



'Rasslefest

*A pro wrestling card game for two players
by Greg Lam*

Goal: To hammer your panty-waist, jabroni opponent into paste and get the cover for the 1... 2... 3... win!

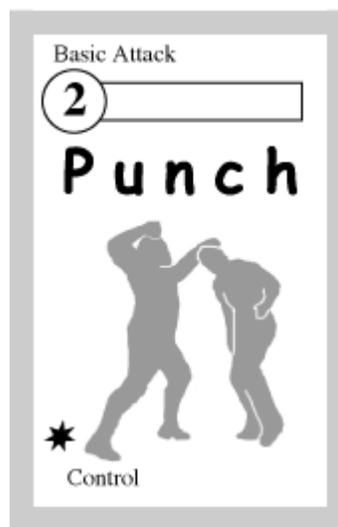
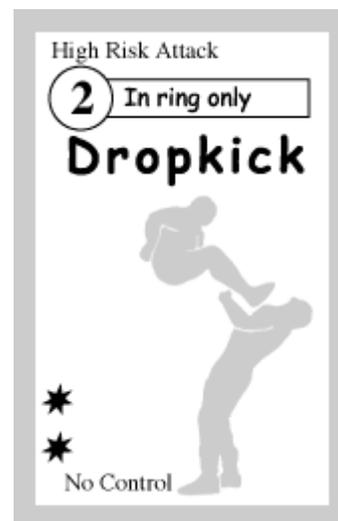
Setup: Two players place seven energy markers on the table (use coins or chips or something like that) and draw five cards.

Cards: This game is modeled after a pro wrestling match and should be played in that spirit. Cards come in three categories: **High Risk Attacks** (printed with light gray wrestling figures), **Basic Attacks** (printed with dark gray figures), and **Counteractions** (printed with black figures). Each card has a **Minimum Energy Needed** number, the number in the circle in the upper left hand corner. A wrestler must have at least that much energy to attempt that move. A few cards have a **Maximum Energy Needed** rating on the upper right corner, in which case there will also be a circle in the upper right corner. Cards with a maximum cannot be played if a player has more than the amount of energy shown in the upper right corner. (They are desperation moves.) Some cards have **Restrictions** or **Instructions** printed inside the upper bar which must be followed.

Cards with stars on the bottom left indicates the amount of **Damage** that will be done to your opponent if the move is successful, and if a card has **“Control”** printed on the bottom, it means that you will have control of the other wrestler at the beginning of next turn if your move is successful. **“No Control”** means neither wrestler will have control if the move is successful.

Basic vs. High Risk Attacks: Basic Attacks must take place in the ring. High Risk Attacks, unless it says otherwise, can take place inside or outside the ring. If a High Risk Attack is successfully performed outside the ring, it earns an extra damage point.

Gameplay: There are two phases of gameplay. First is the “No Control” phase, in which both wrestlers reveal their Basic Attacks (or make a discard) simultaneously. The game begins in this phase. The second phase is the “Control” phase where the wrestler in control first can play a Basic or High Risk attack and the other wrestler can then either take the damage and retaliate with a Basic Attack of their own or use a Counteraction card to counteract the initial attack or discard. The Control\No Control indicator at the bottom of the last card played in a round determines the phase of the following round. If a player cannot play a card, he can discard.



No Control Rounds: In the beginning of the game, neither wrestler has control. Whenever no wrestler has control, both wrestlers may attempt a Basic Attack, revealing their cards simultaneously. The Basic Attack card played with the lower Minimum Energy Needed rating is successful and the opponent's card must be discarded. If both cards are the same, then the effects cancel each other out and both are discarded (like trading punches) and both wrestlers draw and play a Basic Attack again. If a player doesn't have a Basic Attack, he may discard one card and draw to improve his hand, or try to use a counteraction such as Reversal or Block, which work against Basic Attacks. If both players discard in a No Control round, then both draw to their hand limit and play again.

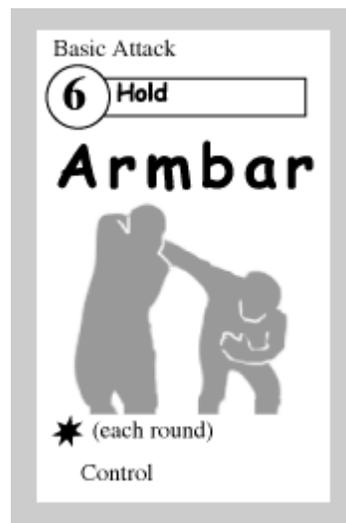
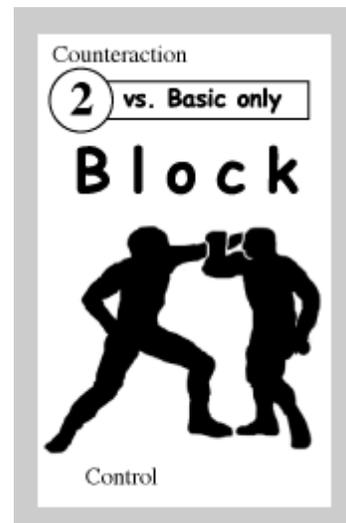
In Control Rounds: When a wrestler has control of the other wrestler, he must attempt an offensive maneuver if he can, either Basic or High Risk. The other wrestler may defend the attack if he has a relevant Counteraction card or can take the damage and play a Basic Attack card in retaliation. Both players then draw up to their hand limit of five. If a wrestler is at his limit, he can discard a card and draw to his limit. If both players discard, the control remains.

Damage: Each wrestler starts with seven energy points, represented by markers. When a move does damage (indicated by the stars near the bottom of the card), the wrestler who executes the move takes energy markers (equal to the number of stars in lower left hand corner) away from his victim and adds it to his total. A "Double Knockdown" takes one point of energy away from both wrestlers and out of the game. The goal is to wear your opponent down to zero, after which you pin your opponent to the mat and win the match by pinfall. See "Victory" rules on the next page.

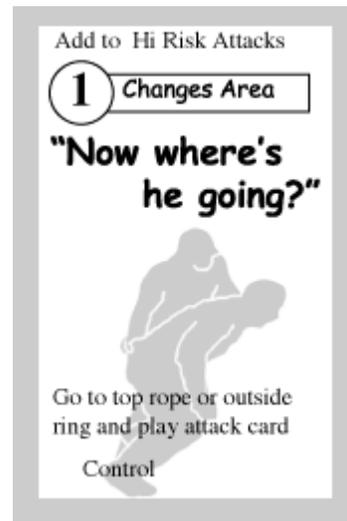
Only High Risk Attacks or reversals of High Risk Attacks can take your opponent down to zero. Counteractions other than "Reverse" and Basic Attacks cannot take away the last unit of energy. If a Double Knockdown is played by a wrestler with an energy of one, only the attacker loses a point of energy.

Discarding Rounds: If a player cannot legally play a card, he may discard one card and draw to fill up his hand to five cards. If both players discard in any round, the player who has less energy takes one point of energy away from the player with more energy as both wrestlers are resting.

Holds: Hold cards are attacks that can be maintained over more than one round. A player who maintains a hold can discard another card from his hand while maintaining the hold. If the other player does not counteract the hold with a Basic Attack or Counteraction card, the hold can be maintained if the player in control wishes. Every round a hold is in place should be treated like a new attack.



The “Now Where’s He Going?” card: The “NowWhere’s He Going?” card can be played if you have control. The player of the card can change the location of the fight from the inside of the ring to the outside or the top rope and then may immediately play an attack card again. Only attacks labeled “top rope” can be executed from the top rope. **All high risk attacks attempted outside of the ring add an extra point of damage to successful or reversed attacks.** It is assumed that each round begins inside the ring, and a new “Now Where’s He Going?” card must be played each time a move is attempted outside of the ring or off the top rope. **Note:** playing a “Now where’s he going?” card will prevent the weaker wrestler from gaining an energy point, and it is possible to counteract this card and the “Taunt” card.



The “Big Rally” card: The most powerful card in the deck, the Big Rally card is played when a wrestler is on the brink of defeat. He gets a rush of energy and stages a desperate comeback. When a Big Rally is played, the player who plays it takes one energy point from his opponent and immediately plays another attack. **That attack ignores the energy requirement and placement requirements and cannot be countered.** The player draws and retains control in the next round. **After a Big Rally is played, do not put it in the same discard pile as it is not reused if the deck is reshuffled.**



The “Reversal” card: Reversals are the only Counteractions that work against other Counteractions (except for The Big Rally). If a three star attack is reversed, the attacker loses the three stars, unless he then plays a reverse of his own.



Shuffling the Deck: When the deck runs out, shuffle the cards put into the discard pile **except for “Big Rally”**, which cannot be reused. If you play with time limits (see Advanced Rules), keep track of how many times the deck has been shuffled.

Victory: When you play a successful High Risk Attack (or Reverse your opponent’s High Risk Attack) to bring your opponent’s energy to zero, you cover your opponent to try for the pinfall. This does not require a card. There are only three cards that can save a wrestler when he is at zero: “Big Rally” and “Reach for the Ropes” (both Counteractions), and “Referee Distracted” (a Basic Attack). If the covered wrestler does not have one of these saving cards, he can draw three cards (representing the referee’s count of three) which go directly into the discard pile. If a zero card is among those three, he is saved. If he does not find a zero card by then, the referee reaches the count of three and the match is over.

If the total amount of energy in the game drops to four or below, the match is declared a draw.

Cards in the Deck

Card	Energy Needed	Where	# in deck	Effect
Counteractions (Pictures printed in black)				
Reach for the Ropes	0-5	Ring Only	3	Recover * / -control
Big Rally	0-1	Any	2	* / free attack + turn / control
Dodge (Only High Risk)	1	Any	3	** / -control
Double Knockdown (Only High Risk)	1	Any	2	Both lose * / -control
Block (Only Basic)	2	Any	3	control
Reversal	2	Any	3	Inverts damage or negates counteraction / control

Basic Attacks (Pictures printed in dark gray. No Control needed)

Outside Interference/				
Referee Distracted	0	Any	2	* / control
Poke in the Eye	1	Any	5	* / control
Punch	2	Any	8	* / control
Kick	3	Any	4	* / control
Headlock	4	Any	3	Control only
Throw	5	Any	2	** / (No control)
Armbar	6	Any	3	* / control (each round)

High Risk Attacks (Pictures printed in light gray. Control Needed. Only High-Risk Attacks can take opp. to 0)

Low Blow	1-5	Ring only	1	*** / control
Foreign Object	1-5	Ring only	2	**** / control
Outside Interference/				
Ambush	1-5	Ring only	1	***** / control
Dropkick	2	Ring only	3	** / -control
Into the Steel Stairs	3	Outside Ring*	1	* / control
Clothesline	3	Any	2	** / control
Into the Steel Barricade	4	Outside Ring*	1	** / control
Elbow Smash	4	Any	2	** / control
Through the Announcer's Table	5	Outside Ring*	1	*** / control
Suplex	5	Any	2	** / -control
Taunt	5	Ring only	2	Draw & Go Again
Submission Hold	6	Ring only	2	** / control (each round)
Bodyslam	6	Any	2	** / control
Superplex	6	Top Rope	2	*** / -control
Top Rope Dive	7	Top Rope	3	*** / control
Signature Move	8	Ring only	2	**** / control
“Now where’s he going?”	1	Ring to Any	8	change to top rope or outside ring + play attack

80 total cards

* High Risk offensive moves made outside the ring add one point in damage (and risk for reversed attacks).

Optional: The announcing team

In addition to the two wrestlers, a third (or fourth) person could participate and act as the announcer(s) to describe the action going on in and out of the ring. You may have to take creative liberties to explain how a low blow might result in a double knockdown. Be creative. If play is too conservative, he may also start the “boring!” chant. Also, both wrestlers should fill in the identity cards below to flesh out their characters before the match.

Wrestler Profile #1

Wrestler Name: _____

Heel or Babyface (hero or villain): _____

Weighing in at: _____

From: _____

Signature Move: _____

Submission Hold: _____

Top Rope Move: _____

Outside Interferers (Manager/Valet/Ally): 1. _____

2. _____

Preferred Foreign Object: _____

Taunting method: _____

Wrestler Profile #2

Wrestler Name: _____

Weighing in at: _____

From: _____

Heel or Babyface (hero or villain): _____

Signature Move: _____

Submission Hold: _____

Top Rope Move: _____

Outside Interferers (Manager/Valet/Ally): 1. _____

2. _____

Preferred Foreign Object: _____

Taunting method: _____

Sample Game

Here is a sample game between Abe Anguish and “Private” Benjamin Butterfield. The energy needed and the amount of damage done for each card is listed in parentheses.

Abe	Ben	Result
Kick (3*)	Headlock (4)	Both start with 7 energy. Abe’s Kick beats Ben’s Headlock attempt. Abe takes control. Abe 8, Ben 6.
Now Where’s He Going? (1)		
Through the Announcer’s Table! (5***)		Abe takes Ben outside of the ring and slams him Through The Announcer’s Table! (extra point of damage for executing a high risk maneuver outside the ring. Abe 12, Ben 2
	Punch (2*)	Ben retaliates with a Punch to take control. Ben 3, Abe 11
	Punch (2*)	Ben punches Abe again. Ben 4, Abe 10.
Kick (2*)		Abe kicks Ben to take control. Abe 11, Ben 3.
Signature Move (8****)		With control and a great advantage in energy, Abe tries his to finish off Ben early with his Signature Move...
	Reversal (2)	But Ben hits his Reversal . Abe suffers all the damage. Ben 7, Abe 7.
	Taunt (5)	
	Submission Hold (6**)	Ben Taunts Abe, and then puts him in his Submission hold. Ben 9, Abe 5.
Poke to the Eye (1*)		Abe escapes with a Poke to the Eye . Abe 6, Ben 8.
Dropkick (2**)		Abe tries to follow up with a dropkick...
	Double Knockdown (1*)	But so does Ben. They both suffer a Double Knockdown . Abe 5, Ben 7. Neither has control.
Throw (5**)	Punch (2*)	Ben’s Punch beat’s Abe’s Throw attempt...
Block (2)		But Abe Blocks the Punch to take control. Abe 5, Ben 7
Discards a Dodge (2**)		With no attack card matching his energy level, Abe discards a card.
	Discards “Signature Move”	Ben, with no Basic Attack, discards as well. They both draw and Ben, the wrestler with less energy, recovers a little. Abe 6, Ben 6. Abe is still in control.
Now where’s he going? (1)		
Clothesline (3**)		Abe tosses Ben outside the ring and hits a Clothesline . Being outside the ring adds an extra point of damage. Abe 9, Ben 3.
	Outside Interference - Ref. Distracted (0*)	Ben’s manager turns the tide by distracting the referee . Ben 4, Abe 8.
	Dropkick (2**)	Ben tries to take advantage by hitting a Dropkick...
Dodge (1**)		But Abe Dodges the attempt. Abe 10, Ben 2. Neither with control.
Block (2)	Punch (2*)	Abe blocks Ben’s Punch to take control. Abe 10, Ben 2.
Now where’s he going? (1)		
Top Rope Dive (7***)		Abe tries to finish off Ben by going to the top rope for a Top Rope Dive . Abe 12, Ben 0.. It looks like it’s over....

Abe	Ben	Result
	Big Rally (0-1*)	But Ben gets a shot of adrenaline at the last moment with the Big Rally . Ben 1,Abe 11.
	Top Rope Dive (7***)	With his free attack, Ben hits a Top Rope Dive of his own. This move cannot be countered since it follows the Big Rally . Also, he doesn't need 7 energy or a " Where's He Going " card since the Big Rally lets you ignore requirements. Ben 4,Abe 8.
	Bodyslam (4**)	After the Big Rally , Ben gets to go again. He goes for the Bodyslam...
Dodge (1**)		Abe Dodges...
	Reversal (2)	but Ben Reverses the Dodge . The Bodyslam succeeds Ben 6,Abe 6.
	Now where's he going? (1)	
	Superplex (6***)	Ben sets up on the top rope . He Superplexes Abe for big damage. Ben 9,Abe 3.
Discards Elbow Smash (6**)		With no Basic Attacks or useful defensive cards,Abe discards a High Risk Attack with a high energy requirement. With Superplex being the last card played, neither has Control.
Block (2)	Punch (2*)	Abe Blocks Ben's Punch and takes control.Abe 3, Ben 9.
Now where's he going? (1)		
Clothesline (3**)		Abe goes to the outside and hits a Clothesline .Abe 6, Ben 6.
	Headlock (4)	Ben gets control back with a Headlock .
	Now where's he going? (1)	
	Through the Ann. Table (5***)	Ben then throws Abe Through the Announcer's Table . Ben 10,Abe 2.
Kick (3*)		Abe gets control with a Kick . Abe 3, Ben 9.
Outside Interference/Ambush (1-5*****)		Abe's friends try to Ambush...
	Dodge (2**)	But it backfires when Ben Dodges the attack. Ben 11, Abe 1. Neither has control.
Discards Armbar (6*)	Punch (2*)	Abe doesn't have enough energy to use the Armbar , so he discards it. Ben Punches to take control. Ben 11,Abe 1. The Punch does not take Abe's last energy away, since only a successful hi risk move can take an opponent down to 0.
	Submission Hold (6*)	Ben tries to finish Abe with his Submission Hold . Ben 12,Abe 0.
Reach for the Ropes (0-5*)		In desperation,Abe Reaches for the Ropes to break the hold. Abe 1, Ben 11.
Discards Taunt (5)	Punch (2*)	Ben takes control with a Punch . Ben 11,Abe 1.
	Signature Move (8****)	Ben finishes off Abe with his Signature Move . Ben 12,Abe 0.
Draw 3 (ref's count): Kick (3*) Punch (2*) Reverse (2)		The ref counts to three. Abe doesn't draw a Big Rally , Reach for the Ropes , or Referee Distracted so he can't escape. Match over, and Ben is your winner!

Rasslefest Federation Rules

(Advanced Rules)

Disqualification Rules

If you wish, you can impose Disqualification Rules or Time Limit Draws to a match before the match begins. A wrestler may get DQ'ed if the referee sees that wrestler use a **Foreign Object** or if he is helped by an **Ambush**. Referees don't always see events of this nature, of course, so whenever an outside interference High-Risk maneuver is attempted, there is a one in four chance (roll a four-sided die or flip a coin twice, two heads means disqualification) of it being noticed with the and the transgressor disqualified. This takes place after the act occurs.

If, however, the referee notices an attack with a **Foreign Object** which is **Reversed**, he will disqualify the wrestler who played the **Reverse**, since that is the wrestler he sees use the object.

Time Limit Draws

You may set a time limit to a game before you begin. Time is measured with how many times a deck needs to be shuffled. A five minute match (approximately) would end as soon as the players run out of cards to draw for the first time. A ten minute match would allow for one reshuffle, a fifteen minute match would allow for two reshuffles, and so forth.

Wrestler Rating System

Once you have a group of people who play Rasslefest regularly, you may consider forming a Rasslefest Federation, keeping track of wins and losses and also popularity with the fans. I'm offering one system here, but customization is encouraged. Obviously, the more wins you get the better off you'll be, but the way you win should also count. First, you have to decide whether you're a good guy (called "babyface" or "face") or a bad guy ("heel"). That will affect your approach to a match. Each wrestler starts with 10 ranking points. Based on the outcome of a match, you'd gain or lose ratings points. After a match, apply each of the criteria below to the outcome of your match. Feel free to customize these for your league.

Wrestler Advantages

Once a hierarchy is established, advantages can be given out to higher ranked wrestlers. For example, the initial energy can be 8 to 6 in favor of the higher ranked wrestler instead of both starting at 7. Or several different levels can be established. One can start as a "jobber" (lowest on the totem pole, starts each match with 6 pts.), progress to a "midcarder" (7 pts.), then to "star" (8 pts.), and finally "superstar" (9 pts.). The Champion of your league would then start his matches with 10 points.

Championship Matches

Included in this game is a prestigious Championship Belt. When you begin your league, you may either have a tournament to determine the initial champion or assign it to a player. The Championship Belt is earned by beating the current champion by pinfall or submission, not by disqualification.

He must be pinned or submit in order to lose the belt. A disqualification loss does not mean a belt change. A wrestler must defend the belt once every calendar month or relinquish the title.

Match Ratings

(After the match, add up all the criteria that apply to find out your match rating)

Overall

- +1 for win, -1 for loss
- +1 if you win by playing (or reversing) an attack with a minimum energy rating of 6 or above in the last move.
- 1 if you lose to an attack (or reverse of an attack) with a minimum energy rating of 5 or below in the last move.
- +1 for upset win, -1 for upset loss (if winner's rating was 5 pts lower than loser's before the match)
- +1 for "Squash" win, -3 for "Squash" loss (A very fast win - Less than 25 cards in the discard pile at the end, including the referee's count.)
- +2 for "Ironman" win, +1 for "Ironman" loss (Any match decided with less than 8 total energy points in game)
- +1 for "Exciting" win (Any match in which both "Big Rally" cards have been played)
- +1 for a "time limit draw" (Any match stopped when total energy in game falls to 4 points)
- +1 for win ending with a **Taunt** before last move. -1 to the loser of the same.
- 1 for losing to a **Submission Hold**.
- +1 for winning by using a **Reverse** as the last move.

Babyfaces

- +3 for win ending with **Signature Move**
- +1 for win ending with **Top Rope Dive, Superplex** or **Submission Hold**
- +1 for loss by **Outside Interference, Foreign Object, or Low Blow** in opponent's last three offensive moves
- 2 for win using **Outside Interference, Foreign Object, or Low Blow** in last three offensive moves.

Heels

- +2 for win ending in **Submission Hold, Through the Announcer's Table** or **Signature Move**
- +1 for win using **Outside Interference, Foreign Object, or Low Blow** in last three offensive moves.
- 2 for loss with **Outside Interference, Foreign Object, or Low Blow** in last three offensive moves of either wrestler.

"Face Changes"

If two faces or two heels wrestle each other, their good/evil orientation may change depending on what happens in the match. If one face beats another using **Outside Interference, Foreign Object, or Low Blow** in the last three offensive moves, he may choose to "turn heel" to gain more ratings points as a heel instead then if he remained a face. The same with heel wrestlers when **Outside Interference, Foreign Object, or Low Blow** were in the last three offensive moves of either wrestler. Face and Heel turns are the choice of the player, but you can't change more than once in a calendar month.



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