

# **RETRO WRESTLING GAMES™**

## **PROUDLY PRESENTS...**



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## **WELCOME!!**

Thank you for purchasing the very first installment of Retro Wrestling Games, Georgia Championship Wrestling! My goal in creating Retro Wrestling Games is to recreate the action, excitement & feuds we all remember from the 1980's, when wrestling was still "kayfabe" & we loved it that way! This was a time when there was more than just one wrestling promotion in America...there were at least a dozen major regions! And it is my goal to bring as many of them to you as I possibly can! Make no mistake, this is for my enjoyment as well as your's!

This game comes with 92 featured wrestlers from Georgia Championship Wrestling, 36 jobbers, plus 12 "Special Attraction" wrestlers, all ranging from 1980-1984. These were the years I watched GCW faithfully, and therefore I feel quite confident that I've portrayed them accurately. Keep in mind that these wrestlers and their statistics are based on events that originally took place over 20 years ago. There were no triple-jump moonsaults through a double-stack of flaming barbed wire-wrapped tables back then! If your gut reaction to that statement is, "But you did put it in the game, right?" then this game is probably not for you! However, if you prefer your wrestling action to be more realistic & believable (as it was back then), then I am CERTAIN that you will absolutely LOVE this game!

What? Why did I pick Georgia as my first region to release? Well for starters, if you're reading this, then you were obviously a fan back then as well as I was! But I know what you're getting at...why did I make Georgia FIRST? To be honest, it was the first territory that brought a passion out of me. I'd been watching WWWF for around three years when I first got GCW on cable tv, and although I always watched WWWF faithfully, GCW just commanded my attention even more than the WWWF did. I was furious when "Black Saturday" hit, as were many of you, I'm sure! So as a tribute to my favorite territory of all time, I picked GCW to be the very first release!

Once again, I thank you for your purchase, and I hope you enjoy reliving...



- DAVE BARTON

P.S. ON A PERSONAL NOTE, I'M JUST AN AVERAGE, 40-HOUR A WEEK WORKING SCHMOE LIKE EVERYONE ELSE. IF YOU APPRECIATE MY EFFORT IN CREATING "RETRO WRESTLING GAMES" AND YOU WANT ME TO CONTINUE CREATING NEW WRESTLING REGIONS FROM THE 1980'S, THEN PLEASE PURCHASE YOUR GAMES DIRECTLY FROM ME. GIVING A COPY OF THIS GAME TO A FRIEND MIGHT NOT SEEM LIKE YOU'RE DOING MUCH HARM, BUT I PROMISE YOU THAT PURCHASING IT DIRECTLY FROM ME WILL DO MUCH MORE GOOD! SUPPORT THE LITTLE GUY!! THANK YOU!!

P.P.S. YES, I ACTUALLY DO WRITE LIKE THIS!!

## **GETTING STARTED**

You might have a rough idea of how the game is played if you've already looked at some of the wrestler cards (I'll bet you did!). But you'll definitely want to read through the rules thoroughly first, and you'll probably even need to reference back to them a few times after you first start playing. But once you get the hang of things, you'll be just fine.

Matches will take a number of dice rolls, depending on the wrestlers' skills. Let's grab a couple wrestlers at random (don't worry, you don't have to make all your match-ups at random, this is just to set up a sample match) and see who we get...

### ***Kevin Von Erich***

Ok, he wasn't in GCW for long, but he'll do. Now ignore everything until you get to this...

Technical – Expert (3)	Tag Team – Advanced (2)
Aerial – Expert (3)	Ally – Advanced (2)
Brawling – Advanced (2)	Grudge – Expert (3)
Power – Basic (1)	Weapon – Expert (3)
Martial Arts – Advanced (2)	Cheating – None
Stamina – Expert (3)	Intangibles – Expert (3)
1 Flying Bodypress	
2-3 Abdominal Claw	
4-6 IRON CLAW	

This is where all your rolls are gonna be made, the rest of the card is just additional info to “pretty it up” and make it easier to find a particular wrestler in your deck. Now we'll grab an opponent...

### ***Harley Race***

Technical – Superhuman (5)	Tag Team – Advanced (2)
Aerial – Basic (1)	Ally – Advanced (2)
Brawling – Expert (3)	Grudge – Superhuman (5)
Power – Advanced (2)	Weapon – Expert (3)
Martial Arts – Basic (1)	Cheating – Expert (3)
Stamina – Superhuman (5)	Intangibles – Expert (3)
1 Diving Head Butt from Middle Turnbuckle	
2 Belly to Belly Suplex	3 Indian Deathlock
4-6 PILE DRIVER	

A “Special Attraction” wrestler! Nice matchup! Let's make it a #1 Contender's match for the NWA World Title!

## **WHAT IT ALL MEANS**

Ok, so you see the various wrestling abilities & their respective scores for each ability. Ability explanations are as follows:

Technical – locks, scissors, suplexes, takedowns, and pinning combinations  
Aerial – all moves involving the offensive wrestler leaving his feet  
Brawling – punches, kicks, and other roughhouse tactics  
Martial Arts – punches, kicks, chops, takedowns, and nerve holds from the Orient  
Power – moves used to knock down or crush an opponent using muscle and/or bulk  
Stamina – how much damage he can take, how long he can go in the ring  
Tag Team – overall ability in Tag Team matches  
Ally – overall helpfulness as a ringside ally or manager  
Grudge – how well he wrestles against an opponent he carries a grudge with  
Weapon – how well he wrestles in a match where weapons are legal  
Cheating – how well/often he cheats during a standard match  
Intangibles – the “it” factor that some wrestlers have that drive them to success

And here's an explanation of the various ratings:

None – this skill is absolutely useless to this particular wrestler  
Basic – he knows/uses the bare minimum when it comes to this skill  
Advanced – he uses this skill well & knows what he's doing with it  
Expert – this guy is dangerous, don't test him on this skill  
Superhuman – even the experts don't want to mess with this guy

*(Now you may look at Kevin Von Erich and think, “How'd he get Advanced in Martial Arts? He wasn't a Martial Artist!” True...but his Specialty, the Iron Claw, requires knowledge of the pressure points of the skull for maximum effectiveness, which makes it a “nerve hold.” It was his Specialty and I couldn't justify giving him a None score, or even a Basic score. Likewise, it was just one hold in his arsenal, and I couldn't justify giving him a Superhuman score or an Expert score either, regardless of how effective it was as his Specialty. So it had to be Advanced. You might find some other scores throughout the game that don't seem right at first, but remember this example & see if you can figure out why they got the score they got.)*

Now, look underneath those abilities and you'll see the various “Finishers” each wrestler could use to end a match, as well as (sometimes, but not always) one Finisher in all CAPITALS. If a wrestler has a Finisher listed in all CAPITALS, then that is their Specialty (or Signature maneuver), the one hold they are best known for, their preferred Finisher! Different wrestlers may have a different number of Finishers, depending on their wrestling style & variety in their various matches. Some wrestlers were just more versatile than others! You might also notice that all Finishers are CLEAN Finishes! That's because a wrestler may have to CHEAT to win, which is covered later.

Next, you need to decide what kind of match this is and set a time limit. This is an important contest with a shot at the NWA World Title on the line, so I'd say let's make it a 60 minute time limit, with standard rules.

Here's what we do to get the action started! Grab a piece of scrap paper (or use the included sample Scrap sheet), because you'll need to keep track of your rolls!

## **HAVING A MATCH (page 1)**

See the number next to each score? That's how many 6-sided dice you're going to roll for that Ability. So for Kevin Von Erich (the face always rolls his scores first!), I'm going to roll (yes, I'm actually rolling!) down his left-side list of skills (we'll call them his "Core Skills") and the results are as follows:

Technical – Expert (3) = 4  
Aerial – Expert (3) = 6  
Brawling – Advanced (2) = 8  
Power – Basic (1) = 3  
Martial Arts – Advanced (2) = 7  
Stamina – Expert (3) = 9

So in this match, Kevin didn't do a lot of Power wrestling (as expected from his Basic knowledge), and his Technical skills barely showed at all (quite a surprise, given his Expert knowledge). An Aerial assault was there (though not outstanding for him), and his Brawling and Martial Arts were on par (an average score...use some imagination, Harley might've gotten caught in the Iron Claw at some point & gotten to the ropes for the break!). His stamina could've been a bit better tonight, we've seen him worse but we've also seen him much better.

Now let's roll Harley Race's "Core Skills":

Technical – Superhuman (5) = 9  
Aerial – Basic (1) = 1  
Brawling – Expert (3) = 8  
Power – Advanced (2) = 3  
Martial Arts – Basic (1) = 5  
Stamina – Superhuman (5) = 21

Harley clearly outwrestled Kevin with a score of 9 to 4, although this is still a low score for Harley. Harley may have dropped one knee on him, judging by his Aerial score. Kevin stepped up with Harley when it came to Brawling & Power, which is impressive since Harley is clearly better at both. Harley layed in a few good chops, apparently. And Harley looked great out there, seemingly not running out of steam at any point.

Next we determine an "Early Favorite" to win the match, just to add some flavor, based on the skills they've shown so far. Kevin scores a 37 (4+6+8+3+7+9), while Harley scores a 47 (9+1+8+3+5+21). Based on these early totals, Harley is favored to win, although our next step could prevent that.

Now we roll down their right-side skills (we'll call them "Modifiers"), but only the ones that apply to this match. First up, Kevin:

Tag Team – no roll  
Ally – no roll  
Grudge – Expert (3) = 5

## **HAVING A MATCH (page 2)**

Weapon – no roll  
Cheating – None (0) = 0  
Intangibles – Expert (3) = 13

*(This isn't a tag match, he didn't act as an ally/manager for anyone, there is a bit of a grudge because a shot at the NWA World Title is at stake, and no weapons were permitted in this match. He also has no Cheating Ability.)*

We're going to take his highest score from his "Modifiers" (13 for Intangibles, which is a good score given his Expert ability) and replace his lowest score from his "Core Skills" (3 for Power), even if his lowest Core Skill is a zero. For better or worse, we make the swap! So during the match, he realized his Power attacks weren't up to par, and instead relied on his Intangibles, which as you'll recall is somewhat of a determination factor. This makes his final total for the match a 47.

At this point, we would determine a "Late Favorite" to win (this time its important), but there is no longer a "Favorite" to win because the score is tied at 47 to 47 (if these were the absolute final scores, for curiosity sake, this match would be a dead-even draw in a 30 minute time limit, and a 47 minute double knockout due to exhaustion in a 60 minute match). But Harley still gets to roll for his "Modifiers", so now we do the same for Harley:

Tag Team – no roll  
Ally – no roll  
Grudge – Superhuman (5) = 11  
Weapon – no roll  
Cheating – Expert (3) = 17  
Intangibles – Expert (3) = 10

Again, we'll take the highest score from his "Modifiers" (17 for Cheating) & replace his lowest score from his "Core Skills" (1 for Aerial). So during the match, Harley switched gears from an Aerial attack & started Cheating like mad. This brings Harley's final total up to 63, which means barring any unusual circumstances (an unexpected count-out or dq), he's heading for a win due to his Cheating (because he is no longer the "Favorite" to win).

Now we determine the time of the match. This may seem a little tricky at first, so pay close attention:

(high score) 63 – (low score) 47 = (difference) 16  
(low score) 47 – (difference) 16 = (time of match) 31 minutes

So in 31 minutes, the match ended. At this point, we have to find out how & by whom.

First we check for a countout. Was either (or both) wrestler's Brawling his top score? If it were, then his opponent would have to roll 2 dice (as in pro wrestling, they'd need lower than 10 to avoid being counted out). It wasn't, so there is no roll & we can continue.

Next we check for dq's. Was either (or both) wrestler's Grudge score his highest score? No, so they didn't let their Grudge get the better of them, they kept their cool. What about the heel's (Harley's) other scores? Was his Ally, Cheating, or Grudge his top score? No, it wasn't. If it was, he would have been dq'd for excessive double-teaming, Ally interference, going too far because of his Grudge, or Cheating.

## **HAVING A MATCH (page 3)**

Now we check to see if anyone's behavior backfired & cost themselves a clean loss. Same as checking for dq's, only we see if the same scores (Grudge for Kevin, and Ally, Grudge, and Cheating for Harley) were the lowest instead of the highest. No for Kevin, and no for Harley.

Ok, now because the heel (Harley) was no longer the Favorite before making his final rolls (47 to 47, if you recall), and the modifier he used in order to get ahead was Cheating, this means he Cheated to win. Consulting the Cheating Chart, we roll 2 dice & see that with a 9, he landed a low-blow for the win. (If the final roll to get ahead had been Ally, then his ally would have been the cause & we would have rolled on the Ally chart. If it had been Intangibles, then it would have been a clean win & you would have simply rolled a die on Harley's Finishers.)

So here's our recap: Harley took early control with superior technical wrestling & stamina on his side. Kevin went toe-to-toe with Harley by brawling & using a bit of his own power, along with some fair stamina of his own. Eventually, Kevin's "it" factor kicked in & helped even the match out. Sensing victory slipping away from him, Harley cheated with a low blow for the pin at 31 minutes.

(Not bad, huh? How did your sample match between the two turn out?)

Just for kicks, here are some other singles match results I came up with on my actual "sample event."

In the opener, Steve O. & Tommy Rogers had a very technical, high-flying 10-minute draw.

"Wild" Bill Irwin got dq'd in just 3 minutes when he massacred Brad Armstrong with a foreign object, which the ref finally caught when Irwin jabbed it into Brad's throat.

Andre the Giant toyed with Killer Brooks for 5 minutes before finishing him off with a Delayed Head Butt.

Buzz Sawyer pinned Tommy Rich after 24 minutes of a Street Fight when he clobbered Tommy with a trash can near the concession stand.

In the Semi-Main Event, Harley Race pinned Kevin Von Erich after 31 minutes by cheating with a low blow to earn a crack at the NWA World Title (this was your sample match).

And in the Main Event, Bob Backlund faced Ric Flair in a title vs title match, which saw both men display incredible technical skills. Backlund showed superior stamina & aerial tactics, while Flair brawled back & would not quit. A classic 60-minute draw!

So now that you've seen an entire match, you should have a grasp on running your own matches. For your convenience, I've included a step-by-step list to show what rolls to make, when, and why.

## HAVING A TAG TEAM MATCH (page 1)

Well, you made it through a singles match, now you're going to learn how to do a tag team match. Mostly its the same as a singles match, its just a matter of having 4 (or 6) wrestlers involved. Since you're already familiar with the rolls, mechanics, and terms used in this game, this will be in an abbreviated form, verbatim only when something new is introduced.

Designate your teams & match stipulations. For this match let's recreate the brief feud that was Otis Sistrunk & Michael Hayes vs. Terry Gordy & Austin Idol. We'll make it under standard rules with a 30 minute time limit, but bear in mind that there is a grudge.

Roll the "Core Skills" for the faces, and then for the heels. He are my results:

### Sistrunk & Hayes

5	T	10
5	A	8
6	B	6
8	P	2
0	M	0
3	S	2

### Gordy & Idol

10	T	11
1	A	8
4	B	13
9	P	1
0	M	0
10	S	17

This scores Sistrunk at 27, Hayes at 30, Gordy at 34, and Idol at 40. This makes the team of Gordy & Idol the "Early Favorite" to win because Idol has the highest score out of all wrestlers in this match.

Now roll the "Modifiers" for the faces. Again, here are my results:

### Sistrunk & Hayes

12	TT	15
n/a	A	n/a
6	G	8
n/a	W	n/a
0	C	0
5	I	18

*(note: You'll notice I did not make a "Cheating" roll for Michael Hayes, despite his expert ability. This is because he was a face during this feud, and faces simply did not cheat during the Kayfabe era of wrestling. True, they would cheat against their enemies, but that is what the Grudge ability is intended for.)*

Make the appropriate score swaps for the faces, replacing their lowest "Core Skill" with their highest "Modifier", which gives us new totals. Sistrunk at 39 at Hayes at 48. The team of Sistrunk & Hayes are now the "Late Favorite" to win this match, because Hayes has the highest score out of all wrestlers in this match.

## **HAVING A TAG TEAM MATCH (page 2)**

Now roll the “Modifiers” for the heels. Again, here are my results:

<b>Gordy &amp; Idol</b>		
9	TT	12
n/a	A	n/a
5	G	17
n/a	W	n/a
11	C	6
9	I	5

Make the appropriate score swaps for the heels, replacing their lowest “Core Skill” with their highest “Modifier”, which gives us new totals. Gordy at 45, and Idol at 57.

So we take the highest score of all wrestlers, which is Idol at 57, and the lowest score of the opposing team, which was Sistrunk at 39. We do the math & see that the match ended in 21 minutes.

Now we find out how the match ended, starting with countouts. Nobody's Brawling was their highest score, so we continue.

Was there a dq? No one had an Ally present, so that checks out. Did anyone have a high Grudge score? Well, Austin Idol's Grudge score was tied with his Stamina for his highest score, but that just means he was close to getting dq'd, probably warned quite a few times. Was anyone's Cheating their highest score? Yes, Gordy's Cheating was his highest score. So despite being on their way to victory, the referee dq'd Gordy for Cheating. And since this is a tag team match, we go to the Tag Team Chart, roll 2 dice, and with a score of 4 we see “Illegal Man Snaps Legal Foe's Neck Across Top Rope”, which means that Gordy got caught!

So here's our recap: Gordy & Idol took early control by mixing Technical wrestling with Brawling & showing superior Stamina. Hayes was able to keep up with them in Technical wrestling, but Sistrunk was a bit out of his element. The two teams seemed very even on Aerial attacks & Power wrestling. Later, Sistrunk started double teaming & making more frequent tags, while Hayes seemed to fire up & come to life. Idol got angry & battled back at his hated rivals, and seemed on his way to victory, until the illegal man (Gordy) grabbed ahold of Sistrunk (for having the lowest score of what would have been the losing team) & snapped his neck across the top rope, causing an instant disqualification.

So where would a match like this go from here? Do you think that since they were winning anyway, Gordy & Idol continued the assault on Sistrunk & Hayes? Or, with Idol so clearly winning in this match, do you think he got mad at Gordy for costing him a clean win & attacked Gordy? You're booking GCW now, so you decide!

## **MATCH WALK-THROUGH**

- ◆ Determine participants, time limit, and match stipulations.
- ◆ Roll all six (6) Core Skills on the left side of the face's wrestler card.
- ◆ Repeat for heel's wrestler card.
- ◆ Compare totals to determine “Early Favorite” to win.
- ◆ Roll all Modifiers on the right side of the face's wrestler card that apply to this match. (If there is an ally/manager present, he rolls his own Ally ability for his ally/client.)
- ◆ Replace face's lowest Core Skill with highest Modifier.
- ◆ Compare totals to determine “Late Favorite” to win.
- ◆ Roll all Modifiers on the right side of the heel's wrestler card that apply to this match. (If there is an ally/manager present, he rolls his own Ally score for his ally/client.)
- ◆ Replace heel's lowest Core Skill with highest Modifier.
- ◆ Determine time of fall based on final totals.
- ◆ Check all wrestler's Brawling scores for possible countouts and roll if necessary (double countouts are possible).
- ◆ Check all applicable Modifiers for dq (Grudge for face, and Ally, Grudge, or Cheating for heel), and roll appropriate chart if necessary (double dq's are possible).
- ◆ Check all applicable Modifiers for backfire loss (Grudge for face, and Ally, Grudge, or Cheating for heel), and roll appropriate chart if necessarily.
- ◆ If there was no countout, dq, or backfire loss then continue to next step.
- ◆ If the score is tied after all this, match is either a draw (if score is over the time limit), or a double knockout (if score is under the time limit).
- ◆ If Late Favorite won, roll winner's Finisher for clean win.
- ◆ If Late Favorite was a heel and lost, roll face's Finisher for clean win.
- ◆ If Late Favorite was a face and lost, roll Ally or Cheating Chart if winner won due to illegal Modifier, or else roll heel's Finisher for clean win.
- ◆ If the time of the fall is ridiculously low (below 3 minutes or in the negatives), you may want to consider deeming the loser as “injured” during the match, or simply roll 1 die & add 2 for a new time & call it a squash victory.

## **MATCH TYPES**

As a long-time fan of wrestling (which you must be, or you wouldn't have bought this game), you know that all matches have stipulations. Most are simply one-on-one, with a specific time limit. Others may have variations of a standard match such as an extended time limit, a no disqualification rule, or a weapon of some kind made legal. In addition to the Grudge Match Charts, here are some more basic match types to give you some ideas.

### **Handicap**

Same rules as holding a tag team match.

### **2 Out of 3 Falls**

Roll match as normal, but do it 3 times as if they were 3 separate matches. Look at all 3 times of falls & their winners, and there are your results as well as the times of the falls. (In the event the earliest 2 falls are won by the same wrestler, then it is considered he won the event in 2 straight falls with no need for a 3<sup>rd</sup> fall)

### **No Disqualification**

Roll match as normal, with no concern over getting dq'd. A wrestler can, however, still backfire on a cheating attempt of some kind & cost himself the match!

### **No Countout**

Roll match as normal, with no concern over getting counted out.

### **Battle Royal**

All wrestlers involved roll Power, Brawling, Stamina, Tag, Cheating, and Intangibles. Add them all together to determine each wrestler's Final Total. Highest score wins, 2<sup>nd</sup> highest is last man to get tossed out, 3<sup>rd</sup> highest is second-to-last man out, etc, etc. For simplicity of determining the time of the match, roll 1 die & add 10. (As an alternate method, you may also take the two finalists & have them wrestle a standard match, using those results instead)

### **Weapon Matches**

This can be anything not already covered in the Grudge Charts. If its a match where a particular weapon (or weapons in general) is legal, be sure to roll for Weapon scores!

### **Grudge Match**

Not all grudge matches are necessarily weapons matches. Sometime the wrestlers just plain don't like each other, even in a standard rules match. Maybe something specific is at stake that would make them wrestle more aggressively. But sometimes a grudge can cost someone to make a mistake, costing them the match or getting themselves dq'd for their overly aggressive behavior!

### **Other Matches**

You're running Georgia Championship Wrestling now, so let your imagination run wild!!

## **GAMEPLAY SUGGESTIONS**

**You bought this game, that makes you the promoter! You can run GCW any way you like! Did you like when GCW would run its annual Tag Team Tournament on Thanksgiving Night? Yes? Then you do it! Did you like when the NWA World Champion would come to town & defend against the hometown hero? No? Then hold a tournament to determine the challenger instead! It's all up to you & there's no limit to what you can do!**

**Of course, if you prefer to play a game that spells it all out for you (and there's nothing wrong with that), then here are some suggestions for you...**

**Don't try to use all your wrestlers at once as though they were all on the active roster. For one, it gets just too cluttered. For another, you'll likely get bored when, after a few months, you want new wrestlers. Trust me, I've played similar games in the past & tried to use everyone, and this is exactly how I felt. Use maybe 30 or so at a time, and when you're ready for a change, send out a few & bring in a few. It'll help extend your enjoyment of the game, and you'll get to "know" each wrestler a little better that way!**

**Don't just hold random cards, schedule them as House Shows, TV Tapings, and a monthly "supercard" at the Atlanta Omni!**

**Designate your titles! Have a major title for your best wrestlers (such as National or Georgia State), a minor title for the "up & comers" (Television Title, perhaps), maybe even a Junior-Heavyweight Title for your smaller wrestlers, and don't forget Tag Team belts as well!**

**Have some fun with tournaments & battle royals! You could hold them to determine a champion, determine a special challenger, or just hold them for fun and award a "cash prize" or a "trophy" to the winner!**

**Get yourself one of those cheap, 3 subject notebooks to keep track of your results! Use one section for scrap (to record scores from matches), another section for the results of each card, and the third for keeping track of each wrestler's history (wins, losses, feuds, titles, etc).**

**If there's a rule in here that you don't like, don't grasp, or just seems to be messing things up for your "promotion" then change it or modify it! And perhaps most importantly...**

***Don't be afraid to use your imagination!! I believe this game has all you need to truly never tire of it!!***

## **A FINAL WORD OR TWO**

First and foremost, I have to give major thanks to the members at [www.tabletop-sports.com](http://www.tabletop-sports.com) who showed interest in what I wanted to do & helped re-enforce my desire to create a wrestling game. You have my sincere thanks & appreciation for your support!

But the biggest thanks of all goes to Jeff Downey, owner of [www.tabletop-sports.com](http://www.tabletop-sports.com), for providing me with a forum to advertise my game, and a means to sell it directly to gamers. Jeff has cheerfully given me advice when I've asked it of him, and a slightly better sense of direction in understanding the whole "tabletop games" market.

That said, it has truly been a blast making this game. For years I've dreamed of creating my own dice-rolling wrestling game & that dream has finally come to fruition. With the right inspiration & dedication, a person can realize a dream & achieve success. Success does not always mean retiring a millionaire from one idea that has fully matured (such as this game), but simply from setting a goal that's just out of reach & attaining it, no matter how big or small that goal is. Never underestimate yourself, because if you do, others will too!

I also want to let everyone know that Georgia Championship Wrestling will definitely not be the only game I plan on making. Under the name of "Retro Wrestling Games" I plan to release other regions of wrestling from yesteryear, every couple months or so as time permits. Again, I'm a regular guy like everyone else, just trying to have some fun creating games & getting a few extra bucks for my efforts at the same time. In all honesty, when you figure the hours I've put into creating this game & then look at what I'll probably make from it, I doubt it'll come out to a whole lot...but honestly, its too much fun not to do!

Again, I thank you for purchasing this game & I urge you to stay tuned as I continue my work on new regions of wrestling to add to this set!

*Sincerely,*

*Dave Barton*

*Creator of "Retro Wrestling Games"*

SCRAP	
- T	- TT
- A	- A
- B	- G
- P	- W
- M	- C
- S	- I
- Sub-total	- Total

SCRAP	
- T	- TT
- A	- A
- B	- G
- P	- W
- M	- C
- S	- I
- Sub-total	- Total

- High	- Low
- Low	- Diff
- Diff	- Time

SCRAP	
- T	- TT
- A	- A
- B	- G
- P	- W
- M	- C
- S	- I
- Sub-total	- Total

SCRAP	
- T	- TT
- A	- A
- B	- G
- P	- W
- M	- C
- S	- I
- Sub-total	- Total

- High	- Low
- Low	- Diff
- Diff	- Time