed!

CLASHES

1. To start a Clash – pick a Rival to target and attack
2. Place a Move face down on the table. Then wait for your Rival to do the same
3. You can also lay down a Flair card to give your hand a boost, create a combo if you have one available, or play other unique moves involving multiple cards- so use your hand strategically
4. When you're both ready, flip the Moves over to reveal them
5. Add your Move value to the matching type stat on your Wrestler. Whoever has the highest total wins the Clash
6. Both players discard any Move or Flair cards played during the Clash to the bottom of the deck
7. The winner can choose whether to follow up with a **PIN** attempt

WRESTLER



DAREDIVA

STRIKES 3 **SUBMISSIONS** 6

AERIALS 9 **THROWS** 2

 USING AN AERIAL PREVENTS YOU FROM BEING PINNED AND STOPS YOUR RIVAL FROM DRAWING NEW CARDS (EVEN IF YOU LOSE)

MOVE

DIVING ELBOW



 

FLAIR

OFF THE LADDER 

SCALE THE HEIGHTS FOR YOUR NEXT AERIAL AND GAIN A +10 BONUS TO YOUR TOTAL

 **PLAY TOGETHER WITH AN AERIAL CARD**

STAMINA



WHAT IS STAMINA FOR?

- You need **STAMINA** to kick out of **PINS**, or dish out Finishers
- To kick out, you must flip **STAMINA** cards according to the level of Pin:
 - **AMATEUR PINS** need 1 **STAMINA** card to kick out
 - **PRO PINS** need 2 **STAMINA** cards to kick out
 - **ELITE PINS** need 3 **STAMINA** cards to kick out

There are plenty of ways to cost your Rival Stamina:

- Some Moves or Flair cards have special conditions that cost your Rival **STAMINA**
- Some Finishers will cost both you and your Rival **STAMINA**. (Using them effectively will tend to cost your Rival much more **STAMINA** than you)
- Some Wrestlers's passive abilities impact **STAMINA**
- Pinning a Rival will cost them **STAMINA** to kick out

LOSING STAMINA:

- You each have your own reserve of **STAMINA** - laid face up on the table
- When you lose **STAMINA**, flip them face down on the table
- To recover **STAMINA** - flip them face up again to show they're back in play
- Sometimes, your Rivals may be able to steal some of your **STAMINA** reserve. If that happens your **STAMINA** is added to their reserve and can't be recovered by you

STAMINA



MOVES

Each Move has a modifier value, which is added to the corresponding value of the wrestler's base stats.

There are 4 types of regular Move and 1 special type called a Finisher.

Regular Moves:

- **THROWS** - These are marked in Blue and work well with **POWERHOUSE** style wrestlers
- **STRIKES** - These are marked in Red and work well with **BRAWLER** style wrestlers
- **AERIALS** - These are marked in Purple and work well with **HIGH-FLYER** style wrestlers
- **SUBMISSIONS** - These are marked in Orange and work well with **GRAPPLER** style wrestlers



TAG MOVES

- Moves that display the 'Tag' indicator can be used to team up with another Rival
- In Tag mode this must be your partner but in other modes - any Rivals can team up
- When played - the base stats of both wrestlers are ADDED together to give a new base value
- For example with 'Diving Elbow,' two Rivals would combine their **AERIAL** stat. Then the +4 from 'Diving Elbow' is added on top

COMBO MOVES

- Moves that display the 'Combo' indicator can be played together with another Move in your hand
- When combined the modifier values of each Move card are MULTIPLIED together to give a higher modifier value
- You can only combine the Move with another Move card of the indicated style (though the second doesn't need a combo indicator)
- Both Move cards are discarded after the Clash ends



STAMINA MOVES

- Moves that display the **STAMINA** icon can be used as either a Move or Stamina
- In each scenario, the player gets to decide which category it falls into
- Once used it must be discarded as usual



FINISHERS

- Finishers can be played like other Moves – however you **MUST** also flip the indicated amount of **STAMINA** (whether you win the Clash or not)
- If you don't have the indicated amount of **STAMINA** you can't play the card
- The **STAMINA** cards don't need to be flipped until after the Move cards have been revealed
- Follow the rules of each Finisher carefully to make sure you take full advantage of their powerful effects
- Finishers **CANNOT** be used in a Combo

FLAIR CARDS

- Flair cards can be played in certain circumstances (as indicated on each card). Most often this is either in place of or in addition to a Move card.
- They will often provide a unique benefit to you or disadvantage to your Rival
- Only 1 Flair card can be laid down during a Clash (although post-Clash cards such as Dig-Deep can be used to follow up)
- Flair cards that are played instead of a Move, are a higher value than any Rival Move by default
 - If both players play a Flair card instead of a Move, it counts as a draw
- Winning a Clash with Flair counts as a regular win



RUNNING OUT OF CARDS

If you don't have any Move or Flair cards, there are two outcomes:

- If it's your turn – you must enter the "Take a Breather" phase and you must draw a move (Not recover **STAMINA**)
- If your Rival is coming after you – defend yourself with your base stats. And which stat you use depends on Move style your Rival attacks with. (Example – If they use a **STRIKE**, your base **STRIKE** stat becomes your total)



PINS

- To attempt a **PIN**, Players must win a Clash, but also meet the requirements of 1 of 3 the **PIN** cards
- If your Rival can't flip over as much **STAMINA** as the **PIN** requires - they lose
- There are also several Flair and Move cards that can lead to a **PIN**
- Breaking up a **PIN**:
 - During a **PIN**, another Rival can attempt to break it up
 - To break up a **PIN**, the total number of **STAMINA** cards flipped over must match the requirement of the **PIN** card
- Any number of Rivals can also team up to contribute **STAMINA** cards - including the player being pinned

Clash Outcomes

Winning a Clash may be the hard part, but what comes next is just as important. Remember the potential outcomes before you rush into a Clash!

Stalemate

- Trigger: Both your totals were equal and there was no winner
- Result: Nobody picks up any new cards

Reward

- Trigger: There was a clear winner AND the winner chooses NOT to attempt a **PIN**
- Result: The winner picks up 1 new card from the deck



Pin -> Kick Out

- Trigger: There was a clear Winner AND the winner attempts a **PIN** AND the loser kicks out of the **PIN**
- Result: The Loser flips as many **STAMINA** cards as required by the **PIN** AND Nobody picks up any new cards

Pin -> Break Out

- Trigger: There was a clear Winner AND the winner attempts a **PIN** AND the **PIN** is broken up by a Rival
- Result: Between them, the Loser and other Rivals flip as many **STAMINA** cards as required by the pin AND Nobody picks up any new cards

Pin -> Success

- Trigger: There was a clear Winner AND the winner attempts a **PIN** AND the **PIN** is successful
- Result: The Winner wins the match

MATCH TYPES

SINGLES

- You and 1 other Rival go head to head
- Both Rivals remain in the middle of the ring until the match is over
- Take alternating turns
- When both Rivals have taken a turn - it's the End of the Round
- The first Rival to **PIN** the other wins

BATTLE ROYALES

- 3 or 4 Rivals take part with only one winner
- Only 2 Rivals can take part in each Clash
- Take turns clockwise around the group by choosing a Rival to Clash with
- When each Rival has taken a turn - it's the end of the Round

There are 2 types of Battle Royale:

ELIMINATION

- When you **PIN** a Rival they are eliminated from the match
- You only win when you have no Rivals remaining

FIRST-PIN

- Stop other Rivals from getting a **PIN** before you
- The first to successfully **PIN** a Rival is the winner

TAG TEAM

- 4 Rivals split into teams of 2 and go head to head
- Either team wins by successfully **PIN** any Rival from the opposing team
- One Rival from each team remains in the ring at all times, while their partner stays outside. They participate in each Clash until tagged out
- Each team has alternating turns
- After a Clash - The team member in the ring doesn't gain new cards at the Reward phase. Instead, rewards go to their partner on the outside.
- The only way a team member in the ring can draw new cards is by 'Taking a Breather.' However, this will allow your Rival to swap cards too
- **TAGGING** - Tagging is a unique mechanic that only occurs in Tag Team matches - allowing the tag partners to switch positions. To tag your partner in, either member of the team must flip 1 **STAMINA**.
- There are 3 ways to perform a tag:
 - At the start of the turn
 - After winning a Clash
 - After performing a tag move

In the first two scenarios, the team must then **SKIP** the Reward phase entirely. However, after performing a tag move - the team doesn't flip any **STAMINA** or skip the Reward phase - this is the most effective way to tag.

