

WORLD WIDE WRESTLING: GENERAL MOVES

BASIC MOVES

CUT A PROMO: When you take the mic and speak your mind, ROLL +LOOK.

- * **On a 10+** you connect with the audience, gain +1 Momentum and pick 1 from the 7-9 list.
- * **On a 7-9** you get them to pay attention, pick 1:
 - » make Creative book you in a match
 - » add a stipulation to a relevant match
 - » gain +1 Momentum
 - » gain +1 Heat with the subject of your Promo

FEAT OF STRENGTH: When you demonstrate your extraordinary strength, ROLL +POWER.

- * **On a 10+** pick 1:
 - » you do it easily and gain +2 Momentum
 - » you impress your opponent and gain +1 Heat with them
- * **On a 7-9** it's an obvious effort, gain +1 Momentum and they (your opponent or Creative) picks 1:
 - » you do it with obvious difficulty (and the Audience notices)
 - » you put yourself at risk of injury
 - » you put them at risk of injury
- * **On a Botch** you injure yourself.

BREAK KAYFABE: When you expose the legit truth on camera, ROLL +REAL.

- * **On a 10+** it's exactly what the audience was waiting for, gain +1 Audience.
- * **On a 7-9** you blur the line, gain +2 Momentum and pick 1:
 - » Creative books you in a punitive match
 - » the revelation loses you -1 Heat with someone
 - » you lose someone's support backstage

ROLE MOVES

BABYFACE: When you stand up for something you believe in, spend 2 Momentum and pick 1 of the following:

- » gain +1 Heat with your opponent
- » leave your opponent speechless
- » make Creative book you in a match
- » add a stipulation to a match

HEEL: When you do something underhanded to get what you want, spend 2 Momentum and pick 1 of the following:

- » gain +1 Heat with your opponent
- » win a match (this overrides Creative's booking)
- » leave someone helplessly lying on the floor
- » get out of a match you've been booked in

CHEAP HEAT: When you insult or praise the audience or their hometown, gain +1 Momentum. You can only get cheap heat once per Episode.

WORK THE AUDIENCE: When you pump up, yell at or otherwise work to get the audience into your corner, ROLL +AUDIENCE.

- * **On a 10+** you get them on your side, gain +2 Momentum.
- * **On a 7-9** they pop, pick 1:
 - » gain +1 Momentum
 - » take control of the match, if you're in one.
- * **On a Botch** they're not feeling it; you can't Work the Audience again this Episode.

RUN-IN: When you interrupt a match in-progress, ROLL +HEAT with the character you're coming after (establish Heat at +1 if necessary).

- * **On a 10+** it's a hot angle, you both gain +1 Heat with each other and you pick one from the 7-9 list.
- * **On a 7-9** it has potential, you gain 1 Momentum and your target picks one:
 - » you attack them in the ring, resulting in their opponent getting DQed; they win the match (this overrides Creative's booking)
 - » your interference doesn't change the result of the match, but Creative books the two of you in a match later in this Episode
 - » your interference doesn't change the result of the match, but their opponent comes after you for interfering in their business

TOP OF THE CARD MOVES

OVER: If you have +4 Audience at the top of the show, gain +2 Momentum and ROLL +LOOK.

- * **On a 10+** pick 2 from the 7-9 list.
- * **On a 7-9** pick 1:
 - » demand, and be granted, any match you want
 - » call out anyone on the roster to explain themselves, and gain +1 Heat with them
 - » gain +1 Momentum
- * **On a Botch** Creative books you with your lowest-Heat opponent, or debuts and books you with a new NPW (establish Heat at 0).

CHAMPIONS ADVANTAGE: If your championship is at stake in a match, before Creative reveals the finish you can roll out of the ring and get counted out. You lose the match, but retain the title, as titles do not change hands on a countout. ROLL +AUDIENCE.

- * **On a 10+** you get to add a stipulation to the rematch, and gain +1 Momentum.
- * **On a 7-9** pick 1:
 - » gain +2 Momentum
 - » gain +1 Heat with your opponent
- * **On a Botch** the audience really wanted to see that match, lose -1 Audience.

WORLD WIDE WRESTLING: IN-RING MOVES & STIPULATIONS

ANY MATCH

You can perform other Moves (Basic, Role and Gimmick Moves) during a match as well. Narrate how you use them and resolve them whenever you have control of the match, or to follow up an Interrupt move.

WRESTLING: When you have control of the match, you narrate the transitional sequences, working with your opponent to fill in the details. When a sequence leads up to a big spot or key move in the ring, narrate the maneuver and roll:

If you execute a difficult, demanding or dangerous maneuver that showcases your technical wrestling ability **ROLL +WORK**.

If you put your opponent or yourself at legit risk by using your physical strength, **ROLL +POWER**.

If you execute a signature move, demonstrate your character through action or otherwise showcase your Gimmick, **ROLL +LOOK**.

If you work with your opponent to execute an amazing and memorable sequence, **ROLL +HEAT**.

* **On a 10+** you hit it great, retain control and pick one:

- » gain +2 Momentum
- » gain +1 Heat with your opponent

* **On a 7-9** you hit it pretty well, pick one:

- » retain control and transition into the next sequence
- » give your opponent control and gain +1 Momentum

* **On a Botch** you get countered. You give 1 Momentum to your opponent, and they immediately take control of the match. (If you have no Momentum, they still gain 1.)

INTERRUPT: When you cut in to take control of a match for yourself, spend 1 Momentum and narrate your interruption. You gain control the match and continue on with the next sequence.

WORK REAL STIFF: When you go to legit injure somebody in the ring, **ROLL +REAL**.

* **On a 10+** you really lay 'em out, pick 2 from the 7-9 list.

* **on a 7-9** that sure is stiff, pick 1:

- » you injure your opponent
- » the match ends in a no-contest (this overrides Creative's booking)
- » your opponent loses -1 Audience

* **On a Botch** you screw it up, and get injured as a result.

TAG TEAM MATCH

Tag matches focus on the current performer (called the "legal wrestler") for each team in the ring. You still follow the rules for the players having and losing control of the match (including using the Interrupt Move), which means that the player with control of the match may not necessarily be the legal wrestler.

HOT TAG: When you have control of the match and you go to tag your partner at a critical moment (either to get in or out of the ring) **ROLL +HEAT** with them.

* **On a 10+** the tag is made and you get a double-team opportunity on the legal wrestler from the other team. Everyone on your team gains +1 Momentum. The new legal wrestler from your team takes (or retains) control of the match.

* **On a 7-9** the tag is made. The new legal wrestler on your team gains 1 Momentum from their teammate, and takes (or retains) control of the match.

* **On a Botch** the other team interferes, blocks the tag and isolates your legal wrestler in their corner. The legal wrestler from their team gains control of the match, and you give them 1 Momentum.

TAG TURN: When you refuse to tag in to a match, **ROLL +HEAT** with your partner. (If they're going for a Hot Tag, resolve this Move instead).

* **On a 10+** you remain outside the ring, and leave your partner to get pinned by the opposing legal wrestler (this overrides Creative's booking). Gain +1 Heat with your partner.

* **On a 7-9** you cause them to get hit from behind. They give you 1 Momentum, then you tag yourself in as the legal wrestler.

* **On a Botch** you get beaten down outside the ring by the other team before your partner can reach you. Give 1 Momentum to the legal wrestler from the other team, and they gain control of the match.

MATCH STIPULATIONS

HARDCORE/VIOLENCE: When you draw blood, use a weapon or revel in violence in the ring **ROLL +REAL**.

* **On a 10+** the crowd goes nuts, gain +1 Audience, retain control of the match and pick 1 from the 7-9 list.

* **On a 7-9** the crowd pops, your opponent gains control of the match, and you pick 1:

- » someone in the match gets injured
- » you gain +2 Momentum
- » you gain +1 Heat with your opponent

* **On a Botch** you play it too safe or fuck it up. Give 1 Momentum to your opponent, they take control of the match, and you pick 1:

- » you lose -1 Audience
- » you take an Injury

WORLD WIDE WRESTLING: MORE STIPULATIONS

THE REGAL WRANGLE

Two competitors start in the ring, then another enters at staggered intervals. Wrestlers can only be eliminated by being thrown over the top rope. The last one standing is the winner! Creative decides on who starts in the ring. Whenever a player makes the Wrestling Move, replace the normal result list with this one.

IN THE WRANGLE:

- * **On a 10+** retain control of the match, and pick 1:
 - » you gain +2 Momentum
 - » throw an opponent over the top rope, gain +1 Heat with them
 - » pick the next entrant to the Wrangle, gain +1 Heat with them
- * **On a 7-9** pick 1:
 - » you need to work with someone else to throw an opponent over the top rope, and they take control of the match
 - » retain control of the match and pick the next entrant.
- * **On a Botch** you get taken to the top rope! You can spend 1 Momentum to stay in the ring, or you get dumped out, and gain +1 Heat with whoever dumped you.

Wrestlers can use the Interrupt Move to stay in the ring if they're facing elimination.

In addition to those introduced through the Move, Creative introduce new competitors whenever they feel it's appropriate.

If the wrestler who's booked to win is about to get dumped out, Creative should reveal the finish early (but finish playing out the match). If someone goes to dump out the winner once they know who's booked to win, that's Breaking Kayfabe! If you want to "play it straight", then just play as normal, using this Move, until one wrestler is left standing tall.

Creative should plan on introducing at least as many NPWs as there are players in order to create a suitably chaotic atmosphere for this match.

KING OF THE HILL

A King of the Hill match features multiple wrestlers in a single ring, with a raised platform in the middle. Any wrestler thrown over the top rope is eliminated. At the end of a timer (usually 10 minutes), whoever stands on the platform is King of the Hill!

Creative sets the timer to 10 (writing it large on a notecard is a good way to do it). The timer ticks down based on the wrestlers Moves. When the timer hits 0, whoever is currently King of the Hill wins; **they gain +1 Audience**. Creative can book the winner (and reveal it early if need be, as for Regal Wrangle), or play the match straight.

Creative decides who starts as King of the Hill, and they start with control of the match. All of the other contestants start in the ring. Whenever a player makes the Wrestling Move, replace the normal result list with one of these, depending on their position in the ring.

IF YOU ARE KING OF THE HILL:

- * **On a 10+** you dominate. Retain control and pick 1:
 - » you gain +2 Momentum
 - » you gain +1 Heat with the wrestler who most threatens you
 - » you knock a challenger over the top rope, eliminating them!
- * **On a 7-9** you maintain. Creative ticks down the timer by 1, and you pick 1:
 - » you keep control of the hill, but you give a challenger control of the match
 - » you are dumped off the hill! Choose who dethrones you and give them control of the match, and gain +1 Heat with them.
- * **On a Botch** you get dumped off the Hill. Whoever dethroned you gains control of the match and becomes King of the Hill. Creative ticks down the timer by 1, and you pick 1:
 - » give one Momentum to the new King of the Hill and stay in the match
 - » you're thrown out of the ring and eliminated, gain +1 Heat with whoever took you out

IF YOU ARE CHALLENGING FOR THE HILL:

- * **On a 10+** you rule. Retain control of the match, and pick 1:
 - » you become King of the Hill
 - » you gain +2 Momentum
 - » you gain +1 Heat with the King of the Hill
- * **On a 7-9** you mix it up good. Creative ticks down the timer by 1, and you pick 1:
 - » someone else sabotages your valiant climb up the Hill, gain +1 Heat with them and give them control of the match
 - » you need to work with someone—choose another wrestler to become King of the Hill, but retain control of the match
- * **On a Botch** you get dumped off the Hill. The current King of the Hill gains control of the match. Creative ticks down the timer by 1, and you pick 1:
 - » give one Momentum to the King of the Hill and stay in the match
 - » you're thrown out of the ring and eliminated, gain +1 Heat with the King of the Hill

Original King of the Hill concept & design by Willow Palacek

WORLD WIDE WRESTLING: MORE MOVES

ADVANCED ROLE MOVES

LEGEND: When you make your first appearance in an Episode, ROLL +AUDIENCE.

- * **On a 10+** they adore you, pick 2 from the 7-9 list.
- * **On a 7-9** the crowd pops, pick 1:
 - » gain +1 Audience
 - » gain +1 Heat with someone else present
 - » someone else present gains +1 Audience
- * **On a Botch** you're stale! Lose -1 Audience

ICON: Pick any of your Moves, including your Finishing Move, that you roll dice for. When you make the Move, in addition to the normal result:

- * **When you roll a 10+** on that Move, choose:
 - » you gain +1 Audience
 - » your opponent or the target of the Move gains +1 Audience
- * **When you roll a 7-9** on that Move you gain +1 Momentum
- * **When you Botch** your iconic spot you lose -1 Audience

CELEBRITY: When you leverage your non-wrestling fame, ROLL +REAL.

- * **On a 10+** you get to call the shots, pick 2 from the 7-9 list.
- * **On a 7-9** everyone listens to you, pick 1:
 - » Creative must book you to win your next match
 - » book any match you want to see (including outcome)
 - » gain +1 Audience
 - » gain +2 Momentum
- * **On a Botch** the fans feel abandoned, lose -1 Audience.

CUSTOM MOVES

WORLD WIDE WRESTLING: CREATIVE

AGENDAS

Challenge, and celebrate, the wrestlers.

No champion reigns unchallenged. No insult is left unanswered. No friendship is left untested. Nobody gets a free ride.

Make it look like you had it planned that way all along.

Your job is to take their players swerves and pull the storylines back together in order to create overarching coherent narratives.

Entertain the Imaginary Viewing Audience.

This is who's judging your storylines. If it wouldn't make sense to them, use the tools at your disposal to make it make sense.

FEUDS & BOOKING

CREATE THE FEUDS:

- * Place each wrestler in a storyline (with other players wrestlers, or with one or more NPWs, or both).
- * Rank the storylines by adding together the wrestler's current Audience levels (including NPWs, if they have Audience).
- * Place one match per storyline on the card, in order of rank (highest is highest on the card).
- * Book each match by deciding on the finish (sometimes this will get swerved by players actions or their Move results).

DURING A MATCH:

- * Narrate the NPWs reactions and reactions.
- * Hand back control when it's time to see the player's wrestlers in action again.
- * Describe the Audience responses based on the players roll results and narration.

CALL THE END OF THE MATCH FOR ANY OF THESE REASONS:

- * Your sense of dramatic pacing demands it.
- * All players run out of Momentum.
- * A players calls an audible and goes for the pin early.

PRINCIPLES

Be a fan of the wrestlers.

Explain the audience reaction

Describe every gimmick evocatively. Describe everything as larger than life.

Make the world seem constructed, but frail.

Make your Move, but never speak it's name.

Speak through your NPWs.

Use a real-world cause for a kayfabe effect.

Use a kayfabe cause for a real-world effect.

Think offscreen, always.

Book for maximum drama.

START OF EPISODE

WHO'S OVER: Anyone with +4 Audience makes the **OVER** Move. Do this before checking for Audience Growth.

AUDIENCE GROWTH: Check to see if the promotion's overall audience has grown. Add the Audience scores of all the characters being played this Episode (not NPWs). If it's greater than (# of players x3) than you've gained new fans! Everyone resets their Audience to their Gimmick's starting Audience score.

END OF EPISODE

COOLING OFF: Each character loses -1 Heat with any character they didn't have a segment with or otherwise significantly interact with during the Episode.

FUTURE ENDEAVORS: Any character with 0 Audience is fired from the company. Their player can make a new character or take over an NPW if they wish to continue playing.

SOFT MOVES

- * Put a microphone in their face (an interview, an interruption, an accusation).
- * Take the next step for a storyline (as your dramatic sense dictates).
- * Book them in a match (a scheduled match, an impromptu challenge).
- * Bring in something On Deck (prep this in between sessions).
- * Put something they value at risk (a championship, a partner, a friend, a mask).
- * Announce kayfabe badness (a bad guy is underhanded, a good guy makes a mistake, management punishes someone).
- * Give them a difficult decision to make (choose between two important things).
- * Swerve the storyline (as circumstances dictate).
- * Create backstage intrigue (a plot, a betrayal, an affair, a rumor, a mistake).

HARD MOVES: ON A BOTCH, ALWAYS

- * Turn the audience on them (they lose -1 Audience).
- * Turn a wrestler on them (they lose -1 Heat with the character).
- * Announce legit badness (someone is injured, someone is in trouble, someone has disappeared, something important is broken or missing).
- * Give them a no-win situation (a choice between their career and their integrity).
- * Hire or fire someone important (hire someone they hate, fire someone they love).
- * Push an NPW ahead of them (because of their failure).
- * Steal their victory (preferably via their worst enemy).

During a match, players are already placed at a disadvantage when they Botch. You should only add a Hard Move when it's a perfect time for it.

WORLD WIDE WRESTLING: EPISODE PREP SHEET

CURRENT FEUDS

STORYLINE 1:

MATCH BOOKING & FINISH:

TOTAL AUDIENCE:

STORYLINE 2:

MATCH BOOKING & FINISH:

TOTAL AUDIENCE:

STORYLINE 3:

MATCH BOOKING & FINISH:

TOTAL AUDIENCE:

STORYLINE 4:

MATCH BOOKING & FINISH:

TOTAL AUDIENCE:

ON DECK

Before the Episode, think about some elements you want to see get introduced to the ongoing storylines. For each character, make some notes about at least one of the following, and bring them in when called for or you need something new.

- New Challenger:**
- Betrayal:**
- Given New Responsibility:**
- Given New Valet or Mentee:**
- Added To A Stable:**
- Off Camera Relationship Surfaces:**
- Locker Room Confrontation:**
- Rumors (founded or unfounded):**
- Other:**

SEGMENTS

Prep your segment structure ahead of time, including order of matches, vignettes, interviews, etc. During play, be prepared to re-arrange, add and sometimes skip segments you had planned.

Segment 1:

Segment 2:

Segment 3:

Segment 4:

Segment 5:

Segment 6:

Segment 7:

Segment 8:

Segment 9:

Segment 10:

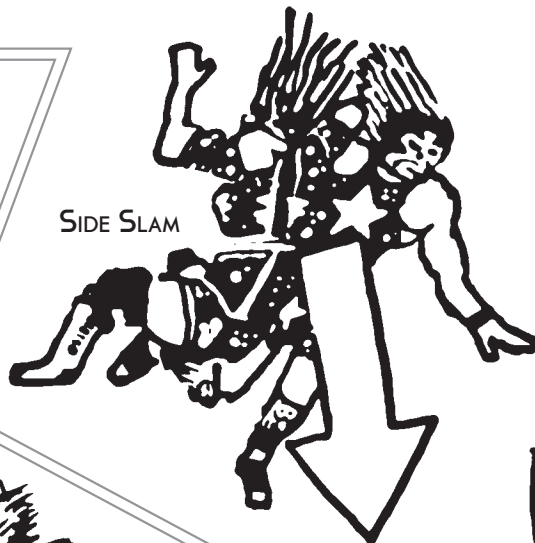
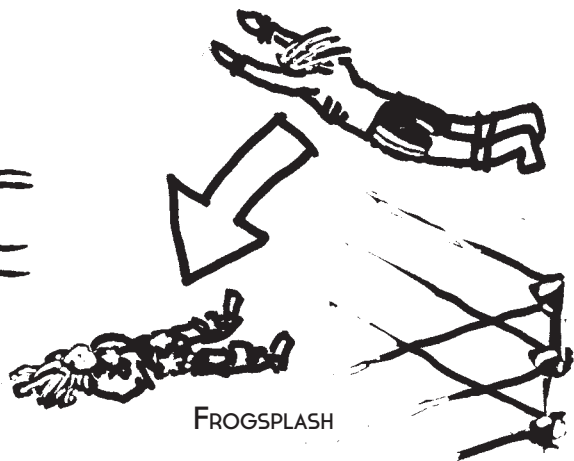
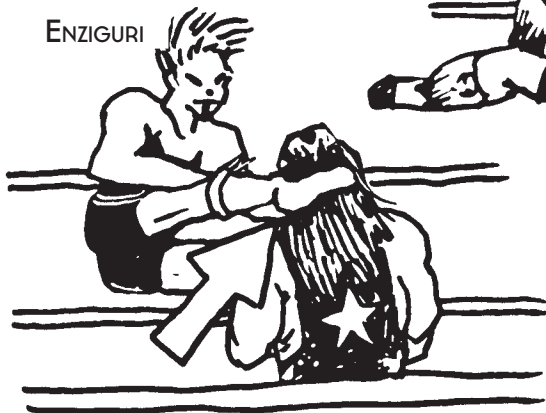
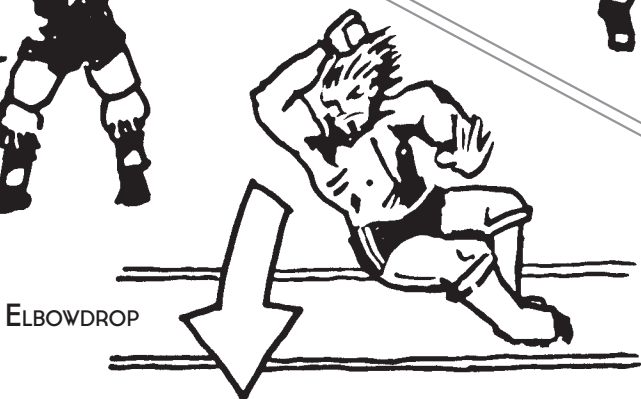
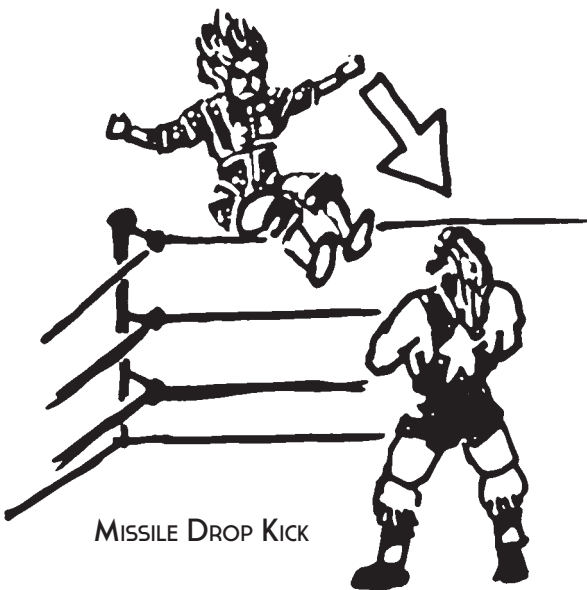
POSSIBLE SEGMENTS:

- Wrestling Match**
 - » Singles Match
 - » Tag Team Match
 - » Triple Threat
 - » Fatal Four-Way
 - » Battle Royal
 - » Stipulation Match
- Interview**
 - » Backstage
 - » In-Ring
 - » "Talk Show" Style
 - » Pre-taped
 - » "Candid"
- Other Action**
 - » Backstage Beatdown
 - » Training Montage
 - » "Personal" Conversation
- Vignette**
 - » Backstage
 - » In-Ring
 - » Parking Lot
 - » Pre-Taped
 - » "Candid"
 - » Promo Video

SAMPLE MATCH STAKES & VARIATIONS:

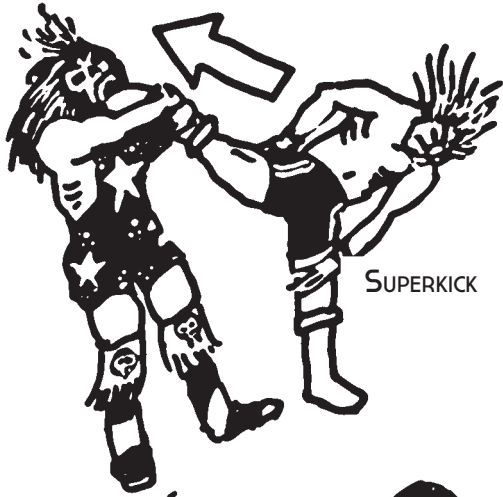
- * Championship Match: Winner by pinfall or submission gets the title at stake.
- * Last Man/Woman Standing: Ends when one wrestler cannot rise during a 10-count.
- * Hair Vs. Hair Match: The loser is shaved bald by the winner.
- * "I Quit" Match: The wrestler who says "I Quit" into the mic loses.
- * Loser Leaves Town: The loser leaves the territory or promotion (often used as part of a Gimmick change).
- * Beat The Clock Challenge: A series of matches in which each wrestler is trying to win in less time than previous winners.
- * Strap/Bullrope Match: The wrestlers are attached by a strap or rope and win by dragging their opponent to the four turnbuckles in series.
- * Casket/Ambulance/Buried Alive Match: Lost by being enclosed in a casket or ambulance (or other container), or having dirt shoveled on you in a "grave".

HIGH FLYING MOVES



POWER MOVES

DRAMATIC CROWDPLEASERS



SUPERKICK



PILEDRIVER



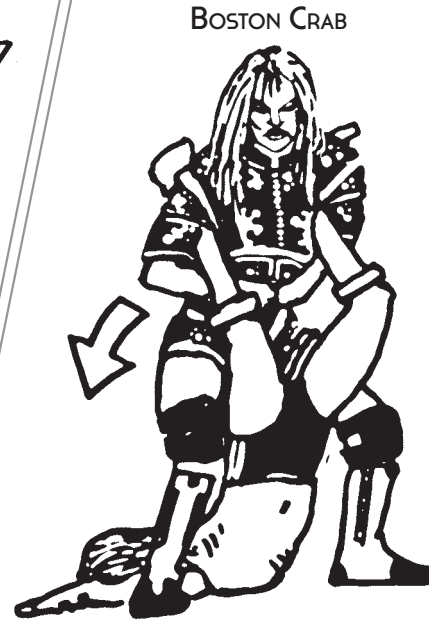
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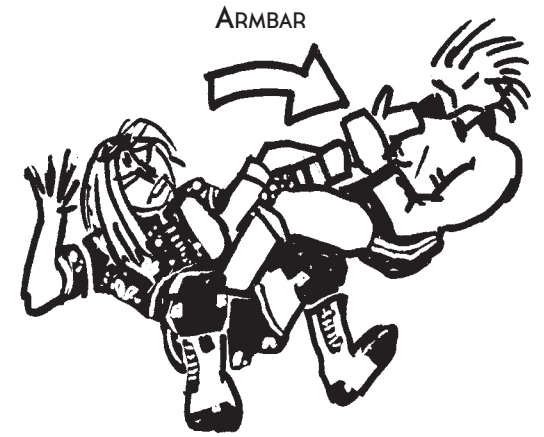
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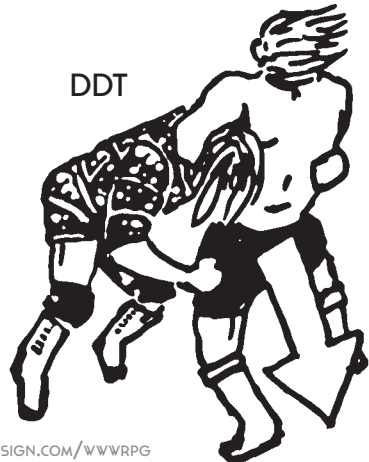
CHAIR SHOT



BOSTON CRAB



ARMBAR



DDT

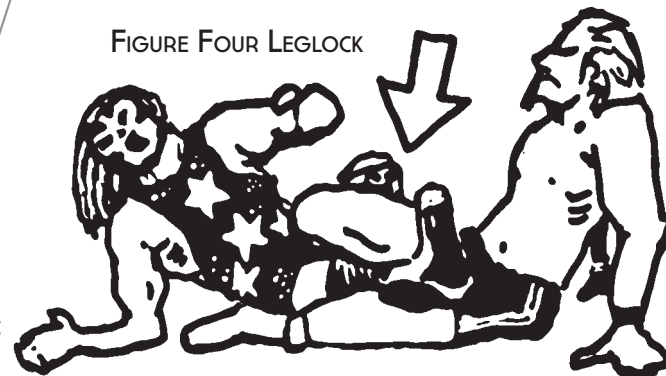


FIGURE FOUR LEGLOCK



CAMEL CLUTCH

SUBMISSIONS

Welcome to World Wide Wrestling! This Quickstart Guide is meant to help you run a quick single session of this game. If you've had a chance to read over the rules, that's certainly helpful, but this guide, plus the Move reference sheets, should get you through your first session. You will be Creative, in charge of booking the show and putting the wrestlers on your roster into compelling and dramatic feuds. The other players will be taking on the roles of individual wrestling characters. During wrestling matches, a player who isn't in the match will also take on the role of the ringside Announcer.

YOU NEED:

- * this document, pencils and scratch paper
- * two 6-sided dice (2d6) (or more, two are rolled at a time)
- * a microphone prop, or a notecard with "Announcer Mic" written on it (this is for the Announcer during matches)
- * 2-6 other wrestling fans to play with
- * Gimmick sheets for the players. The most straight-forward Gimmicks are The Hardcore, The High Flyer, The Monster, The Technician and The Veteran; Gimmicks that require a little more investment or wrestling knowledge to "get" are The Anti-Hero, The Golden Boy, The Jobber, The Manager, and The Wasted.
- * A couple copies each of the General Moves, In-Ring Moves & Stipulations, and the visual wrestling manoeuvre reference sheets for the table.
- * A copy of the Creative sheet, a Roster sheet and one Episode Prep Sheet for you.
- * (optional) poker chips or another set of tokens to track Momentum

FIRST: Hand around the Gimmicks and let the players take a look at them, while reading or summarizing the following:

"We're going to play out an Episode of a televised pro wrestling promotion, called World Wide Wrestling. I'm Creative. I decide the order of which segments go when, I frame the backstage and interview scenes, and I book the matches, including their outcome, ahead of time. You each play a wrestler, represented by these Gimmick sheets. We can have one of each Gimmick in our game, and these are the broad archetypes you tend to see in wrestling. Don't worry about making the "right" decision, just pick something that you think is cool.

Part of this game is that it happens both on- and off-camera. You're playing a professional wrestler who's inhabiting a certain Gimmick in this promotion, but you may have your own career goals and backstage aspirations, outside of the ring. In a single session we mostly play the on-camera action, but it's something to keep in mind as we play."

While everyone's taking a look at the Gimmicks is a good time to take one and run through the different sections to orientate everyone towards how they work.

THE GIMMICK SHEETS: Read or summarize, this overview of the sheet:

- * Pick, or choose your own, Hailing From and Entrance, and come up with anything you want for your specific Gimmick and your ring name
- * You have 4 stats, which range from -2 to +3. Each Gimmick has a starting stat-line, and then you make one decision (usually adding 1 to a stat, but see what it says on your sheet). Higher is better!
 - » Look is your overall "it" factor and charisma, and your talking ability
 - » Power is your physical strength and impressiveness
 - » Real is your ability to break the fourth wall effectively and entertainingly combine what's "really going on" with what's going on on-camera
 - » Work is your technical wrestling ability and overall capability in the ring
- * You'll have Heat with every other character. Heat represents how entertaining and compelling your relationship is. You have Heat with both your tag team partner and your blood feud enemy. We'll do Heat after everyone has decided on their character and made their other choices.
- * You start as a Babyface (good guy) or Heel (bad guy), your choice. You can pick now or after we do Heat. It's generally best if there's a roughly even split of babyfaces and heels for the first Episode.
- * Moves are the cool and unique things your character can do that nobody else does. You have one or two already selected, and then you make a choice from the remaining ones, as specified on your sheet. You might want to pick Moves that ask you to roll + your higher Stats, but generally just pick what sounds cool.
- * Injury and Advances come up during play, and you don't have to do anything with them now.
- * Audience tracks how popular you are! This is what you really care about - if you lose all your Audience you'll get fired. Your Gimmick will say you "start and reset" to a number, just put a check in the box next to that number to indicate you currently have that Audience score. This will go up and down in play.
- * Your Audience score tells you how much Momentum you'll start the Episode with. Note that in the Momentum box, or take that many poker chips. Momentum is spent to give your rolls bonuses, and goes up and down a lot in play.

INTRODUCE THE WRESTLERS: Once everyone has chosen their Gimmick and made their choices, pick someone to introduce their wrestler. Ask about their mental image of the character and their general "deal" - what's their ring gear? What kind of fans do they have? What's their entrance look like? Add each wrestler to the Roster for your own reference as they get introduced, and tell the players to write down each other character's name in their Heat section as they get introduced as well.

HEAT: Go back around the table to set starting Heat. A player asks one Heat question for each other player (so, if there's four players, each player will ask three questions off their list). One of the other players volunteers to answer each question. The players should expand on what that means or implies for their characters, and you should take some notes so you can make matchups that build on these initial rivalries and relationships.

The asker adds +1 Heat to the answerer's character's name on their sheet. Heat can be asymmetric (that is, two characters don't need to have the same amount of heat with each other). A player can answer multiple questions if they feel it's appropriate. Once all Heat questions have been asked and answered, all Babyfaces take +1 Heat with each Heel character, and all Heels take +1 Heat with each Babyface.

LAST WEEK, ON WORLD WIDE WRESTLING: To get everyone warmed up, go around the table one last time and ask each player to describe a highlight from the last time the Imaginary Viewing Audience saw their wrestler. It could be a match, a promo, a backstage interaction, or anything else they want! The purpose of this is to get everyone thinking about what's cool about their character, and to give you some context to work with when you book the show.

BOOK THE SHOW: Now, call for a 10-minute break. It's time for you to book the Episode. You decide **now** which segments are going to happen, which matches are scheduled on the card, and who's booked to win! Keep in mind that your plans *will* be swerved by the players actions and the results of Moves. Your booking is the baseline of the Episode, not a straitjacket. Booking largely depends on the number of players. You will generally have to add some non-wrestling characters (NPWs) into the mix. Some suggestions:

2 PLAYERS: If the characters are opposed Babyface and Heel, then put them in an ad-hoc tag-team match against an NPW team, then a singles match between the two of them. If they're the same Role, then two singles matches against NPWs, and then a tag match against an opposed NPW team.

3-4 PLAYERS: A singles match between a Babyface and a Heel, and then a tag-team match between the two sides, filling out the short team with an NPW if there's only 3 players.

5 PLAYERS: Singles match between players, then a singles match between another player and an NPW, then an all-player tag-team match. The player not involved in the tag match should be one of the characters highlighted in the opening match. Alternately, a big match (like the Regal Wrangle) that involves the whole roster in place of the tag match.

6+ PLAYERS: Singles match between players, then a tag-match between players, and then use one of the big matches (Regal Wrangle or King of the Hill) to play out a match with the whole roster.

Book winners with an eye towards drama, depending on the nature of the wrestlers. It may be more dramatic for the green-as-grass babyface to win over the grizzled veteran heel, or for the villainous veteran to demonstrate his experience by beating down the new meat to make a point. When in doubt, book the Heel to win (so the Babyface can chase them later, to create an ongoing feud).

Book any other segments you want around the matches. Generally, put an interview segment before each match, so the wrestlers involved have a chance to cut a promo before going in the ring. Also, use the relationships the wrestlers have developed through their Heat and Last Week contributions to drive your booking.

STARTING THE EPISODE: Once you've booked the show and everyone's ready, start with the first segment. Go to a backstage interview with the contestants for the first match. You should name the interviewer, have some banter with the wrestlers, and then stick the mic in one of their faces and ask "You're scheduled to wrestle X, what are your thoughts?!" When they answer, no matter what they say, they've made the **CUT A PROMO** Move. The player rolls 2d6 and adds their +Look stat, then references the results chart under the Move description on the Basic Moves sheet. This is a chance for the characters to start building Momentum (in addition to what they start with), or start gaining more Heat with their opponent.

Give their opponent a chance to cut a promo as well, then go to the ring!

WRESTLING: First, each player should describe their character's entrance.

If they do anything in particular to pump up or insult the crowd, make sure they make the **WORK THE AUDIENCE** or **CHEAP HEAT** Moves, as appropriate. Then, read or summarize the following.

*You'll each get a chance to show off in the ring. Whoever has control of the match narrates a sequence of wrestling moves (or holds, or strikes, or whatever you want) that culminates in an important, impressive or dangerous manoeuver that advances the overall story of the match. When you get to that point, you'll make the **WRESTLING** Move. The control of the match might change then, or you might keep it, in which case you continue narrating the next sequence.*

*Now, the person who isn't in control can use the **INTERRUPT** Move to cut in and take control of the match! You can use other Moves as well, if you want, like **WORK THE AUDIENCE**. When the match is getting towards the end, I will then reveal the booking, who I've already decided is winning the match, and then you work together to make that happen. If you want to swerve the booking, you can, (which usually means you'll make the **BREAK KAYFABE** Move). Whoever's booked to win will also get to hit their **FINISHING MOVE**, or equivalent, at the end of the match.*

Now, before we get started, I'm going to hand this mic to one of the other players. They'll play the ringside announcer during your match! Announcer, your job is to summarize and add whatever fun context you want for the "imaginary viewing audience" at home. In addition, you can "put over" each wrestler once per match by describing how awesome what they just did was. This means that their die result on a Move bumps up one, from a Botch (6-) to a partial (7-9), or a partial to a full (10+) success.

Hand the mic to whoever you want to be the Announcer for the match, and get started! If there isn't a free player, then you can play the Announcer, but you do not have the ability to Put Over the wrestlers in the ring.

It's often clear from context who starts in control of the match, but if you need to make a call, go with the Babyface.

If the match is between a single player and an NPW, you narrate their reactions and any counters they may get, but the player is the only one who makes Moves or can be put over by the Announcer. You never roll dice.

When the match is getting to its natural end point, depending on your sense of pacing and drama, you call for the end of the match and reveal the booking for who's supposed to win. The player currently in control of the match is responsible for narrating how they get to the booked finish, but whoever's booked to win rolls for the Finishing Move, even if they don't have control of the match.

If a player wants to change who wins, they have to use a Move (like the **HEEL** move or the Anti-Hero's **RULES? WHAT RULES?**), or else they're **BREAKING KAYFABE**.

MOMENTUM: Players can spend any amount of Momentum to add that amount to any roll, and they decide after the roll. If someone groans at the result of a roll, it's a good time to ask them if they want to spend Momentum!

GAINING HEAT: Remind them that they gain +1 Audience whenever they wrestle someone they have +4 Heat with, win or lose. This is a good reason to take Heat when they can!

AFTER THE MATCH: Post-match interviews, backstage confrontations and other backstage fallout are all appropriate scenes to have after a match. Ask the players if their characters have anything in particular in mind when they head back to the locker room, as well!

THAT'S THE BASICS: That should get you through an Episode! Have a pre-match promo, play through a match, have a post-match wrapup, and repeat. Remember to be flexible and work in player's agendas, if they want to talk to a particular person, cut a certain kind of promo or otherwise put their character in the spotlight. The Gimmick and reference sheets summarize the specifics of each Move, but if you can't find an answer for something that comes up there, reference the rules text.

BUT WHAT IF

EVERYONE'S LOOKING AT ME AND I DON'T KNOW WHAT TO SAY?

That's when you make a Soft Move (listed on the Creative reference sheet). These are the things that happen all the time in wrestling - you should do your best to hook it into what's going on, but it's also fine to just drop in a new challenger when you need to move the action along. There are more wrestlers in your promotion than can be on any one show, so feel free to plant seeds that would sprout later on.

THE PLAYER BOTCHES AND THE MOVE DOESN'T SAY WHAT HAPPENS?

That's when you make a Hard Move (listed on the Creative reference sheet). Hard Moves hit the character where they live - mostly things that happen behind the scenes, that can actually impact their long-term career prospects.

SOMEBODY GETS INJURED?

They tick off an Injury box, and then apply the conditions on their sheet whenever they make sense to do so. Some players may intentionally get themselves injured just to get those effects, and that's fine! The chances of a character getting injured enough to no longer be able to compete in one Episode are pretty slim, but even if they can't compete they can still appear in non-wrestling segments.

SOMEBODY GETS AN ADVANCE?

They can spend it immediately on anything listed on the top portion of the Advancement section on their sheet, or save it to spend later.

ONE OF THE PLAYERS HASN'T BEEN ON SCREEN FOR A LONG TIME?

This can happen with groups of more than four players. A couple ways to deal with it: make sure they get the Announcer mic during matches; remind them that they can interfere in matches using the **RUN IN** Move; frame them into the action by putting them in a non-wrestling role (like as a referee or ad hoc interviewer).

I FEEL LIKE I'M DICTATING HOW THE CHARACTERS SHOULD ACT?

Don't mistake booking the show for being the only person to talk. Remind the players that there are always microphones and cameras available, if they have something to say or do! After each segment, feel free to ask them if they have something they want to do before getting back to the booked show, as well. Often, the first interview-match-interview segment will feel a little artificial, and then once the players get a better hold on their characters they'll start seizing opportunities to bring in their own agendas.

SOMEONE DOES SOMETHING THAT DOESN'T SEEM LIKE IT'S COVERED BY A MOVE?

It may be covered by the **HEEL** or **BABYFACE** Move. You may be able to resolve the situation with simple roleplaying. Or you may want to create a Custom Move!