

## **The Wrestling Dice Game Set Up**

Thank you for giving this game a try. I have put a lot of work into making a fun, realistic and fast playing game. This game offers just that. If you just give it time, you will find that most of this game can be played from memory. What I mean by this is that some of the game charts are very similar and have similar outcomes. Sometimes you can roll 3-4-5 times and never even look at a chart if you choose. Also, some numbers on the wrestler cards are the same. This makes it very easy when rolling on a wrestler's card and then finding the chart you need. Once you have played a few matches, things will start to make sense and you will see how fast the game can really be played.

Feel free to make modifications to the game. You may create different specialty matches for your enjoyment. You may want to create you own injury chart. You may choose to give different superstars a push in your own promotion. It is entirely up to you. This game is created to be a realistic replay of pro wrestling. But as with any wrestling game you are the promoter and can run your promotion as you wish.

### **Items Needed**

5" X 8" Index Cards

4" X 6" Index Cards

Color printer (Not mandatory but it really helps make the cards look better)

Two standard six sided dice that are different colors.

Something to keep track of your matches on (computer, paper, notebook)

A pdf viewer so you can print the charts and cards.

### **The Set Up**

First, you will need to print everything out. You will need to purchase some 5" X 8" index cards for the Game Charts and Manager Cards and some 4" X 6" index cards for the wrestler cards. You can print in black and white if you choose but the color makes a difference.

Open the Game Charts PDF file and the Manager Cards PDF file. Put the 5" X 8" index cards into your printer and print. Put the cards in sideways were the 8" is the width and the 5" is the height. You may want to run a test printing just to be sure it is set up correctly.

Now it is time to print the Card Sets. There are 1202 wrestler cards in the set. There are 601 individualized wrestler cards rated for singles matches and 601 wrestler cards rated for tag team matches. Take out the 4" X 6" index cards and put them in your printer. Open the Card Set PDF files and print them out. You can print all 1202 cards or you can go through and select the wrestlers you want to print by only printing their page number.

## **Explanation of Charts, Manager Cards and Wrestler Cards**

### **Wrestler Cards**

Now let me explain the Game Charts, Manager Cards and the Wrestler Cards to you.

Wrestler Stats: Wrestlers name, height, weight and hometown. I did the best I could to find these stats online. Some may be off a little. Over time, these will be fixed and files will be updated.

Grades: Every wrestler has a Singles Grade and a Tag Team Grade. Grades are: A, B, C and D. This is the grade each wrestler has when beginning that type of match. This grade will change during the match. If the wrestler has a Grade X on his card, do not use that card in that type of match.

Grade Changes: The only grades used during a match are A+, A, B, C, D, F. During the match you will keep track of each wrestlers' grade. The highest grade a wrestler can have is A+. The lowest he can have is an F. The letter E is not used for a grade. When a wrestler is rated an A+ in the match and his roll results in a U1 (move up 1 grade), drop his opponent's grade 1 since the A+ wrestler cannot move up. Once a wrestler is a grade F, he cannot go any lower but you still want to record another F to show a grade change. This will help show the total number of grade changes in a match. Use the amount of grade changes to determine how long the match is. I estimate 1 to 2 minutes per grade change.

Numbers 11-66 in black: You will notice there are numbers 11 thru 66 on the wrestler cards. When you roll the dice, this is where you will look on the wrestler's card to get the chart number or action move. You will need two different color dice. Read one as the first die and the other as the second die.

When a wrestler is on offense, you will roll on his card. You will roll the two dice and read them as numbers: 11,12,13,14,15,16,21,22,23,24,25,26,31,32,33,34,35,36,41,42,43,44,45,46,51,52,53,54,55,56,61,62,63,64,65,66. On his card it will either direct you to a Chart or perform an Action. Rolls of 11 to 36 will tell you to roll on a chart. Rolls of 41-66 will perform an action and no chart will be needed unless the result is a PA (Pin Attempt). If you ever see PA, this means that wrestler will get a Pin Attempt (or Submission Attempt) on his opponent.

Numbers 11-36: These numbers are considered Chart numbers. They direct you to which chart to use. The Charts are 1 thru 7.

Numbers 41-66: These numbers are considered Action numbers. They will give you the action that has taken place and you will not need to look at a chart. Actions are real moves and holds the wrestler used during his career.

Letters under 41-66: Here are what those letters mean:

RP = Reversal. Opponent hits his finisher followed by an immediate pin attempt.

RE = Reversal. Opponent takes over on offense.

CN = Opponent Grabs the ropes. Continue on offense.

U1 = Move that wrestlers grade up 1 and continue on offense. \*If that wrestler is an A+ then drop opp. grade 1\*

D1 = Drop your opponent's grade 1 and continue on offense.

D2 = Drop your opponent's grade 2 and continue on offense.

PA = Pin Attempt. Wrestler lands one of his best moves and goes for the win.

PA = Pin Attempt (Roll DQ). Wrestler uses an illegal object. If wrestler wins, roll to see if he gets DQ'ed.

DQ: Every wrestler has a DQ rating. Once this comes up in a match you will roll the wrestlers DQ. If the total of the dice is the same or higher, the wrestler is disqualified.

KO: Every wrestler has a Kick Out Rating. On most of the guys it is 0. But for some of the top superstars of all time, it could be a 1, 2 or even a 3. The Kick Out Rating allows a wrestler to kick out if the game shows a successful pin/submission/DQ/count out. Once he has used up his number of Kick Outs, then the following successful attempt on him will end the match.

TS: Every wrestler has a Tag Save rating. See Tag Team Match Rules below.

BR: Every wrestler has a Battle Royal rating. This is the grade he starts the Battle Royal with.

## **Manager Cards**

**Manager Cards:** You do not have to use manager cards. They are just an addition to the game to make it more fun. If you choose to use managers, they will come into play at different times during the match. You will be directed to roll on the manager's card on rolls of seven on the Set Up and Wear Down charts. The only other time a manager will be involved will be for Pin Saves and Title Saves. Managers use numbers 11-66 to find their outcome. Once you are directed to the manager's card, roll the dice to get the outcome.

**Manager DQ Rating:** When a DQ chance comes up on a manager's card only, roll the dice. If the total of the dice is the same or higher than the managers DQ rating, his wrestler is disqualified. If not, continue with the outcome on the card.

**Manager Pin Save Rating:** After a manager's wrestler has been successfully pinned, roll the dice. If the total is the same or higher than the manager's Pin Save Rating number, the manager interferes in the match stopping the pin. But his wrestler is disqualified and loses the match via disqualification. If it is lower than his DQ rating, then his wrestler loses the match as he did before the manager tried to interfere.

**Manager Title Save Rating:** After a manager's wrestler gets successfully pinned in a title match, he can roll on the Title Save Rating. If the total is the same or higher than his Title Save Rating, the manager interferes, and his champion loses by DQ, therefore retaining his title. If it is lower than his Title Save rating, then his wrestler loses the match as he did before the manager tried to interfere and loses his title.

## **Charts**

When a wrestler rolls on a Chart, you will add the dice together and read them as numbers 2 through 12. You will read that number on the chart for the outcome. Results will either continue the match, raise or lower wrestler grades, tell you to roll on another chart, tell you to roll for pin attempts, DQ's, count outs, etc. or let the manager get involved. Be sure to read the charts carefully and follow their instruction.

**Main Chart:** The Main Chart tells you which game chart to look at. After a few matches you will memorize the charts and no longer need the Main Chart.

**Charts:** Here is a list of the charts in the game.

Finisher / Pin Attempt Chart – You will roll on this chart for all pin/submission attempts. Once directed to go for the win, look at your opponent's grade. Roll the dice and find the outcome under that grades column.

Specialty Chart – Follow results on chart.

Out Of The Ring Chart – Follow results on chart.

Inside The Ring Brawling Chart – Follow results on chart.

Into The Turnbuckle Chart – Follow results on chart.

Into The Ropes Chart – Follow results on chart.

Set Up Holds Chart – Follow results on chart.

Wear Down Holds Chart – Follow results on chart.

Tag Team Specialty Chart – For tag team matches, replace the Specialty Chart with this chart.

Tag Team Out Of Ring Chart – For tag team matches, replace the Out of Ring Chart with this chart.

Cage Match Specialty Chart – Replace the Specialty Chart with this chart during Cage matches.

Cage Match Into The Cage Chart – Replace the Out Of The Ring Chart with this chart during Cage matches.

Tag Team Cage Match Specialty Chart – Replace the Tag Team Specialty Chart with this chart during Tag Team Cage matches.

Tag Team Cage Match Into The Cage Chart – Replace the Tag Team Out Of The Ring Chart with this chart during Tag Team Cage matches.

Battle Royal Elimination Chart

Battle Royal Action Chart

Battle Royal Wrestler Action Chart

All of these charts have numbers 2-12 on them. You will roll the dice and combine the two numbers to get the outcome. You may also have to roll for DQ's or count outs. Each chart tells you exactly what happened. Follow those instructions. Once you have completed the charts action, the wrestler that was previously in control rolls on offense again.

### **Tag Team Match Rules:**

#### **Tag Team Charts**

When having a tag team match, change out the Specialty and Out of the Ring Charts with the Tag Team Charts.

#### **Wrestlers must tag in their partner after:**

A Pin attempt on their opponent that does not result in the win.

A reversal. The new wrestler in control tags out.

Any time a wrestler's grade increases (U1).

Optional Tag: Any time a wrestler is in control for 3 or more moves. (Sometimes weaker wrestlers have a hard time tagging out. Use this option to help those guys out).

\* These are mandatory tags during the match. There are no other tag chances during the matches. These mandatory tags keep both wrestlers in the match, so you must use both wrestlers' cards. Some teammates may be better or worse than their partner, so this assures that the better "Team" will win most of the time. As a player I encourage you to find other ways to have wrestler make the tag during matches. The more tags the better so you will only make the game better by coming up with other ways to make tags.

TS or Tag Team Saves: Every wrestler has a Tag Save rating. The ratings are from 0 to 2. During a match, only one tag team will be allowed to use tag saves. The Tag Saves are built in to help the best true tag teams stay on top. Wrestlers are NOT allowed to use Kick Outs during Tag Team matches. Kick Out ratings are only for singles matches.

There are two steps in determining which tag team will have a chance at tag saves during the match and how many they will have. First, determine how many saves the two tag teams would be allowed. Look at both wrestlers TS Ratings and use the higher of the two. If you have a guy that has a TS: 1 and another that has a TS: 2, then they would be allowed 2 saves during the match. Next, compare the two teams. The team with the most tag saves allowed will have tag saves in the match and the other team will not. For example, team one is allowed 2 tag saves and team two is allowed 1 tag save. Since team one has more than team two, then for this match, team one will be allowed to use their 2 tag saves and team two will have no tag saves. If both teams have the same number of tag saves, then neither team will use a tag save during this match.

Basically, teams using tag saves will have to be Pinned / DQ'ed / Counted Out either 1 or 2 extra times during a match before they lose. Once they have used their 1 or 2 saves, then the next way they lose the match will end the match. You may also use saves for Count Outs and DQ's.

### **Special Action Cards:**

There are three wrestlers who have a Special Action added to their Singles Card Set card. Andre the Giant, Hulk Hogan and Ric Flair. This Special Action is only for singles matches and is not required to be used during the match. These actions are added to help simulate wrestling history and make the game a little more fun.

#### **Card: Andre the Giant**

##### **Special Action: The Andre Finish**

Andre always has complete control of the match. Anytime an opponent goes for his finisher, Andre has the option to reverse it and go for his own finisher to win the match. Virtually making Andre unbeatable unless he chooses to lose. Andre may also choose to allow his opponent to complete their finisher for a possible Pin Attempt on Andre.

#### **Card: Hulk Hogan**

##### **Special Action: Hulk Up!**

Once per match, Hulk Hogan has the opportunity to Hulk Up during his match. At any time during the match, Hogan can Hulk Up and take control on offense in the match. This is usually best to be used when Hogan has no kick outs left, a low grade, and his opponent is going for a Pin Attempt.

#### **Card: Ric Flair**

##### **Special Action: Get Disqualified**

After Ric Flair has used his third kickout, he may immediately choose to get disqualified. Usually with one of his stablemates or his manager interfering. He only has this option one time. If the match continues, he must wrestle until there is a winner. This action may not be used during a no DQ or a Steel Cage match.

### **Battle Royal Rules:**

First, select how many wrestlers you want to use. Put those wrestlers in a stack and shuffle them up. Next, pick out two wrestlers at random. Choose the wrestler that is on offense and begin. Roll the dice and get a number between 11 and 66. If you get a number that is 11 to 26, the wrestler's card will direct you to use Charts 1, 2, 3, 4 or 5. If any of these come up, the wrestler on offense will then roll on the Battle Royal Action Chart. If you roll 31 thru 36, this will direct you to either Chart 6 or 7. If it is Chart 6, that wrestler will roll on the Battle Royal Wrestler Action Chart. If the roll directs you to Chart 7, that wrestler will roll again.

If the roll is 41 thru 66, you follow the action as it is on the wrestler cards. When a PA, D2 or D1 comes up, you treat this as the wrestler on offense has a chance to eliminate his opponent. His opponent rolls on the Battle Royal Elimination Chart. If a U1 comes up, increase the wrestlers Battle Royal grade by 1. If an RE comes up, it is a reversal and the opponent takes over on offense. If an RP comes up, it is a reversal and that wrestler has to roll on the Elimination Chart.

Wrestlers continue to fight until either one is eliminated or the Charts tell you to put them back into the mix. The Battle Royal chart was created to add fun to the game. You may adjust or make changes to these charts as you see fit.

## **Quick Version of How to Play**

Ok, guys. I am doing these two ways. This will be the quick version of how to play. Then below I have listed a sample match that is more detailed. The game is pretty simple and once you play a while, you will be able to play matches faster and still have lots of fun.

First grab two cards. For this example, grab Magnum TA and Tully Blanchard. To play a match you always start with two dice, roll them and then read one die first and then the next die second. So if you roll a red 2 and a white 5 it will read as 25. If you are rolling on a chart, you will add the two together.

While looking at these two cards you will notice there are Chart numbers listed on numbers 11-36. When you roll and any of these numbers come up, you will then roll again on the chart number that comes up. Charts are numbered 1 to 7 and all have names as listed on the cards.

When you roll a number and it is 11-36, you will roll on one of the charts. Anytime you roll on a chart, you will add the dice together. Your numbers will be between 2-12. There are 7 charts and each chart has a variety of things that can happen in a match. These actions are balanced out to give you a good match. Always follow the instructions on the charts. They are very simple and tell you exactly what to do. Once that action is over, then the wrestler that is on offense will roll and be in control.

On the right side you will see numbers 41-66. These are on the action side of the card. When you roll and one of these numbers come up you will do as the card says. An RP – Rev. / Opp. Hits Finisher means the opponent reverses your move and immediately attempts his finisher and goes for the win. A RE is a plain reversal and the opponent takes over on offense. CN means to continue or basically roll again. U1 means to move your grade up by one letter. D1 and D2 means to drop your opponent's grade by 1 or 2 grades. PA means you hit one of your finishers and you go for the win.

On the Finisher / Pin Chart you will go for the win. Anytime you roll and a PA comes up you will roll on this chart. Any other time in the match that you are going for the win via pin fall or submission or a chart says to, you will roll on this chart. During the match you will keep up with grade changes. So let's say Tully's grade is a D and Magnum gets a pin attempt. Magnum is in control, you roll the dice, the pin attempt comes up, and then you roll the dice again and look under the D column. If it says Win!, then Magnum wins the match.

That's pretty much it. That is how you run a match. Now there are other things that come up in a match. Like DQ's, count outs, manager interference, etc. For this you really need to read all the instructions. I promise you that if you give it some time, you will understand the format and see just how fast and fun this game can be. If at anytime you have any questions, please e-mail me or post it to the group.

## **The Wrestling Dice Game – How to Play**

### **Ready to Play the Game**

Well, now you are ready to play the game. Grab your dice, all your Game Charts and grab two wrestler cards and you are ready to have your first match. I will be typing out an entire match below. I will try to get every situation into the match. Once you have played a few matches, you will learn that that some things in the game were set up like they are for a reason. Mostly, everything was done to help move the game along quickly while still being statistically accurate. You will find that some matches will take 10 minutes to play and some will be over in 2 rolls of the dice. This is rare but it does happen to lower graded wrestlers from time to time.

## How to read the charts and cards

Here is a quick explanation on using the charts and cards. Once you read the sample match below, these will make more sense.

When a wrestler is on offense, you will roll on his card. You will roll the two dice and read them as numbers: 11,12,13,14,15,16,21,22,23,24,25,26,31,32,33,34,35,36,41,42,43,44,45,46,51,52,53,54,55,56,61,62,63,64,65,66. On his card it will either direct you to a Chart or perform an Action. Rolls of 11 to 36 will tell you to roll on a chart. Rolls of 41-66 will perform an action and no chart will be needed unless the result is a PA (Pin Attempt). If you ever see PA, this means that wrestler will get a Pin Attempt on his opponent.

When a wrestler rolls on a Chart, you will add the dice together and read them as numbers 2 through 12. You will read that number on the chart and do as it says. Results will either continue the match, raise or lower wrestler grades, tell you to roll on another chart, tell you to roll for pin attempts, DQ's, count outs, etc. or let the manager get involved. Be sure to read the charts carefully and follow their instruction.

Grade changes: The only grades used are A+, A, B, C, D, F. During the match you will keep track of each wrestler's grade. The highest grade a wrestler can have is A+. The lowest he can have is an F. The letter E is not used for a grade. When a wrestler is rated an A+ in the match and his roll results in a U1 (move up 1 grade), drop his opponent's grade 1 since the A+ wrestler cannot move up. Once a wrestler is a grade F, he cannot go any lower but you still want to record another F to show a grade change. This will help show the total number of grade changes in a match. Use the amount of grade changes to determine how long the match is. I estimate 1 to 2 minutes per grade change.

## How to Play a Match

*(The following is a match example from an earlier version of the game. There is very little difference from the earlier versions to this final edition. You will want to read through the following but you will not be able to grab the two cards used and follow along exactly. One thing to note is the previous version used the term Heel and Face for the wrestlers. Those terms were taken out of the game. Everything else will play out the same way.)*

Now you are ready to play the game. For my sample match I will be using Tully Blanchard (with manager James J. Dillon) vs. Magnum TA. You will need to grab Magnum TA's singles card and Tully Blanchard's singles card. You will also need to grab the James J. Dillon manager card. To start the match, you will need to write down on a sheet of paper (or you can use your computer) a match line like this below. This is how you will keep track of the grade changes during the match. Both Magnum and Tully will start the match with a Grade A. Alright, you are all set and ready to roll the match.

How your match line should look:

Magnum TA	B
Tully Blanchard	B

Let's roll! Grab your two colored dice. I use one red die and one white die. I always read the red die as the first number and the white die as the second number. In this game sometimes you will read them separate and sometimes you will add them together. Don't worry though. You will always recognize the situation and know how to read them.

Choose who will be on offense first and who will be the heel and who will be the face. In my match Magnum will be the face and Tully will be the heel. I usually will pick the higher graded wrestler to roll first but since both of these guys are B's, I will roll the dice. Magnum rolls a 5 and Tully rolls a 2 so Magnum will start out on offense.

Let's start the match. Grab your dice and roll. I roll my dice and I get a red 1 and a white 4. I read this as 14 and look at Magnum's card. At 14 on Magnum's card there is a 2 – Out of Ring. This tells me to roll on chart 2 - Out of Ring Chart. I grab the dice and roll them again. Now I roll a red 3 and a white 5. Now since this is on a chart and charts are numbered from 2 to 12, I will add the dice together to get 8. I now look on the chart at 8 for the outcome. It says: The face body slams his opponent to the concrete floor. Roll count out for heel only. Roll of 10 to 12, the heel loses by countout. If no countout, face continues on offense.

So now in my mind, I think that the match has started but Tully will not get in the ring. Magnum goes after him and they start the match outside of the ring. Magnum body slam's Tully and jumps back into the ring. The ref is ready to make the count on Tully to see if he is counted out.

I roll the dice and get a red 5 and a white 4. Since I am rolling for a count out, I will add these together to get 9. Tully makes it back into the ring before he is counted out and Magnum is there for the attack. *(Had the dice roll been a 10, 11 or 12, Tully would have been counted out and lost the match via count out.)*

Magnum is now ready to roll on offense. I roll a red 5 and a white 3. Since Magnum is back on offense I read this as a 53 and look at Magnum's card. At 53 it says U1 – Crowd Cheers Magnum. So with all the momentum going his way, Magnum's grade is now increased from a B to an A. Your match line should now look like this:

Magnum TA	B	A
Tully Blanchard	B	

Magnum is still on offense and ready to roll again. I roll the dice and it is a red 6 and a white 2. This reads as 62 on Magnum's card. At 62 it reads D2 - Military Press Drop. Magnum lands a powerful move on Tully and does a lot of damage. This means that you will drop Tully's grade by 2 from a B to a D. This is considered one grade change. Your match line should now read:

Magnum TA	B	A
Tully Blanchard	B	D

Since Magnum has been doing all the damage and Tully has failed to get in any offensive moves, Magnum is still in control and rolls on his offensive card again. I roll the dice and get a 36. At 36 it reads 7 – Wear Down so I roll on the Wear Down chart. On that chart I roll a red 1 and a white 1 so I add them together and get 2. At 2 it says: Your opponent slips through the ropes and falls to the floor. Go to Out of Ring Chart. Magnum is still on offense but now I need to roll on the Out of Ring Chart. I roll a red 1 and a white 2, which will read as 3. I check 3 on the chart and it says: The heel uses a steel chair to bash his opponent. Move heels grade up 1 and he continues on offense. So this tells me Tully was able to use the chair outside of the ring without getting caught and now his grade will move from D to a C and he is now on offense.

Magnum TA	B	A
Tully Blanchard	B	D C

Now with Tully on offense, he rolls the dice. I roll the dice and rolls a 63. Tully has locked in the Figure Four on Magnum and is going for the Submission. You will now roll on the Finisher/Pin Chart. I roll the dice and roll a red 6 and a white 5. This will read as 11. So since Tully is going for the win, you look at Magnum's grade, which is now an A. Look under the A at number 11 and it says Drop 2. This means Magnum does not submit but his grade drops from an A to a C.



Magnum TA	B	A	C
Tully Blanchard	B	D	C

Now, both guys are at a Grade C and Tully is still on offense.

I roll the dice and look at Tully's card. I roll a 41. On Tully's card at 41 it says RP – Reversal / Opp. Hits finisher. This means Magnum reverses the move and then hits his finishing move. So now Magnum rolls on the Finisher/Pin Chart. Since Tully is a Grade C right now, we will look under C for the outcome. Magnum rolls the dice and rolls a 12 – Win! So it looks like Magnum wins the match...but wait! Tully Kicks Out! If you look at the bottom left of Tully's card you will see he has a KO: 2. This means he has 2 kick outs during the match before he can be pinned. So Tully kicks out and Magnum is still on offense.

Magnum TA	B	A	C
Tully Blanchard	B	D	C

KO Used: Tully 1

Magnum rolls on offense and rolls a 33. At 33 on Magnum's card you see a 6 – Set Up. So now he rolls on the Set up Chart. On that chart Magnum Rolls a 7. It says: If your manager is at ringside, roll on manager's card. If not, Roll on Into the Ropes Chart. Well, since Magnum does not have a manager at ringside, he will now roll on the Into Ropes Chart. On that chart he rolls a 7 and it says: You hit your opponent with an elbow smash. Now toss him into the corner. Go to Into Turnbuckle Chart. Magnum now rolls on the Into Turnbuckle Chart. Magnum rolls again and this time it is a 12 and reads: Your opponent hits his head on the steel ring post and falls to the mat. Go for the WIN! Check opponent's grade and roll on the Pin Chart.

So with Tully laid out from hitting his head on the ring post, Magnum covers him for a pin attempt. Now Tully is still a Grade C so Magnum will roll on the Finisher/Pin Chart and look under C for the result. He rolls and rolls a 4. This says Drop 2 so Tully goes from a C down to an F.

Magnum TA	B	A	C
Tully Blanchard	B	D	C F

KO Used: Tully 1

Magnum is on offense and rolls a 64 – PA – Scoop Slam. This means Magnum nailed one of his finishers and is going for the win. He rolls on the Pin chart and looks under F since Tully is now a Grade F in this match. Magnum rolls a 6 for the Win but Tully still has one more kick out and uses it.

Magnum TA	B	A	C
Tully Blanchard	B	D	C F

KO Used: Tully 2 – no kick outs left

Magnum rolls on offense again. He rolls the dice and gets a red 4 and a white 3. Read this as 43 and it says Reversal. Tully has reversed momentum and is now on offense. Tully rolls a red 5 and a white 1 for a 51 - D1 - Boot Scrape. Magnum is now a grade D.

Magnum TA	B	A	C	D
Tully Blanchard	B	D	C	F

KO Used: Tully 2 – no kick outs left

Tully rolls on offense and rolls a 31. This says to go to the Set Up Chart. He rolls there and gets a 7 which reads: If your manager is at ringside, roll on manager's card. If not, Roll on Into the Ropes Chart.

With J.J Dillon at ringside, he gets his chance to interfere in the match. Grab Dillon's card and roll the dice. Dillon rolls a 46. Look on Dillon's card and 46 will come between 45-52. This says DQ/PA and means that Dillon hit Magnum with a foreign object and may be disqualified. You now roll Dillon's DQ and check his card. Dillon rolls a 7 but since his DQ rating is an 8, he is NOT disqualified and Tully will get a chance to go for win by rolling on the Finisher/Pin Chart.

Tully rolls a 7 and looks under D since Magnum is currently a Grade D. It says Drop 1 so now Magnum goes to an F.

Magnum TA	B	A	C	D	F
Tully Blanchard	B	D	C	F	

KO Used: Tully 2 – no kick outs left

Tully did not get the win but he is still on offense. Tully rolls the dice and rolls a red 1 and a white 2 for a 12 – Specialty Chart. He now rolls on the Specialty Chart. There he rolls a 7 which says: Both wrestlers brawl outside the ring. Roll both wrestlers DQ separately. Either one or both wrestlers can be DQ'ed. If neither wrestler is DQ'ed, continue on offense.

Now we need to roll both Magnum's and Tully's DQ ratings. Magnum rolls a 9 and Tully rolls a 3 so neither guy is disqualified. If one of them or either of them had rolled their DQ rating or higher, they would have lost by DQ but since neither did, Tully will continue on offense.

Tully rolls on offense and rolls a 66. Boom! He nailed the Slingshot Suplex. He now rolls on the Finisher/Pin Chart for the win. He looks under F since Magnum is currently a Grade F. Tully rolls a 7 and somehow Magnum manages to kick out. Tully is still on offense.

Tully rolls the dice and rolls a 61. He hits a Brainbuster for a drop of 2 grades on Magnum. Since Magnum is already an F, you will just record another F on his match line. This will help with the timing of the match.

Magnum TA	B	A	C	D	F	F
Tully Blanchard	B	D	C	F		

KO Used: Tully 2 – no kick outs left

Tully, still on offense, rolls again. Tully rolls a 42 – RE – Reversal so now Magnum takes over on offense.

Magnum rolls the dice and rolls a 66. Boom! He nailed the Belly to Belly Suplex. With Tully being an F grade, this will be a sure win. Magnum now rolls on the Finisher/Pin Chart. He rolls a 10 for the Win! As the ref counts 1.....2....., Tully has no Kick outs left but with James J. Dillon at ringside, he will not go down easily. Dillon jumps in the ring and attempts to make a pin save.

I check Dillon's Pin Save Rating and it is a 9. Dillon needs to roll a 9 or higher to make the pin save. I roll the dice and roll a 9. Dillon breaks up the Pin Attempt but the ref calls for the bell. Tully Blanchard has been disqualified for manager interference. (If Dillon had rolled an 8 or lower, he would not have made the save and Magnum would have won via pinfall.)

There you have it fans! Magnum TA wins the match against Tully Blanchard via DQ in under 16 minutes (8 grade changes) when James J. Dillon interferes in the match.

Tag Team Matches:

Tag Team matches play out the same way. You must keep up with which wrestler is in the match at all times. When a wrestler's grade moves up or down, you will only look at the wrestler that is in the match at that time. Your match line for a tag team match should look like this:

Animal	A
Hawk	A
Hart	A
Neidhart	A

Once the match has been going on for a while, things may look like this:

Animal	A	B	A	C		
Hawk	A	B	C	D	C	D
Hart	A	A+	A	B		
Neidhart	A					

Notice that each wrestler has his own grade. That grade is only affected if he is in the match. When attempting a Pin, always look at the column of the wrestler in the ring. For instance, if someone was trying to pin Neidhart, you would look under column A on the Pin chart. See the Tag Team rules above to understand tags and tag saves.