



GAME INSTRUCTIONS

This instruction book summarizes rules for all games in the Filsinger Games line including *Champions of the Galaxy™* and *Legends of Wrestling Card Game™*. All our games are actually two games in one. The first is a **basic game** for playing any singles or tag team match. Included also are **optional (advanced) rules** for playing a more advanced game. The games can be played alone or with other players.

BASIC GAME RULES

Players using the basic game should ignore all instructions in parenthesis on wrestler playing cards. The instructions in parenthesis apply only for optional (advanced) rules.

1. INTRODUCTION

The game begins with each of two players deciding which wrestler they want to be in a match or if you are playing alone deciding which wrestlers will battle each other. The wrestler playing cards will be used throughout the match. Players will take turns rolling the dice and seeing what happens on the wrestler playing card. One wrestler makes a move on offense and then the opponent responds on defense, and so on throughout a match. The object is to win the match by pin, disqualification, or count out.

2. WRESTLER PLAYING CARDS

Each wrestler playing card contains information about the offensive and defensive skills of the wrestler.

The offensive side of the card (left side) shows the wrestler's favorite moves and unique fighting style. Most moves on offense are followed by a number. This number signals how powerful the move is. A move followed by a 1 is least powerful, while a move followed by a 3 is most powerful.

The defensive side of the card (right side) shows how a wrestler reacts when he is under attack by the opponent. The instructions describe whether a wrestler is dazed, hurt, or down. When he is dazed he is not seriously hurt, but when he is down he is at his weakest.

Most instructions, both on offense and defense, are followed by a number. This number tells the opposing player where to look on his wrestler's playing card when he takes his turn.

The bottom of the card contains information about a wrestler's specific skills. Only the information on the left side of the bottom of the playing card (Ropes, Turnbuckle, Ring, Deathjump, Disqualification) is needed to play the basic game.

3. PLAYING THE GAME

Each player begins by placing his wrestler's playing card in front of him. Players then roll the dice to see who makes the first move in the match. Highest roll starts the match.

There are six possible moves at each of the three levels of offense. The player who starts the match rolls one die and looks for the number corresponding to the roll under LEVEL 1 OFFENSE (all matches start on LEVEL 1 OFFENSE). The result will be a move followed by a number. The number tells the opposing player where to look on his playing card to see how he reacts to the move. The following rule tells the opposing player (the player on defense) where to look on his playing card.

For a move on offense followed by a 1 the opponent rolls on his LEVEL 1 DEFENSE.

For a move on offense followed by a 2 the opponent rolls on his LEVEL 2 DEFENSE.

For a move on offense followed by a 3 the opponent rolls on his LEVEL 3 DEFENSE.

The opposing player now rolls one die and checks the result on his appropriate defensive level.

EXAMPLE

Say a wrestler is fighting and rolls a 3 on LEVEL 1 OFFENSE and the result is "hammerlock – 2". The opponent rolls one die and looks under LEVEL 2 DEFENSE because "hammerlock" was followed by a 2. If "hammerlock" had been followed by a 1, the opponent would roll one die and look under his LEVEL 1 DEFENSE.

One of two things can happen to a wrestler when he is on defense. Either he is stunned by his opponent's move or he manages to fight back. A roll on defense which results in the instructions dazed, hurt, or down means that the wrestler is in trouble and his opponent makes another move on offense. These instructions will be followed by a number. This number tells the opponent at what offensive level he should roll.

EXAMPLE

Continuing the match above say the opponent rolls a 5 on his LEVEL 2 DEFENSE and the result is “hurt – 2”. The opponent is hurt and the wrestler on offense will make another move. The wrestler on offense rolls one die on his LEVEL 2 OFFENSE because “hurt” was followed by the number 2.

On the other hand, a roll on defense that results in the wrestler’s own name in capital letters means that the wrestler counters the move and fights back. The number following the wrestler’s name tells where he should roll on offense.

EXAMPLE

Say the wrestler on defense rolls a 2 on LEVEL 2 DEFENSE and the result is his name in capital letters followed by the number 2. This means the opponent fights off the hammerlock and switches from defense to offense. He rolls on his LEVEL 2 OFFENSE because his name was followed by a 2.

A typical match goes back and forth in this manner until a wrestler is pinned, disqualified, counted out, or both are disqualified.

4. CHARTS

Game charts are used when a player rolls one of the following instructions on offense:

1. into the ropes
2. into the turnbuckle
3. out of the ring
4. deathjump

When these situations occur the opponent consults the appropriate chart. See the instructions on the charts for further information. For each of the four charts, RATING A is excellent, RATING B is average, and RATING C is poor.

*Note: The chart ratings **are not** consulted for the wrestler on offense but based on the opponent’s ratings (the one who is being thrown into the ropes, turnbuckle, out of the ring, or a possible victim of a deathjump).*

EXAMPLE

Say a wrestler rolls 3 on his LEVEL 2 OFFENSE and the result is “into the ropes (c)” (remember, instructions in parenthesis are ignored in the basic game). This means that the wrestler on offense has just thrown his opponent into the ropes. It is now the opponent’s turn. First, he checks his Ropes rating at the bottom of his card. Then he rolls both dice and looks for the result on the “Into the Ropes” chart under the column corresponding to his Ropes rating. Say his Ropes rating is B and he rolls 2. This is a great outcome! He looks on the “Into the Ropes” chart for a roll of 2 under a Rating of B. The result is a sensational move off the ropes where he pins the wrestler who was on offense! The opponent rolls his PIN!

5. PINS

At some time during the course of a match a player may roll PIN on his wrestler’s card (or due to the chart situation above). This means that the wrestler has been covered by the opponent (or is the victim of a submission move) and the match might end. When a player rolls PIN he rolls both dice to see if he loses the match. If the result of the roll is the same or lower than the number following PIN, then the wrestler is pinned and he loses the match. If the result of the roll is greater than the number following PIN, then the match goes on with the opponent rolling on LEVEL 3 OFFENSE.

EXAMPLE

Say a wrestler rolls a 6 on LEVEL 2 OFFENSE and the result is “power slam – 3.” Also assume the opponent rolls a 1 on his LEVEL 3 DEFENSE and the result is PIN 6 (3). The opponent rolls two dice. If he rolls a 6 or lower, then he is pinned and loses the match. If he rolls 7 or higher, he manages to kick out (or gets to the ropes or whatever) and the match goes on with the wrestler on offense rolling on LEVEL 3 OFFENSE.

6. FINISHERS

A wrestler’s finisher is his most powerful move and if he can execute it properly he will win the match. Moves on LEVEL 3 OFFENSE in capital letters refer to the wrestler’s finishing move. When a wrestler’s finisher is rolled, the opponent **automatically** rolls both dice for his PIN rating.

EXAMPLE

Say a wrestler on offense rolls a 6 at LEVEL 3 OFFENSE and the result is BIG FINISHER (+3). The opponent checks his PIN rating and rolls both dice. Assume the PIN rating is 6 (3). If the result of the combined roll is 6 or lower, the opponent is pinned or submits and the match is over. If he rolls 7 or higher, the match continues in the usual manner with the wrestler on offense rolling one die on his LEVEL 3 OFFENSE.

Note: The finisher rating of +3 is used in the Optional (Advanced) Rules but not the Basic Rules.

7. DISQUALIFICATIONS

Wrestlers may lose a match by disqualification, depending on how much of a rule-breaker they are. Wrestlers may be disqualified for several reasons including fighting outside the ring (see Out of the Ring chart). A wrestler's disqualification rating is at the bottom of his playing card. In a disqualification situation the player rolls both dice. If the result of the combined roll is the same or lower than the number following Disqualification, then the player is disqualified and loses the match. If the roll is a number higher than the number following Disqualification, then the wrestler is not disqualified and the match continues.

EXAMPLE

Say a wrestler rolls 3 on LEVEL 3 OFFENSE and the result is "out of the ring". This means that the wrestler on offense has thrown the opponent out of the ring. The opponent looks at his Out of the Ring rating on the bottom of his card. Assume his Ring rating is A and let's also assume he rolls 6 with two dice. Looking at the Out of the Ring chart it shows that he may be disqualified. The opponent rolls two dice again and checks his Disqualification rating. Let's say his Disqualification rating is 5. If the result of the combined roll is 5 or lower, then he is disqualified and loses the match. If the number is 6 or higher, then he is not disqualified and the match continues. In this case he wins a brawl outside the ring and rolls on his LEVEL 3 OFFENSE.

8. TAG TEAM RULES

For tag bouts each player chooses two (or three or how many you want!) wrestlers per side prior to the start of a match. Basic rules are the same as in single matches. A wrestler can tag out to his partner **at any time** when he is on offense. A player may not tag out when he is on defense. His tag partner enters the ring by rolling one die on the same level of offense

his partner was on. In tag matches try not to let one wrestler dominate a match. Use reasonable judgment. The players may not tag out on defense using Basic Rules but they can try to tag out using Optional Rules.

EXAMPLE

Say one wrestler is rolling on LEVEL 2 OFFENSE against his opponent. He may opt to tag out instead of rolling. If he opts to tag out his partner enters the ring and rolls on LEVEL 2 OFFENSE and the match proceeds in the usual manner.

OPTIONAL (ADVANCED) RULES

Included in this section are rules which add realism to the game. Generally these rules allow players to make choices during the course of a match. The rules range from simple to a little difficult. Any of the rules may be used in any combination. Players are advised to use their own judgment in deciding which rules to use and not use.

In matches involving other game players (for example in tournaments at conventions) using all these rules is standard. If you do not wish to use all of the rules in a competitive match, it's best to discuss this with the other player before starting.

1. TAKING FATIGUE INTO ACCOUNT

For this rule, players use the PIN rating in parenthesis and ignore the PIN rating used in the basic game. To take fatigue into account players should increase their PIN rating by one after each unsuccessful PIN attempt by the opponent. Tokens should be available (like pennies or you can use dice as counters) to keep track of a player's PIN rating.

Note: Tally Sheets are also available for purchase which allows you to keep track of Fatigue and other game factors such as Pin Saves, Interference, etc.

EXAMPLE

Say a wrestler with a PIN rating of 4 (1) is pinned and he rolls 2 with two dice which means he kicks out. The next time he is pinned his PIN rating will be 2 instead of 1. If he is pinned unsuccessfully again his PIN rating goes up to 3 and so on.

Note: Some game fans assume a wrestler is bleeding when he has accumulated at least four fatigue tokens.

2. FINISHER RATINGS

The number in parenthesis after a wrestler's finisher is his Finisher rating and shows how powerful his finishing move is. A rating of +5 (and in some cases higher) is very powerful and a rating of zero is least powerful.

EXAMPLE

Say a wrestler on offense rolls a 6 on LEVEL 3 OFFENSE and the result is BIG FINISHER (+3). The opponent checks his PIN rating and rolls both dice. Assume the PIN rating is 4 (1). Assume the PIN rating is 4 (1). The Finisher rating (in this case +3) is added to the PIN rating (in this case 1) which results in a total of 4. If the result of the combined roll is 4 or lower, the opponent is pinned or submits and the match is over. If he rolls 5 or higher he adds one to his PIN rating and the match continues in the usual manner with the wrestler on offense rolling one die on LEVEL 3 OFFENSE.

3. ROLL FINISHERS

Some wrestlers have a "roll" finisher that requires the player to roll one or two dice to determine the outcome or potency of the move. The roll is the finisher rating. Some roll finishers are risky and can result in a wrestler missing his move and the opponent taking over on offense. Different wrestlers have different variations on the roll finisher. See individual wrestler cards for specific instructions.

EXAMPLE

Say a wrestler rolls his finisher RISKY FINISHER 2–6 (roll) and at the bottom of his card it says: "Roll one die. On rolls of 2–6 this is the finisher rating. On a roll of 1 the opponent moves out of the way and the opponent rolls on LEVEL 3 OFFENSE." If the player rolls a 3 then this is the finisher rating and it should be added to the opponent's PIN rating in the normal manner and the opponent rolls his PIN. If the player rolls a 1 the wrestler misses the move! The opponent takes over on LEVEL 3 OFFENSE.

4. AGILITY AND POWER RATINGS

This rule applies for moves on offense followed by (ag) or (pw). A wrestler's agility (ag) refers to his quickness and mobility. A wrestler's power (pw)

refers to his brute strength. The ratings for these abilities are shown at the bottom of the wrestler's playing card. A rating of -5 is excellent, while a rating of +5 is poor. A rating of zero is average.

A move followed by (ag) or (pw) is successful only if the wrestler on offense has an agility or power rating that is the same or better than the opponent. If the opponent has a better agility or power rating, then the opponent counters the move and rolls on LEVEL 2 OFFENSE.

EXAMPLE

Say the wrestler on offense rolls a move such as "body slam-2 (pw)". Let's say the wrestler on offense has a Power rating of -2 and the opponent has a Power rating of 0. In this case continue playing in the normal manner. However if the opponent has a Power rating of -3 then the move is unsuccessful and the opponent rolls on LEVEL 2 OFFENSE.

5. BASIC CHART CHOICES

This rule applies when the instructions into the ropes, into the turnbuckle, out of the ring, or deathjump are followed by a (c). This means that the player has a choice to try the move or he may roll again. If the player decides to go ahead with the move, then the opponent checks the proper chart and rolls to see what happens. If the player decides not to try the move, then he rolls again **at the previous level of offense.**

EXAMPLE

Say a player rolls on LEVEL 2 OFFENSE and gets the instruction: "into the turnbuckle (c)". He can perform the move, in which case the opponent rolls on the Into the Turnbuckle chart; or he can decide against the move, in which case he would roll again on LEVEL 1 OFFENSE.

6. LEAVING THE RING

The rule applies when a player rolls the instruction "down - 3" on LEVEL 3 DEFENSE followed by (lv). This means that the player has the option of leaving the ring. If the player decides to leave, then he checks his Ring rating, rolls both dice, and checks the result on the Out of the Ring chart. If the player decides to stay in the ring the game is played in the usual manner with the opponent rolling on LEVEL 3 OFFENSE.

In tag matches, the player may have a choice between trying to tag out to his partner (tag) or leaving the ring (lv). A player may try either move, but not both.

7. THE CHOICE SITUATIONS CHART

This rule applies when an instruction on offense is followed by (ch) and a letter. The original instruction should be ignored. Instead, the player looks at the Choice Situations chart under the letter that follows (ch) on the playing card. In all cases a player has a choice of two moves to try on his opponent. Whether the moves will be successful or not depends on the skills of the opponent. The player on offense will need to add or subtract his opponent's agility and/or power ratings to determine the odds that these moves will be successful.

EXAMPLE

Say a wrestler on offense rolls a move followed by (ch C). The player must consult the Choice Situations chart and look at Choice C. The wrestler has a choice of two moves: one is a Moonsault-3 and the success of this move depends in part on the Agility rating of the opponent. The other is a Kick to Knee-2 and the success of this move depends in part on the Power rating of the opponent. Let's say the opponent has an Agility rating of -2 and a Power rating of +1. This means the Moonsault will work on rolls of 2-5 and the Kick to Knee will work on rolls of 2-8. The player must decide which move he will attempt and this choice may be difficult because the more potent move (Moonsault-3) has a lower chance of success. Let's say the player decides to try the Kick to Knee-2. On rolls of 2-8 the move is successful and the opponent should roll on LEVEL 2 DEFENSE. If the roll is 9-12 the move is unsuccessful the opponent takes over on LEVEL 2 OFFENSE. When a move is unsuccessful the opponent **always** goes on offense on LEVEL 2 OFFENSE.

8. ADD 1 MOVES

Some moves on wrestler cards are followed by "Add 1". These are powerful moves that automatically add one to the opponent's PIN rating even though it may not result in a pin. In these situations, add one to the opponent's PIN rating and continue playing in the normal manner (the opponent rolls on LEVEL 3 DEFENSE).

9. DISQUALIFICATION MOVES

Any move followed by "dis" means the wrestler could be disqualified for using the move. Roll the wrestler's disqualification rating (or the number in parenthesis with the "dis" instruction, if present) to see if he is disqualified. If you want to avoid the possibility of the disqualification you may roll again at the previous level of offense.

10. THE FEUD TABLE

The Feud Table will make your matches much more exciting and realistic. This table is used when two feuding enemies are facing each other. There's a chance things could get out of control!

Game handbooks often describe feud situations but keep in mind that rivalries may develop spontaneously when you are playing. Go with the flow and use your imagination!

You'll also need to decide on allies (wrestlers who frequently team up and support each other) for your wrestlers. Again, sometimes these allies are described in game handbooks. You might decide that certain wrestlers have only one ally, so you can use the same person whenever the ally instruction is rolled on the chart. You might also decide that some wrestlers have no allies in which case you would ignore the instructions involving an ally and roll again on the Feud Table.

The Feud Table is used when a feud match (which is any match that the player deems a "feud" situation) ends with a roll of doubles (including pins, disqualifications, double disqualifications, and count outs). When this happens, there will be fighting after the match is over. Often this fighting will involve other wrestlers and someone may be injured. See the Feud Table for further instructions.

If a wrestler is injured the instructions will indicate the number of fight cards the injury will last. A wrestler may still fight when he is injured, but his PIN rating increases by two at the start of a match. For example, if a wrestler's PIN rating is usually 5 (2), it becomes 7 (4) when he is injured.

11. DOUBLE TEAM TAG MOVES

A move on offense followed by (tag) means the move only works when the wrestler is involved in a tag team match. In singles matches roll again at the same level of offense until you roll a different instruction. A move on offense followed by (singles) means the move only works in singles matches. In tag matches roll again at the same level of offense until you roll a different instruction.

12. TAGGING OUT ON DEFENSE

When a player rolls an instruction on defense followed by (tag), then the player has the option of trying to tag out to his partner. This rule only applies when the two wrestlers are regular tag partners or members of the same group. If the members of a tag team are not regular tag partners or members of the same group, then the (tag) instruction should be ignored.

When (tag) is rolled and a player wishes to tag out to his partner, he must roll both dice. If the two wrestlers are tag partners, then a roll of 6 or less (with two dice) means the tag is successful. The partner enters on LEVEL 1 OFFENSE. If the tag is not successful the game is played in the usual manner. If the two wrestlers are members of the same group but they are not necessarily a regular tag team, then a roll of 4 or less means the tag is successful.

13. PIN SAVES IN TAG MATCHES

A wrestler may attempt to “save” his partner when he is being pinned in a tag match in order to prevent defeat. Roll on the Pin Saves chart in these situations. Tag teams are allowed to try two pin saves per match. Wrestlers who are not normally tag partners do not have this option (assume their pin save attempts are not successful). If two partners tag occasionally you may decide to give them one Pin Save attempt in their match but it’s up to you, promoter!

EXAMPLE

Say your partner is being pinned and you want to try a pin save. Roll on the Pin Save chart. Say the roll is 2. This means you must roll on the Outside Interference chart and things could get crazy! Perhaps instead you roll 5; this means the pin save was successful. Add one fatigue token to your partner’s PIN rating as always for a failed pin attempt and the opponent rolls on LEVEL 3 OFFENSE. On rolls of 11–12 there’s an all-out brawl involving everybody! Follow the instructions to see how it turns out!

14. RINGSIDE ALLY

A wrestler may choose to have an ally accompany him to ringside in single bouts. This ally might become involved in the match. Bringing an ally to ringside increases the risk of disqualification, but can pay off in a victory as well.

When a player is thrown out of the ring and the opponent's ally is at ringside, the ally has the option to interfere in the match. If the opponent's ally chooses to interfere, the Out of the Ring chart changes in the following way: Rolls of 6 or lower for Ratings A, B, and C will mean that the ally interferes in the match. The new instructions read as follows:

"You are attacked outside the ring by the opponent's ally. The ally smashes you into a steel post. The opponent and his ally may be disqualified. OPPONENT ROLLS DISQUALIFICATION 6. If there is no disqualification, then the ally tosses you back into the ring to the waiting hands of the opponent. OPPONENT ROLLS ON LEVEL 3 OFFENSE."

All disqualifications in these situations occur on rolls of 6 or lower, regardless of the disqualification rating on the wrestler's playing card.

On rolls of 7 or higher consult the Out of the Ring chart for instructions. This means the ally was prevented from interfering by the referee and the match continues in the normal manner.

15. DISTRACTOR RATINGS

A manager, valet, or wrestler may attempt to distract the referee during a match mainly to help their wrestler avoid a pin or submission. Look at the Distractor Rating on the playing card. If the Distractor Rating is 6, this means the distraction works on rolls of 2–6 (using two dice). If the roll is 7–12, the distraction is unsuccessful and the match continues in the normal manner. If a distraction is used to avoid a pin, the manager (or whoever) must try to distract the referee prior to the roll of the pin. If the distraction is successful, the pin does not have to be rolled. Add one to the wrestler's PIN rating for fatigue. The wrestler on offense rolls again on LEVEL 3 OFFENSE.

Any wrestler may appear at ringside for a match and if they don't have a Distractor Rating on their card then the Distractor Rating is automatically 5. Distractions may be tried one time per match (just like outside interference which may be tried one time per match).

EXAMPLE

Say a wrestler is being pinned and a manager or valet (or a wrestler) at ringside wants to distract the referee. Assume the manager or valet's Distractor Rating on the bottom of their card is 7. Roll two dice. If the roll is 2–7 the distraction works and the wrestler adds one to his PIN rating and the opponent rolls on LEVEL 3 OFFENSE. If the roll is 8–12 the distraction is unsuccessful and the wrestler rolls his pin in the normal manner.

16. OUTSIDE INTERFERENCE

You may also try to have somebody interfere in a match at any point in the match. For example say your wrestler is being pinned and you want to have another wrestler storm the ring and interfere. Roll on the Interference Chart to see what happens! Outside interference may only be tried once per match.

SPECIAL MATCHES

Special matches make the game more fun, especially for intense feuds! Some basic special matches are listed below. For more see our game catalog for special match handbooks!

NO DQ MATCH

This is a match where anything goes and there are no disqualifications! Use your imagination to make it a classic wild encounter! Ignore disqualification and count out instructions. Substitute “down-3” where necessary. Ringside allies (or managers, etc.) are often not allowed but this is up to you.

CAGE MATCH

The participants fight each other in a ten-foot high steel cage! The goal is to climb out of the cage at the top or through a door that is opened by the referee. When you roll a PIN assume that the wrestler is trying to leave the cage. Use the Cage Rating at the bottom of the wrestler playing card in place of the usual PIN rating because some wrestlers are better in cage matches and some are worse. Cage matches are usually no disqualifications matches so ignore disqualifications and count outs. Substitute “face into cage-3” for “out of the ring”. Ignore the leaving the ring (lv) option.

SIX OR EIGHT MAN (OR MORE) TAG MATCHES

You can play tag matches with as many wrestlers on each side as you like. On offense a wrestler may tag out to any partner. On defense when a wrestler tries to (tag) out determine at random who he is trying to reach. Don't forget to ignore the (tag) instruction if the partner is not an official tag partner or at least a member of the same team (it's up to you!).

BE CREATIVE AS A PROMOTER AND BOOKER!

For all our games YOU are the person in charge so be as creative as possible! Don't hold back! Here are some suggestions:

Fight cards – Set up exciting fight cards of wrestling action with a main event and all including exciting interviews and wild events!

Championship belts – Don't just have isolated bouts. Establish singles and tag team belts and pit number one contenders against the champions! Establish a ranking system for the top contenders.

New allies and feuds – Be spontaneous and allow new alliances and feuds to emerge! That's half the fun.

Blood and guts – Sometimes a match is more exciting when blood is spilled. You might assume that when a wrestler has amassed at least four fatigue tokens he is injured and maybe bleeding!

Maintain a creative flow – Half the fun will be your imagination! Assume disqualifications are wild brawls and schedule a no-DQ match or a cage match to settle the score! Create your own special matches and feuds, it's all up to you!

