

RETRO WRESTLING GAMES™ **PROUDLY PRESENTS...**



All contents are ©2005 Retro Wrestling Games™.
All Rights Reserved.

WELCOME!!

Thank you for purchasing the second installment of Retro Wrestling Games, Mid-Atlantic 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 112 featured wrestlers from Mid-Atlantic Championship Wrestling, 24 jobbers, plus 20 Tag Teams, all ranging from 1979-1989. These were the years I watched MACW faithfully, and therefore I feel quite confident that I've portrayed everyone accurately. Keep in mind that these wrestlers and their statistics are based on events that originally took place 15-25 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!

If you've already purchased the first installment of RWG (Georgia Championship Wrestling), you'll see some familiar names & faces in MACW. Although some wrestlers in MACW also appeared in GCW, their ability scores & finishers may or may not be the same. They may have had a different level of success or used different moves than when they were in GCW, and if they did, then their MACW card will be adjusted to reflect this.

So, why did I pick Mid-Atlantic as my second region to release? Well, I've developed a very loyal following since releasing the first installment of Retro Wrestling Games (Georgia Championship Wrestling), and I decided to let the players pick what region would come next. Mid-Atlantic won by a landslide, and I can't say I was disappointed, so here it is! What's next? Probably either WWWF or AWA, I haven't decided for certain just yet, but I definitely want to do something independent from the NWA next.

Once again, I sincerely 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 (AND SOMETIMES EVEN EARLIER THAN THAT), 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!!

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...

Barry Windham

A big name player! He'll do just fine. Now ignore everything until you get to this...

Technical – Expert (3)	Tag Team – Expert (3)
Aerial - Advanced (2)	Ally – Expert (3)
Brawling – Advanced (2)	Grudge – Expert (3)
Power – Advanced (2)	Weapon – Expert (3)
Martial Arts – Advanced (2)	Cheating – Advanced (2)
Stamina – Expert (3)	Intangibles – Expert (3)
1 Small Package	2 Running Bulldog
3 Flying Lariat	4 Iron Claw
5-6 SUPERPLEX	

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...

“Nature Boy” Ric Flair

Technical – Superhuman (5)	Tag Team – Advanced (2)
Aerial – Advanced (2)	Ally – Expert (3)
Brawling – Expert (3)	Grudge – Superhuman (5)
Power - Basic (1)	Weapon – Expert (3)
Martial Arts – Basic (1)	Cheating – Expert (3)
Stamina - Superhuman (5)	Intangibles – Expert (3)
1 Small Package	2 Back Slide
3 Backroll Press	4 Pile Driver
5-6 FIGURE FOUR LEGLOCK	

A classic matchup! Since Flair was almost always a heel in MACW, while Barry went back and forth a couple times, let's use Barry as the face for this example! We'll make it an NWA World Title match, with a 60 minute time limit!

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 Barry Windham and think, “How'd he get Advanced in Martial Arts? He wasn't a Martial Artist!” True...but one of his Finishers, the Iron Claw, requires knowledge of the pressure points of the skull for maximum effectiveness, which makes it a “nerve hold.” It was one of his Finishers 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 a Finisher. 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 Barry Windham (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) = 18
Aerial – Advanced (2) = 6
Brawling – Advanced (2) = 8
Power – Advanced (2) = 7
Martial Arts – Advanced (2) = 11
Stamina – Expert (3) = 6

So in this match, Barry is using a ton of Technical skills (a perfect score for him), a moderate combination of Aerial, Brawling, and Power attacks (again, for his ability levels), and that Iron Claw did a lot of damage at some point in the match. The only negative here for Barry is that when Flair hit him, he really felt it (as shown by Barry's Stamina).

Now let's roll Ric Flair's "Core Skills":

Technical – Superhuman (5) = 14
Aerial – Advanced (2) = 8
Brawling – Expert (3) = 17
Power – Basic (1) = 5
Martial Arts – Basic (1) = 4
Stamina – Superhuman (5) = 16

Flair was mildly outwrestled by Barry when it came to Technical wrestling, with a score of 18 to 14, which is a surprise given Flair "Superhuman" Technical ability. However, Flair did dominate in the Brawling area, and looked like he could've worn Barry out if the match went long (look at the difference in Stamina). Barry had a slight advantage on Flair in Power wrestling, while Flair's chops were no match for Barry's Iron Claw in the Martial Arts department. In terms of Aerial wrestling, both men dropped a few elbows & knees, but not a whole lot.

Next we determine an "Early Favorite" to win the match, just to add some flavor, based on the skills they've shown so far. Barry scores a 56 (18+6+8+7+11+6), while Flair scores a 64 (14+8+17+5+4+16). Based on these early totals, Flair 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, Barry:

Tag Team – no roll
Ally – no roll
Grudge – Expert (3) = 16
Weapon – no roll
Cheating – no roll
Intangibles – Expert (3) = 13

HAVING A MATCH (page 2)

(This isn't a tag match, he didn't act as an ally/manager for anyone, there is a bit of a grudge because the NWA World Title is on the line, and no weapons were permitted in this match. You'll notice I did not make a "Cheating" roll for Barry, despite his expert ability. This is because he is a face in this match, 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.)

We're going to take his highest score from his "Modifiers" (16 for Grudge, which is a very good score given his Expert ability) and replace his lowest score from his "Core Skills", even if his lowest Core Skill is a zero (his lowest Core Skill is 6 for both Aerial or Stamina...since there is a tie for lowest Core Skill, we'll just pick a skill to replace: Stamina) For better or worse, we make the swap! So as the match progressed, Barry's desire for the NWA World Title kicked in, as shown by his Grudge score. This makes his final total for the match a 66.

At this point, we determine a "Late Favorite" to win (this time its important), and we see that Barry is now ahead, just barely, with a score of 66 to 64. But Flair still gets to roll for his "Modifiers", which could change the expected outcome of the match, so now we do the same for Flair:

Tag Team – no roll
Ally – Superhuman (5) = 13 (rolled by his MACW manager, James J. Dillon)
Grudge – Superhuman (5) = 11
Weapon – no roll
Cheating – Expert (3) = 10
Intangibles – Expert (3) = 4

Again, we'll take the highest score from his "Modifiers" (13 for his ringside Ally, James J. Dillon) & replace his lowest score from his "Core Skills" (4 for Martial Arts). So during the match, Dillon got involved to try to get Flair ahead. This brings Flair's final total up to 75, which means barring any unusual circumstances (an unexpected count-out or dq), he's heading for a win due to his Ally (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) 75 – (low score) 66 = (difference) 9
(low score) 66 – (difference) 9 = (time of match) 57 minutes

So in 57 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? Flair's was, so his opponent (Barry) has to roll 2 dice (as in pro wrestling, they'd need lower than 10 to avoid being counted out). He rolled a 6, so there is no countout & we can continue.

Next we check for dq's. Was either (or both) wrestler's Grudge score his highest score? Barry's was very close, so he almost let his temper get the best of him at some point, which would've gotten him dq'd. What about the heel's (Flair's) other scores? Was his Ally, Cheating, or Grudge his top score? No, they weren't, although Flair's Grudge score came very close as well, which means both men came close to getting themselves dq'd. If Flair's Ally or Cheating was his top score, he would have been dq'd for Ally interference, 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 Barry, and Ally, Grudge, and Cheating for Flair) were the lowest instead of the highest. No for Barry, and no for Flair.

Ok, now because the heel (Flair) was no longer the Favorite before making his final rolls (66 to 64, if you recall), and the modifier he used in order to get ahead was Ally, this means his Ally caused him to win. Consulting the Ally Chart, we roll 2 dice & see that with a roll of 10, Dillon sacrificed himself to Barry, allowing Flair to score the surprise pin. (If the final roll to get ahead had been Cheating, then Flair would have cheated on his own & we would have rolled on the Cheat chart. If it had been Intangibles, then it would have been a clean win & you would have simply rolled a die on Flair's Finishers.)

So here's our recap: Barry & Flair both wrestled well, with Barry at a slight advantage. Both men dropped a few knees & elbows on each other. Flair roughed up Barry quite decisively, almost getting himself dq'd, but that didn't prevent Barry from locking on a very effective Iron Claw later on. Barry was sucking some major air throughout most of the match, while Flair kept going & going, until Barry's desire for the NWA World Title took over & he nearly got himself dq'd. Sensing the title slipping away, Flair's manager James J. Dillon interfered, sacrificing himself to a good thrashing at the hands of the challenger, giving Flair enough time to recuperate & surprise Barry from behind with a pinfall at 57 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, Pork Chop Cash & Teijho Khan brawled during most of their 10-minute draw, which included Khan's manager Paul Jones getting into the mix more than once.

In a battle of 2nd generation grapplers, Angelo Mosca Jr's impressive aerial assault wasn't enough against Bob Orton Jr's superior brawling & stamina, as Mosca found himself counted out of the ring in just 6 minutes.

The Great Muta pinned Lazer-Tron in 7 minutes with a Handspring Elbow Smash.

Continuing his "300-plus challenge," powerhouse Steve Williams dared any wrestler over 300 pounds to face him in the ring. The 410-pound Mighty Wilbur answered his call. Williams was initially caught off-guard by the gentle giant's remarkable power, but quickly rallied back with a technical offense & defeated the big man in 7 minutes with an amazing German Release Suplex.

Sting challenged long-time nemesis One Man Gang to any match of OMG's choosing. OMG accepted & chose a Chain match. OMG dominated early with his tremendous power, but Sting drew inner strength from the fans and eventually scored the pinfall at 38 minutes after driving the chain into OMG's groin.

In the Semi-Main Event, Sgt. Slaughter thought he had won the match over Dusty Rhodes in 48 minutes to earn a crack at the NWA World Title. The referee, however, spotted Slaughter with a handful of trunks while making the 3-count. The match continued while Slaughter argued with the referee, allowing Dusty to roll the Sarge up for the pin.

And in the Main Event, Ric Flair pinned Barry Windham in 57 minutes of their 60-minute time limit match to retain the NWA World Title when Flair's manager James J. Dillon sacrificed himself to Windham, allowing Flair to score the sneak pin (this was your sample match).

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 pit the Brisco Brothers against the Rock & Roll Express. We'll make it under standard rules, with a 30 minute time limit since these are 2 top tag teams, but with no grudge. Although the Brisco Brothers spent a fair amount of time as faces, they will be heels in this match because they are against the Rock & Roll Express, and Ricky & Robert had never been heels during their time in MACW.

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

Ricky & Robert

11	T	8
7	A	11
5	B	1
0	P	0
0	M	0
10	S	9

Jack & Jerry

15	T	13
9	A	6
5	B	2
4	P	0
5	M	1
6	S	8

This scores Ricky at 33, Robert at 29, Jack at 44, and Jerry at 30. This makes the Brisco Brothers the "Early Favorite" to win because Jack has the highest score out of all wrestlers in this match.

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

Ricky & Robert

24	TT	14
n/a	A	n/a
n/a	G	n/a
n/a	W	n/a
0	C	0
15	I	18

Make the appropriate score swaps for the faces, replacing their lowest "Core Skill" with their highest "Modifier", which gives us new totals. Ricky at 57, and Robert at 47. The Rock & Roll Express are now the "Late Favorite" to win this match, because Ricky 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:

Jack & Jerry		
8	TT	9
n/a	A	n/a
n/a	G	n/a
n/a	W	n/a
5	C	9
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. Jack at 49, and Jerry at 39.

So we take the highest score of all wrestlers, which is Ricky at 57, and the lowest score of the opposing team, which was Jerry 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. There was no grudge, so we can skip that. Was anyone’s Cheating their highest score? Well, Jerry’s was tied with his Tag Team, but it wasn’t the highest. This means he was probably warned quite a few times, but didn’t actually get dq’d.

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 R&R, and Ally, Grudge, and Cheating for Briscos) were the lowest instead of the highest. No for R&R, and no for Briscos.

So this match ended on a clean win. We go to the Rock & Roll Express’s Tag Team card, and with a roll of 5, we see that Ricky (highest score overall) scored the pin on Jerry (lowest score on losing team) following their patented Double Dropkick.

So here’s our recap: The Brisco Brothers took early control with superior Technical wrestling, throwing in a fair amount of chops as well. The Express fought back with an aerial display & managed to hold on thanks to their superior conditioning. The two teams threw a few punches now & then, but spent most of the match just wrestling. As the match wore on, Ricky & Robert showed much smoother teamwork than the Briscos, using quick tags & double-team maneuvers. Growing frustrated, Jerry came close to getting his team disqualified. In the end, after 21 minutes, Ricky & Robert hit Jerry with the Double Dropkick for the pin.

So where would a match like this go from here? Would Jack slap his little brother around for losing the match? Would the Briscos split up & go singles after losing? Or would they attack their opponents, sparking a feud between the two teams? You’re booking MACW now, 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 3rd 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, 2nd highest is last man to get tossed out, 3rd 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 Mid-Atlantic Championship Wrestling now, so let your imagination run wild!!

GAMEPLAY SUGGESTIONS

You bought this game, that makes you the promoter! You can run MACW any way you like! Did you like when MACW would run its annual Starrcade event 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 Greensboro Coliseum!

Designate your titles! Have a major title for your best wrestlers (such as United States or Mid-Atlantic), 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 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, 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 he has also given me a slightly better sense of direction in understanding the whole "tabletop games" market.

Next, I'd like to thank Rick Teverbaugh, partly for helping me to revise & clarify my Rulebook (specifically the Tag Team rules), and also for suggesting I start a Yahoo Group for my game series. After gaining nearly 40 members in just 2 weeks, I'm pleased to say I'm glad he suggested it! You can join me & my fellow RWG players for chat, player results, and other RWG regional wrestling game sets at http://games.groups.yahoo.com/group/Retro_Wrestling_Games/join.

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 recently 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 Mid-Atlantic Championship Wrestling will definitely not be the last game I plan on making. Under the name of "Retro Wrestling Games" I plan to release other regions of wrestling from yesteryear, every month 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