




WRESTLING EMPIRE

Menus

Any device with touch-screen or a mouse can instantly access any option, pressing either side to change its value where possible. When using a controller, it is the directions that highlight an option and the  or  buttons change its value, with  used to go back in most situations (**although this command may be reversed on some controllers!**). On screens with multiple tabs, use the **L** or **R** shoulder buttons to browse through those. Any controller can become the “host” at any moment with their input. Upon using a controller on PC menus, the mouse cursor will be hidden until you click to reclaim it.



Controllers


Any controller could be connected to a PC, so it's important to help the game distinguish between Xbox and Playstation button maps. This screen appears automatically when you boot up with a controller for the first time, and your preferences will be saved, but you can always seek it out manually in the “Cast” tab of the options (or by simply pressing the **C** key at the titles). **For best results, please ensure any controllers are connected BEFORE launching the program.** Also note that Windows 10 is assumed, so drivers older than Xbox One may not be recognized. You can use the “Calibration” option to map the buttons for any controller that isn't automatically recognized.

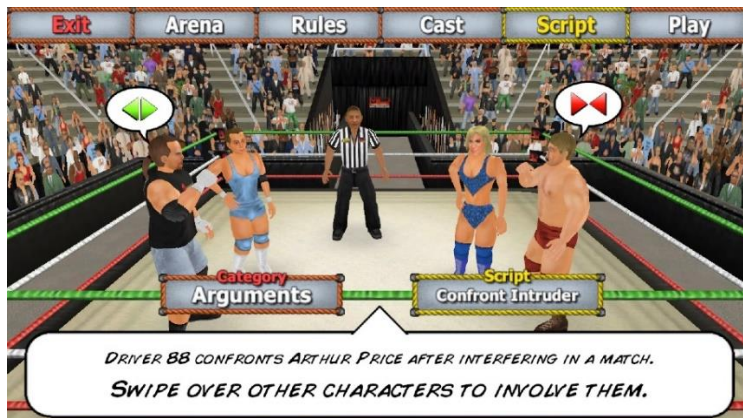
Resolutions

The game is designed to start fullscreen and high resolution by default, but you can switch to windowed mode at any moment by pressing **CTRL + W** (as well as the standard **ALT + ENTER**). **Please note that resizing the window in real-time may have undesirable results, so consider exiting the current screen at the nearest opportunity (or restart the game entirely).** After resizing the window, going fullscreen again will use that resolution – which may improve performance.




Casting

When setting up a match, there are some additional commands to be aware of. At the “Cast” screen, the + icon (or  button) will add a random character to the scene whereas the - icon (or back button) will remove one. Tapping a character will allow you to replace them with another of your choice, whereas holding the command with a direction allows you to reposition them. Placing them inside the ring casts them as a wrestler, whereas placing them outside gives them a secondary role (such as an announcer in the top right!). Placing them to the rear centre of the ring casts them as a referee. In team matches, placing wrestlers either side of the centre separates them into teams – otherwise this distinction is irrelevant. Cast members can swap places instantly if they are dropped over another.



Scripting

When giving the cast a “Script” to perform, you can swipe from one character to another to specify who should start the conversation and who should be on the receiving end of it. On a controller, this can also be accomplished by pressing the  or back buttons respectively.



Multiplayer

When you are ready to proceed at the “Play” screen, each controller can now use their directions to choose a character and press any button except back to commit to them (or click them directly). While there is still time, pressing the back button will cancel this choice (or opt out of the match entirely if pressed again). Choosing a character before anybody else has even started browsing will assume that you are in a rush to start alone, so consider showing some restraint in multiplayer setups!

Controllers may still join a match once it has started by pressing the + button to opt in. They will then be randomly assigned a character which they can change by holding one shoulder trigger while pressing the other (see “Game Controls”). If you press the “Play” tab again, you can choose to watch the match instead of participating. **In other modes, the control method you use to proceed will automatically be assigned - so only click through on PC if it is your intention to use keys.**




Editing

On screens with a colour palette, such as the costume or ring editor, navigating to the left (or clicking it directly) will change the colour of the last material you interacted with. To make multiple changes more quickly, you can “Copy” and “Paste” the same colour by pressing those commands (or the left/right shoulder triggers respectively). To preview your changes, you can swipe the model directly or use the right stick to rotate them. Each character has 3 separate outfits – so make sure you are editing the intended one by selecting it first from the “Costumes” home page. You can always return to a tab’s home page by selecting the tab again (or pressing the back button). If one costume should resemble another, you can clone the existing one by holding over the corresponding arrow (or either shoulder trigger).



Character Selection

At character selection screens, you highlight a name box once to investigate it and then press it again to choose it (where possible). Pressing either shoulder button (or clicking either side of the logo) allows you to instantly browse through all 11 rosters. You can re-rank the characters in a roster by pressing  to change the criteria or click it directly – such as by name, health, contract, or any stat. Holding the select command over a character slot until they become unplugged allows them to swap places with another, which may help to organize your thoughts. The characters are also colour-coded for this purpose, with **green** indicating a “Face”, **purple** indicating a “Heel”, **pink** indicating a female, and **black** indicating a non-wrestler. Notice that some of the characters are locked by default until you encounter them in the career mode! The back arrow or button can be used to return to the previous screen at any time.



Promotion Editor

After taking each promotion to the top of the ratings (signified by a golden pen) or winning every title at every promotion, you unlock special editing privileges for the entire brand as well as its roster! For what it's worth, you can change the name – although there's no easy way to change the logo along with it. You can even change the brand's territory & background colour using the palette in the middle. This editor is more effective for changing the names and colours of each championship belt. Simply select an existing one to change its name and then proceed to the palette to adjust its colour. Colour changes are mainly designed for mouse or touch controls and can be awkward with a controller alone, where you must access them individually like any other option.



Universes

The game's 350 characters across 11 different rosters are liable to get jumbled up from one career to another. In between careers, you can head to the "Universe" options to restore the default universe. Don't worry about losing any characters you have unlocked, as this will be preserved separately as securely as any other records. You could also take this opportunity to restore a "backed up" universe of your own creation, or back up a new one. It is better to get in the habit of doing so in between careers to reduce the amount of tidying up you feel you have to do! Note that you must press these options TWICE to avoid doing so by accident. It's also here that you can change the "Era" your universe counts the year from, which will automatically adjust any title histories accordingly. You can also turn "Aging" on or off if you want to play decades into the future without older characters becoming unplayable!

Save Data

If you'd like to back-up your data across different installations (or even different devices!), the "Save.bytes" file may be accessible on sufficiently open platforms:

PC: [User]\AppData\LocalLow\MDickie\Wrestling Empire\Save.bytes

Android: InternalStorage/Android/data/com.MDickie.WrestlingEmpire/files/Save.bytes

Switch: Wrestling Empire / Data Management / Transfer Your Save Data

Game Controls

The game features an interactive "Training" process that you are advised to play through, but the basic controls are as follows for most controllers:

LEFT STICK / D-PAD = Movement (double tap to dash)

•○○ = Attack (on its own to aim low, with a direction to aim high).

○○ = Grapple / Release

○○● = Run (without a direction to charge ahead)

○○● = Pick-Up / Drop (with a direction to throw)

RIGHT STICK = Taunt / Pin / Referee duties

SHOULDER BUTTONS = Switch focus

(once with a direction to find nearest, repeatedly to browse all)

SHOULDER TRIGGERS = Hold one and press the other to control a different character

+ / - = Pause / Skip entrance



Keyboard:

CURSORS = Movement (double tap to dash)

A = Attack (on its own to aim low, with a direction to aim high).

S = Grapple

Z = Run (without a direction to charge ahead)

X = Pick-Up / Drop (with a direction to throw)

SPACE = Taunt / Pin / Referee duties

SHIFT / CTRL = Switch focus (once with a direction to find nearest, repeatedly to browse all)

TAB = Control different character (where possible)

P = Pause

ESC = Quit / Skip

CTRL + W = Toggle windowed mode

Combinations

- Press ATTACK and RUN together to launch a powerful attack.
- Press ATTACK or GRAPPLE while close to the ropes to launch a “springboard” attack (if "Agility" permits).
- Hold RUN while carrying furniture to avoid turning with it.
- Add a direction to FOCUS or PICK-UP commands to make your intentions clearer.
- Retreat from an opponent to increase your chances of blocking.

Grappling

- Press GRAPPLE again without a direction to release a hold (with a direction to whip them off).
- Press the ATTACK, RUN or PICK-UP commands with any direction (or none) to execute the corresponding move from the wrestler's move set.
- Use the FOCUS command in a grapple to change your position (such as turning from front to back or vice versa).
- Use the TAUNT command to prematurely attempt your finisher (with a high likelihood of failure).
- Continue to use directions to move or turn wherever possible (such as getting to or from the ropes to break).
- When grabbing someone in the corner, you can override your default move by holding towards to lift them up or away to drag them out.

Final Destinations

Some moves offer you the chance to immediately transition into another hold or pin. In these instances, make sure you are holding the corresponding command before the move ends. If your intention is to let the move end naturally, be sure to avoid pressing anything at the moment of impact.

Reversals

Transitions occur based on the "Skill" levels or size difference of those involved, and the direction each is struggling in. Holding the GRAPPLE command during an incoming attack makes it more likely that it will be parried or countered. Notice that you can also press GRAPPLE while on the ground to increase the chances of instantly rising up into a move!

Adrenaline

The thinner yellow meter under a wrestler's health indicates how much positive momentum they have in the match. When this is filled they experience an “adrenaline rush”, where they temporarily become 10% stronger in every respect – and any move they trigger will either be a special finishing move or a stronger version of an existing move (such as a hold or flying attack).



Careers

After working at each promotion in the career mode, you unlock the privilege of inheriting the status of anyone, anywhere! Until then, you must always work your way up as a trainee with minimal attributes. Each week you are assigned a match that you must win to raise your profile and increase the chances of being offered a deal with a major promotion. You can browse through past or future dates with either shoulder button (or by touching the calendar directly). Touching your profile (or holding the button) will allow you to preview that of your opponent wherever possible. You can keep an eye on every other wrestler in the universe by either studying the “Rosters” pages or the “Database”, which includes additional information such as promotion ratings and title histories. **The control method you use to “Proceed” will automatically be assigned to the star character in a match, so only click it on PC if it is your intention to use keys.**



Self Improvement

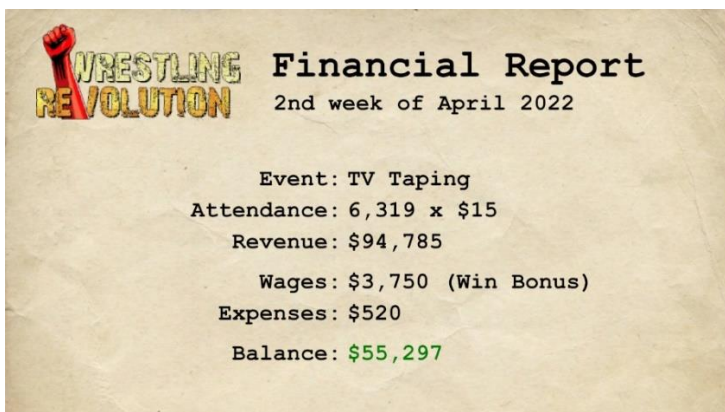
As long as your contract permits, you can change your “Gimmick” by choosing that option. Here you can pay to make changes to your appearance and move set, or approach other characters about joining you as a partner or manager. You may also pour your energy into improving your physical attributes if you find time in your schedule to do so. Even then, focusing on one area of physical development (such as getting stronger) could be to the detriment of others (such as being agile). It is also possible to improve naturally with ring experience. But if you choose to do no exercise at all, you may find that your body deteriorates over time – especially as you get older and gains take more energy to achieve! It is also harder to develop a stat the higher it goes, so it requires extra effort to truly excel.

- **POPULARITY** is how much of a reaction a wrestler gets from the crowd, which makes them more likely to experience an “adrenaline rush” or miraculous comebacks.
- **STRENGTH** indicates a wrestler's ability to inflict damage and perform power moves.
- **SKILL** determines how likely they are to execute or counter moves successfully.
- **AGILITY** determines how fast they move and how far they can jump.
- **STAMINA** indicates how quickly a wrestler recovers health during a match (and after each week), and how likely they are to be injured or tapped out.
- **ATTITUDE** is a balance of how agreeable or disagreeable somebody has been in their career thus far. Wrestlers with a bad attitude are more likely to betray you or cause trouble. In the player's case, attitude can be improved by agreeing to suggestions more often and generally doing the right thing.



Contract Negotiations

If you attract the attention of a major promotion that wants to employ you, a battle of wills takes place to determine how much you will earn. This is basically how much you will be paid per appearance and for how many weeks, but it can also be filtered through “clauses” that are either **favourable** or **unfavourable**. It is not likely that you will command a favourable deal unless you are a champion or otherwise one of the most valuable talents in the company. Upon being presented with a proposal, you can change each value at either side like any other option – before committing to it at the signature line. You can press the “X” or the back button to withdraw entirely.



Finances

Each week, your finances are accounted. Unless your contract states otherwise, you are not likely to be paid your full salary unless you compete (and win!). Meanwhile, you must still come up with weekly “expenses” which are relative to your bank balance or estimated worth. This ensures that even wealthy stars feel the pressure of having to keep it up! Look out for lots of other opportunities to supplement your income, such as working over-time, doing favours, and completing missions. In the absence of anything to legitimately spend it on, your bank balance should be considered a kind of “Hi Score”.



Meetings

Each week you may be approached by the booker or your fellow wrestlers and can choose to respond positively or negatively to the situation. Generally, agreeing to requests improves your “Attitude” and relationships – whereas being disagreeable does not. You can also approach anybody yourself via the “Roster” option. These open-ended discussions allow you to suggest working with or against somebody (highlighting a date before entering the “Roster” screen will make that your preference). You can also approach managers or partners more directly via the “Relationships” tab of the in-game editor. Whether they agree or not still involves running a gauntlet of possible excuses, so you’re not likely to get your own way without a solid reputation. Also notice that every time you bother someone your “Attitude” goes down a little, so it’s no good pestering everybody on the roster!

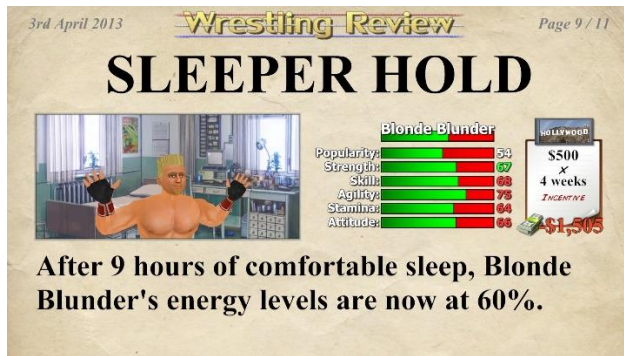
Most Successful Careers:		
1. Whack Ax	Federation Online	73% wins
2. Pedro De Niro	Super Lucha Libre	50% wins
3. Character 165	Hollywood	45% wins
4. Geek Chic	All American Wrestling	40% wins
5. Character 297	Wrestling School	35% wins
6. Smart Mark	Hollywood	30% wins
7. Ultra Bull	Rising Sun Puroresu	25% wins
8. Derek Switchoff	Super Lucha Libre	20% wins
9. Character 148	Wrestling School	15% wins
10. Character 245	Wrestling School	10% wins

Retirement

Unless you are unfortunate enough to die or get fired, it is up to you to choose the right moment to retire from the sport with a career worth remembering in the “Hall of Fame”! If you hold the exit command at the calendar screen, you can inform the promoter that you wish to end your current career. You can only start a new one after doing so. We all have different criteria for success in life, and you can see where you stand in each category – from longevity and wealth to win rates and physical prowess.

Roaming Empire

Upon landing at the calendar screen, a whole other game mode lets you “Roam” to the curtain instead of skipping to the match as usual. If you choose this route, it’s your responsibility to get through the curtain on time – while rubbing shoulders with every other employee in real-time! **When the clock is amber it means a show is in progress – but it is NOT your match yet.** Although you are free to interfere in said match, you will have to face the consequences of doing so. **Only when the clock is green are you expected to enter through the curtain for your segment.** Missing this window will damage your reputation and your relationship with your peers – as well as your ability to earn (unless you’re fortunate enough to be on guaranteed money).



Going Home

Upon playing a match, you will get to read any news before landing back through the curtain an hour later. From here, it remains your responsibility to find somewhere comfortable to sleep in good time for the next show. Assuming you wake up at 8am, failing to get to sleep by midnight will cut into the hours you need to restore your health. The maximum you can hope to restore through sleep is also relative to the character’s stamina. Although you can sleep anywhere by tapping the health meter (or pressing both shoulder triggers together), sleeping rough is much less effective than sleeping in a bed. If you’re tempted to take a nap, also notice that time passes quicker while you’re asleep! If this is your intention, you may find that it’s hard to get to sleep while you’re full of energy during the day. Upon sleeping at night, the screen will fade to black before waking up to the next day’s news. If you don’t choose to sleep by 5am, nature will take its course against your will! You are also free to exit at any time and skip to the next week as usual.



Health Conscious

Before and after each performance, it is your responsibility to look after your health. In between getting enough sleep, you must also decide how to spend your energy on the many distractions this life has to offer! Regular exercise is an important part of any wrestler’s routine, and there are fully interactive ways to develop each stat in the gym. Lifting weights is good for training strength, hitting the bag is for training skill, climbing the wall trains agility, and running the track trains stamina. Each activity will drain your health and invest it in improving that part of your body – at the of risk making the others weaker. It’s also harder to achieve gains the higher a stat gets (and the older you get!), so the goal is not to become superhuman. You can balance your energy levels by eating or drinking – but even this may have the opposite effect if you overindulge on junk food!

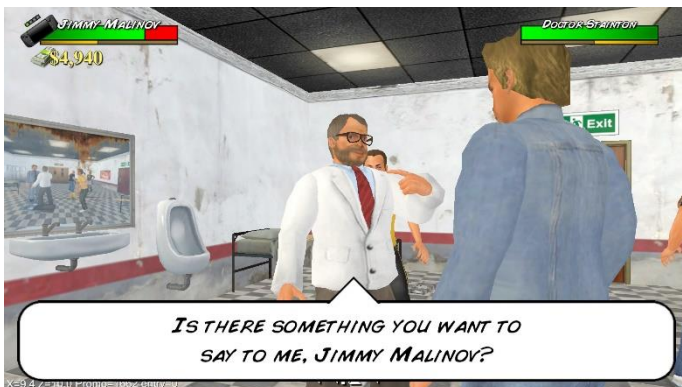
Losing Control

It's just as important to look after your mental health, as indicated by the yellow meter. You now carry this into each match to start with either a psychological advantage or disadvantage. As in a match, you can trigger an "adrenaline rush" by staying in good spirits! In this state, your powers are temporarily enhanced on every level. **On the flipside, a low spirit risks triggering a nervous breakdown – where you literally "lose control" of yourself and become irrationally violent!** You will inevitably fall out with anyone around you in this state and embarrass or hurt yourself. You can prevent this by finding things to do that make you happy. Simply taunting with objects or near certain scenery will allow you to interact with them for your own amusement. Interacting with friends or otherwise receiving good news will also lift your spirits. Bullies may also get satisfaction from hurting others, but any damage they reciprocate on you is more likely to wipe out any such gains.



Show Me The Money

The money that was coming and going automatically is easier to see in roaming mode, where the little expenses of getting through the day hit your wallet directly! Anything you consume (or take out of a store) will be charged to you automatically. Some doors also cost money to walk through – such as hotels and trains. Other venues such as gyms or bars may not even let you through the door without good credit! Your fellow characters are also never far away from either costing you money or offering it to you. If things get desperate, look out for cash on the floor that you can pocket for a boost.



Talking Points

Other people will have plenty to say to you – especially if you linger nearby. You can even initiate conversations yourself by gesturing nearby while focusing on them. At this juncture, you will have a chance to either admit it was a mistake or keep the conversation going. You will typically want to talk to other wrestlers on your roster about either working with or against each other. Talking to an existing manager or partner will assume you want to end the relationship. Talking to the booker in their office will assume you want to retire.

Booking

The original game now includes a whole other “booking” mode, where you are challenged to run an entire promotion! This career should run parallel with any existing wrestling career without too much drama, but if any disruption is not desirable consider ending one before starting the other. **You can always “retire” at any moment by holding the back button at the calendar screen.**



Rosters

Upon taking control of a company, the first thing you'll want to do is familiarize yourself with the workforce. You can now edit anybody's gimmick as easily as your own (so long as “Creative Control” or other agreements don't prohibit you). You can even pour their energy into improving their attributes if you have nothing else planned for them. This health is gradually restored each week based on their stamina, so you must check who is fit and ready to perform. If sorting by the different attributes is not sufficient, you can re-arrange characters by holding over them until they become unplugged and can be swapped with another. Dropping them off the screen (or over the back arrow or company logo) will imply you want to get rid of them entirely – but a compensation package must first be discussed! A roster of 35 people is considered sufficient, so expanding too far beyond or below this is ill-advised.



Hiring

If you select a character from another roster, you can discuss signing them to your brand. Any existing agreements would have to be bought out, however, so it's better to catch them between contracts. Although you now see negotiations from the other side, it's the same premise of trying to get a deal that's good for them but great for you. On top of financial expectations, bigger stars could also have any number of personal reservations that you must try to overcome. Your existing talent will automatically negotiate a renewal when the time comes, so they're yours to lose if you choose not to meet their new demands. Rival promoters may also try to buy them from you if you dare to accept their increasingly high bids without getting greedy!



Entertainment

What makes a “good” match is subjective, of course, but the game tries to make sense of it in a 5-star rating. Every little action or dramatic moment increases the score based on the combined “Popularity” of those involved, which also dictates how much patience the audience have for the presentation – as the score can also go down over time. It’s not impossible for unpopular talent to have a good match, but they must work harder to achieve the same result. This basic formula is further influenced by the following factors that are indicated by icons:

Skull = How much “hardcore” violence has been seen. The more solid this lights up, the more you’ll see diminishing returns from weapons as the audience become desensitized to it. It goes back down over time if you stop relying on gimmicks for a while to prove you can wrestle.

Clock = By the time this lights up, the audience may be losing their patience so it’s time to consider “going home”! Only the more popular performers or the most spectacular action can continue to impress after this point. If you pay attention to the hands of the clock, you can see exactly how bored they are by how close it is to midnight. Notice that there is no boredom in the final minute of a time limit, so reaching that point is a sound strategy.

Chemistry = Telling a story requires a conflict between good (**the “Faces” with green meters**) and evil (**the “Heels” with purple meters**), so choose wisely when pitting characters against each other. Without this basic chemistry, it’ll be harder to engage the audience (but not impossible). Notice that this chemistry can be further **“enflamed”** by a rivalry! Competing for a title or some other consequence can also enhance their enjoyment of the presentation.

Balance = How “close” the contest is currently considered to be. Fans are excited by the idea that anybody could win at any moment, and will have less interest in a one-sided “squash” where one person has significantly more health (or scored more falls) than the other. Although “shining up” a victim for a similarly one-sided comeback is also a viable strategy, as this ensures each person will entertain the crowd with their finisher!

You can toggle how much of this detail is visible (if at all) in the “Display” options tab or by tapping it in-game. Match ratings may also adapt slightly to accommodate the “Match Length” or “Difficulty” options you play with, so try to find a setting that works for you.




Storylines

Some changes to a character – such as their allegiances and relationships – can only be communicated through a “promo” selected at the “Script” tab of a match. Here you get to choose a topic and exactly who it concerns – with **green outward arrows** indicating who will start the conversation and **red inward arrows** indicating who is on the receiving end. You can swipe from one character to another to intuitively change this, or press the and back buttons respectively on a controller. This is significant because in addition to becoming enemies, the aggressor in a conversation will “**turn heel**” while the victim “**turns face**” if they were not already different! In this sense, promos can indirectly add to the success of a match and should be a regular part of a top show. Delivering a promo that doesn’t make any sense may do more harm than good, however, so choose wisely!

1st December 2022 **Wrestling Review** Page 1 / 4

In all the latest action from Wrestling Revolution's TV Taping before 5,211 fans, Whack Ax & Whack Oz won a riveting Tag Team Championship match.



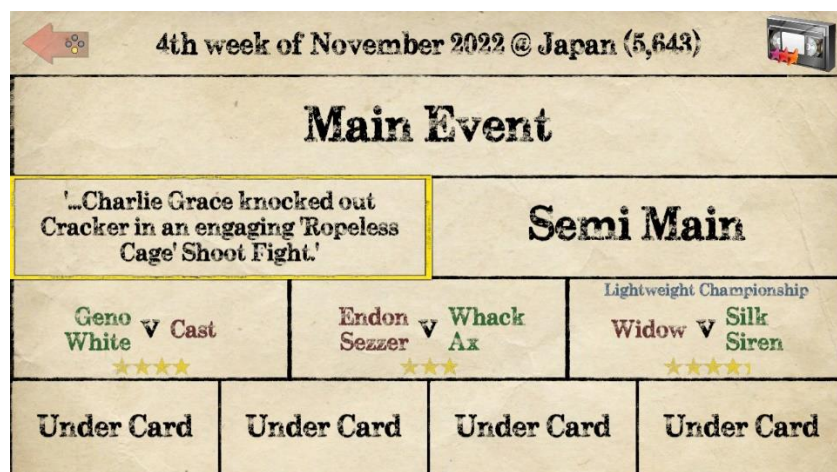
Endon Seizzer	
Popularity:	69
Strength:	67
Skill:	83
Agility:	84
Stamina:	77
Attitude:	73

\$2,000
x
9 weeks

Endon Seizzer's profile has risen after taking part in such a compelling match!

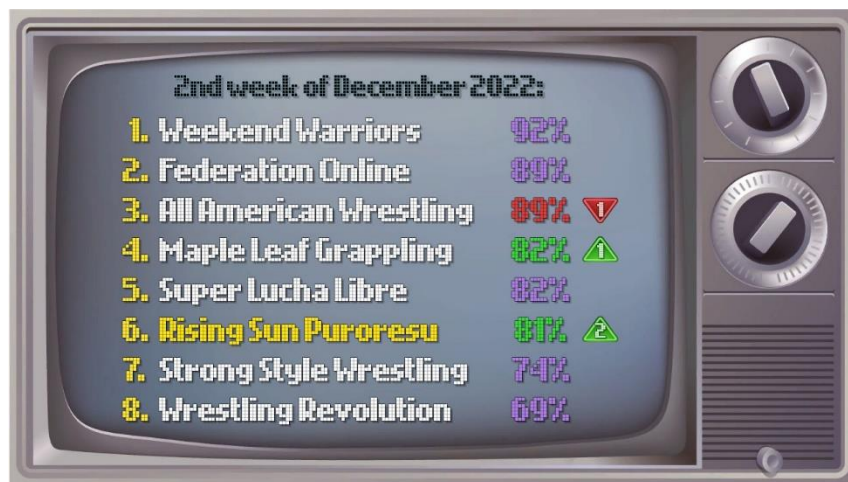
Results

Although you can “Simulate Result” at any time or opt out of controlling a character, the spirit of this game is to act out each match and use your human ingenuity to influence proceedings. You can change which character you are controlling by tapping either side of the health meter, or by holding one shoulder trigger while pressing the other on a controller. In this manner, you should be able to influence who wins and when – either because your gameplay is so strong or because it is so weak that you “do the job”! This is significant because whoever wins scores a “Popularity” increase, whereas the loser loses more than just a match. The circumstances of a win can also magnify these effects. For instance, winning a match convincingly or against the odds is better for the winner but more shameful for the loser. Winning a large match is an accomplishment for the winner but an embarrassment for the first person to be eliminated, etc. Title changes and high profile PPV spots also further magnify these gains. In this manner, a thoughtful booker can create stars or keep them shining with as little damage to their opponents as possible. The best way to achieve that is to simply ensure that whatever happens was part of an entertaining segment.



Cards

Each show consists of up to 10 segments for a big “Pay-Per-View” event or just 6 for a regular “TV Taping”. If you simply press over the segment you want to perform, you will be taken to the match setup process where you can play it there and then. Matches are only prepared in advance in rare instances where promises were made. Otherwise it’s better to simply “call it in the ring.” Although you can play them in any order, they are designed to progress from the “Under Card” to the “Main Event” - where each spot is more significant to the final rating the higher you go. This ensures you’re free to make mistakes and develop talent on the under card so long as you deliver where it counts! You do not need to fill all segments to press on the tape to broadcast what you have, but the final product will be judged as if you did. You can view previous cards by touching either side of the date or pressing the shoulder buttons. You can then recap the full description of any match by pressing over it.



TV Ratings


Upon submitting a broadcast, the rating of your promotion will change based on the quality of it – along with every other promotion in the world, so you can see where you rank. The expected results follow this pattern:

- 1-star = 60%
- 2-stars = 70%
- 3-stars = 80%
- 4-stars = 90%
- 5-stars = 100%

You may only climb a notch closer to your new score on a weekly basis, so success is about consistent results. PPV events are twice as impactful, so it’s important to get those right for a higher climb instead of a sharper drop! Notice that a 5-star show is not necessarily full of 5-star matches, as perfection is not on the cards for any promotion. A good show may only need 4-star matches in all the right places.

4th January 1988 **Wrestling Review** Page 3 / 3

In all the latest action from Rising Sun Puroresu's Pay-Per-View before 10,160 fans, Tanned Heihachi pinned Ultra Bull in a hot International Championship match.



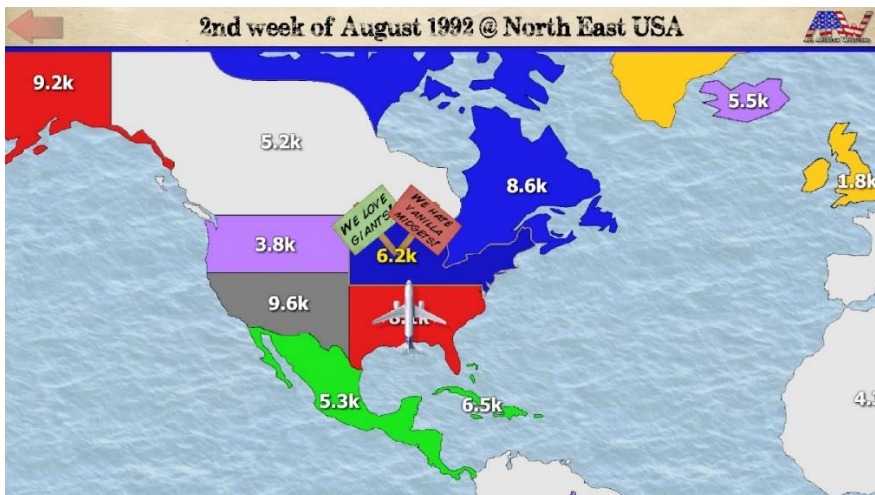
Rising Sun Puroresu	
Ratings:	86
Champions:	90
Talents:	76
Age:	42
Ratio:	51
Territory:	20

\$133,000
x
35 staff
\$91,125

Rising Sun Puroresu have ousted All American Wrestling in Caribbean after setting a new attendance record of 10,160! Their reach now extends to 20% of the world.

Finances

The main reason to broadcast all available segments is that you can charge higher ticket prices for larger cards. The base ticket price is \$4 + \$1 per segment, for a total cut of \$10 per TV taping and \$14 for PPVs. This is then multiplied by how many fans you drew to the show. A slight departure from real life is that only HALF of your fans turn up based on the reputation of the company and its champion. The remaining half has to be earned through the quality of your performances, so look for the attendance to gradually build throughout the show! How many fans a segment adds is relative to how entertaining it was filtered through the popularity of those involved – as well as the reach of the company itself and its champion, who is literally the face of the brand and must be “thanked for the house”! Firing on all of these cylinders is therefore key to continued success, as even the most entertaining match is wasted if fewer eyeballs were on it. And yet you must also balance how much star power you throw at a show, because you have to pay each talent per appearance. They claim their full fee for each match they wrestled, whereas only appearing as a manager or referee would be half that. There may also be other miscellaneous “expenses” every week, which are taxed as a percentage of your wealth – and may also be higher relative to how many territories you have to maintain.



Territories

This game introduces a new territorial twist, where you have to travel from one territory to another to set an attendance record there and claim it as your own! Any territory you currently own is highlighted the colour of that brand. By holding over one such home territory and releasing over a neighbouring one, you can charter a flight to it. If you'd prefer to stay at the currently selected territory, simply press the back arrow to get on with the show. You can zoom in or out for a better view by pinching the screen, scrolling the mouse wheel, or pressing a controller's shoulder buttons. You must tap a territory to highlight it, as holding over the map will scroll instead. On a controller, you can scroll further in any direction with the right stick.

As in real life, each region has its own likes and dislikes that challenge you to adapt your style of wrestling if you want to succeed elsewhere. Some also have other strategic advantages, such as higher revenues in Arabia, etc. Each wrestler also has a home territory where they are more welcome and would rather be. Invading a rival territory is an aggressive act, because success there will improve your show's ratings and damage theirs! Neglecting your existing territory is not advisable, however, as a brand's following slowly wanes over time if they do not revisit to replenish it. Any brand that tries to spread itself too thin will discover this the hard way, as they grow weaker on numerous fronts while chasing each new gain! Success is more about having a strong presence in the world rather than ruling every single inch of the map.



Invasions

Invading a rival territory risks triggering a very real inter-promotional war! If you don't back down when confronted, this could either result in a backstage brawl or a public showdown in the ring. These consist of 6 matches against preset opponents of their choosing. Although the relevant champions are automatically put forward for each round, you can change who fights for you as easily as any other match. The only exception is that you cannot control anyone who doesn't work for you. Entertainment is no longer the goal here, as each wrestler will be fighting hard to win! Each win raises the profile of that brand and damages the loser, so it's possible to score significant gains with a clean sweep. The winning brand will also seize control of the territory – regardless of the attendance. After stealing too many territories, you may find that the victims are less enthusiastic about doing business with you – so it's hard to make progress without making enemies!

Further Reading

I regret that there is more to this game than I could ever explain here, so I hope you enjoy figuring some things out for yourself! Or you can keep an eye on social media for more hints and discussion:

www.facebook.com/MDickieFans

www.twitter.com/MDickieDotcom

www.youtube.com/MDickieDotcom

Version History

v1.5.9

- Handful of new costume textures (mostly body accessories).
- "Transparent" hair no longer looks glitchy under lighting!
- In roaming mode, you automatically disengage if you keep walking away from people you are no longer fighting with. (It is still possible to achieve this manually by holding the focus command)
- The left stick button can now be used to sleep when roaming (as well as both triggers).
- Human players off camera can identify themselves by holding either trigger on its own (before pressing the other trigger to control someone else).
- The taunt or focus commands can be used to pick somebody up off the ground when holding the head or legs (i.e. holding taunt will eventually hit their finisher!).
- Clumsy climbers are more likely to stumble back into the centre of furniture instead of falling off the sides, and stepping down from a height is less likely to result in a fall.
- Arm mass now slightly affects weight.
- Skirts and shorts now render properly over skinny thighs.
- The "Costumes" tab defaults to their current role.
- "Per Costume" hair consistency now also allows the "Shave" to differ.
- More comments about witnessing theft.
- Team names are now used on the calendar screen wherever possible.
- Clicking on a name box overrides the virtual keyboard with a physical keyboard.
- Only the star character can have an embrace betrayed when roaming.
- Fixed an issue that may have caused team inter-promotionals to crash when injured.
- The correct control guide is shown for Playstation controllers.
- Balanced more things to work better at 60fps.

v1.5.8

- New attacks inspired by Street Fighter include: Hurricane Kick, Hurricane Punch, Helicopter Kick, Somersault Kick, Spinning Lariat!
- Martial artists can unleash a barrage of "Quick Kicks" by repeatedly tapping the attack button (especially if they select it as their favoured lower).
- Teams can now have their own unique name under the "Relationships" tab.
- When entering text via a gamepad, the right shoulder button or trigger is used as shortcut for space (whereas the left shoulder button or trigger is a shortcut for backspace).
- Move previews in the editor no longer cause the victim to have a nervous breakdown!
- Keyboard controls can be used to select a dialogue option as well as the mouse.
- Sleeping is no longer automatic after being the victim of a move.
- More posters backstage.
- The train still moves when you have no credit, but the doors don't open for you.
- Vending machines only work if you have enough credit.
- No longer charged for consuming stolen food or food that already came out of a vending machine.
- Improved logic makes onlookers less likely to interfere in backstage fights if they don't have a good enough view or a good enough relationship with those involved.
- Women are more likely to support fellow women against a man to whom they have no loyalty.
- You can't be criticized for "making a mockery" of a promotion you no longer work for.

v1.5.7

- Fixed bug that may have caused press conferences to crash.
- Clock hands move more smoothly at 60fps.
- Firework explosions don't affect the lighting.

v1.5.6

- New "Cross Cutter" move.
- New "Rubber Chicken" weapon!
- Especially agile wrestlers can perform a somersault flying grapple.
- Costume variations have moved to the right side of the "Costumes" tab, where you now click one to begin editing it directly. "Build" options remain visible on the left throughout.
- Extra cloning arrows allow you to copy Referee>>>Casual or Casual>>>Wrestling. On a controller, the left/right shoulder triggers can be used to clone either side of the currently selected costume.
- Shoulder buttons always change tabs instead of doubling as another back button.
- New themes 70-72 courtesy of "Think McFly".
- Fire & explosions affect the lighting.
- Standing on a chair will sit on it (outside of a combat situation).
- Sitting on a chair automatically pulls it up to the closest table.
- Improved AI is able to circle around a table to sit on the corresponding chair.
- Clocks that show the actual in-game time can be found on the walls of most locations.
- Roaming clock no longer runs twice as fast at 60fps in "Smooth" mode.
- Pausing no longer slows down the sleeping clock.
- You can't sleep properly until you regain consciousness from being knocked down.
- Wired PS5 controllers should be identified properly after upgrading to v1.5.0.2 of their firmware.
- Controllers are identified by name as well as port number to detect changes and restore calibrations more faithfully.
- Counters to falling opponents are applied properly instead of involving random characters.
- Punchbag is the only scenery that drains health to train stats.
- Taunting during a promo no longer confuses the animation.
- Improved priorities makes it easier to pick up an object off furniture instead of picking up the furniture itself.
- Spinning tumbles only happen if BOTH wrestlers are agile enough.
- Pinning moves have a higher chance of being successful depending on the skill of those involved (especially as counters).
- "Adaptive" icon on Android for better compatibility with Android 12+.

v1.5.5

- Mid-air collisions when 2 flying attacks meet!
- Double clotheslines when 2 running attacks meet.
- New big attacks include: Spinning Back Kick, Spinning Back Elbow, Shove.
- Powerful attacks can be launched directly from a crouching position (instead of triggering a crouching punch).
- Powerful attacks can be used to knock incoming opponents out of the air!
- Flights are more likely to be guided back INSIDE the barriers rather than outside of them.
- Alternative dash forwards outside of fist-fighting mode, and agile wrestlers only roll forwards half the time.
- Alternative standing straight stance after idling for a while.
- Alternative referee voices courtesy of Ross Foad.
- Less likely to focus on a referee at the start of a match.
- Shoulder triggers can no longer be used to browse tabs, which reinstates them for copying & pasting.
- Fixed issue that may have caused manager opportunities to take place in the same location you were asked instead of the arena!
- Reduced fog through the window during rainy/snowy weather.
- Death throes are less likely, but more likely to lose consciousness when they do happen.
- Dying during a team match does a better job of eliminating them to find a new legal man.

*** New to iOS & Switch:**

- New "Jay Driller" move in memory of Jay Briscoe.
- Prevented an issue that may have caused the game to crash if the booker cancels your next match when the year is already over.
- Nagged about "low energy" and sleep less often.
- Within the same day, furniture positions are preserved instead of being reset every time.

v1.5.4

- Pro subscribers can now use a controller on Android! Xbox One+ and Playstation 4+ should be recognized as standard on Android 10+. **Older devices may map differently, in which case please use the new "Calibration" option.**
- Shoulder triggers can be used to change tabs as well as shoulder buttons.
- Tutorials have been adapted for other controllers (such as Steam Deck).
- Tutorial now acknowledges the new cartwheel escape.
- Cartwheels occur half as often depending on the agility of the character.
- New "Split Kick" attack in memory of Archer Maclean.
- New "Jay Driller" move in memory of Jay Briscoe (Android & PC only).
- The current match is visible on a card backstage!
- The train can be accessed via the other platform, and each train door can be used to travel to different locations.
- Weather is still visible through the windows of indoor locations!
- Lockers and office plants now react to impacts.
- The hospital has curtains in the corners.
- Improved physics on bouncing objects.
- Agreeing to work another match no longer affects the room you had the meeting in (i.e. wrong ground level in press conferences!).
- Press conferences are no longer held for mystery opponents (unless you choose to enter the press room).
- Handing over an object when only 1 person is talking no longer crashes.
- Prevented an issue that may have caused the game to crash if the booker cancels your next match when the year is already over.
- Compiled to target the latest version of each platform's firmware.

v1.5.3

- Weather FX such as rain & snow, which are seasonal in roaming or available as types of "Fog" in exhibitions.
- New weapons include large or small gifts that you can actually open, and the last event of each year is Christmas themed!
- Footballs with unique physics that roll away from ANY contact (fruit such as oranges also now have ball physics).
- New cartwheel escape for agile wrestlers by double-tapping to either side!
- Anybody can train gymnastics to improve their stats by using the mats in the gym.
- The punchbag trains Strength as well as Skill.
- Restored backwards lunge as a means of bouncing off the ropes.
- Improved guitar, and playing it improves your Skill.
- The bar now has a piano that you can play by taunting nearby!
- Enhanced interaction with other parts of the scenery that can be knocked - such as the tombstones in the cemetery or podiums at press conferences.
- Improved collision detection prevents throwing through nearby walls.
- Thrown skateboards turn to face the direction of travel.
- Fixed issue that may have caused new objects to be duplicated.
- Fixed crashes caused by too many particle FX.

- Explosions develop one big hole in the ground rather than lots of small ones.
- Exhibitions with 1 wrestler are assumed to be "Aimless" and do not end instantly.
- Gimmick matches are described correctly in career mode.

v1.5.2

- New "Thumbtacks" weapon spills them onto the ground wherever it is dropped! Smashed furniture can also produce nails. Any part of the body that touches them scores bonus damage (including holds).
- "Smooth" speed setting makes the game playable at 60fps for Pro users. **Use at your own risk, as it makes your device work twice as hard and may yet throw up some inconsistencies.**
- Photos are smaller, better adapted to different screen sizes (such as iPad), and only show characters who are not already on the scene.
- Controller icons don't always accompany the star character in roaming mode (unless multiplayer).
- Additional controllers can once again change who they control in roaming mode via the shoulder triggers, and can buy back in again after their character leaves via the [Start] button.
- You can ride the skateboard by taunting with it!
- Injured people can be assigned a wheelchair or crutches - but not both!
- Entering on a vehicle spares your team-mates from being crushed, and skipping relocates the vehicle as well as the rider.
- Fixed issue that prevented vehicles moving inside the ring.
- Human players are not forced to run away from incoming vehicles.
- Improved collision detection reduces getting stuck inside furniture.
- Guitars produce sound upon any impact.
- CPUs don't try to pick up 2 objects at the same time where it is not possible.
- Talking about a forthcoming opponent no longer happens AFTER a match!
- More thorough tracking of injuries you caused applies to more people in more situations (including roaming).
- Fixed issue with swapping hands to sell injuries.
- Objects are handed to the intended person (instead of the nearest person!) during trades.
- Entourages sit in the nearest free seat during meetings & press conferences.

v1.5.1

- New "Claw" hold from the front, which can sink down to a choke.
- New "First Person" camera allows you to see through your character's eyes!
- Stiffer "Bird's Eye" view is less likely to sway in the wrong direction and better suited to roaming.
- References to other people are accompanied by a photo.
- Pressing the left stick as a button instantly stops focusing on any target.
- You can pick up 2 objects at the same time by pressing Run and Pick-Up together.
- You can swap which hand an object is held in by pressing the right stick as a button.
- In very rare instances, intruders can emerge through the floor!
- Shovel as a weapon, which can actually dig holes into the ground (that cannot yet be entered as tunnels).
- Explosions can now damage the ground.
- The broom can be used to sweep dirt off the floor (which is demoralizing but earns money in roaming mode!).
- You can play the guitar by taunting with it.
- Magazines and iPads can be used to learn information.
- Fully interactive vending machines can produce food for \$5 per item.
- New "High Times" promo calls mismatched mental health into question.
- Improved rescaling of objects worn by smaller bodies.
- Improved collision detection adjusts conflicting character positions more smoothly.
- Modified animation keeps hands on an opponent while travelling to the head or legs.

- Side Leglock can be countered into a Figure 4 (and vice versa).
- Improved texturing no longer darkens the skin with transparent layers.
- Fixed issue that caused shorts to disappear at edges of screen.
- Consistent colouring of puddles in different lighting.
- The desk in the barber shop is now against the wall to create more space.
- Your choice of weapon or furniture is the only one likely to be in the ring.
- You can no longer exit during important promos (such as mission assignments).
- You roam into matches carrying props in the correct hand.
- Fixed & prevented issues with non-existent relationships.
- Exiting roaming during a nervous breakdown no longer carries it through to the next week.
- Music reverts to the preferred volume after press conferences.
- Signs no longer appear in an empty arena!
- Android now targets API 31.

v1.5.0

- Steam Deck no longer uses "VSync" as if it was a desktop monitor, ensuring the animation remains smooth at 100% speed.
- Steam Deck no longer inherits controller preferences from a desktop (and vice versa).
- New press conference location, accessible via a new door in the backstage area! You can choose to attend these in the hour before a high profile 1-on-1 match. Interviews can also take place here.
- New "Broadcasting" promo category lets you act out press conferences in exhibitions or booking.
- Wrestlers start sat down in locations that require it.
- Turning heads no longer get stuck in the wrong direction.
- Improved flight adjustment over obstacles.
- Improved clipping prevention when lying next to scenery.
- Fixed incorrect climbing distance on outside of a 6-sided cage.
- Furniture no longer rattles permanently against the corners of scenery.
- Smashes against furniture score multiple hits instead of getting stuck in the middle.
- Times in the calendar are also shown in 24-hour format.
- Exhibition characters never appear to need the toilet.
- Returning to school after starting at a major promotion no longer treats you as a newcomer.
- Champions try harder to reclaim their belts after a match.
- "Move 404" is correctly identified as a "Takedown".
- Fixed broken animation on counters into a belly-to-belly clinch.
- Selling your clothes (or having them stolen) includes your casual wear and you are temporarily blocked from changing it back.

v1.4.9

- On compatible devices (currently PC only), the game speed can now be set precisely between 100% and 200%. **Use at your own risk, as choppiest animation or tearing may occur at speeds other than the default!**
- Switch now offers a 60fps "Fast Forward" setting under the in-game "Camera" options (although performance may suffer in busy matches!).
- Your speed preference is automatically restored for any playable scenes.
- Matches can take place "Backstage" in career mode - and most Hollywood shoots do! You still roam through the curtain to start any match, however.
- Pro users can choose to start at Hollywood without being moved to school.
- Android users can now check their subscription status by tapping the "Pro" badge.
- Smoother apron climbing transition.
- The stairs in the bar are interactive (but don't yet lead anywhere!).
- Improved logic when climbing around the bar.
- Reduced bumpy landings over other obstacles.

- Dropped furniture no longer crushes people nearby!
- Shower water doesn't fill up a bottle while you're drinking from it.
- You stop examining the contents of empty hands.
- Being found unconscious with an existing injury is reported correctly.
- Unavailable characters are kept out of meetings.
- Needing to sleep in the early hours no longer freezes your lying animation.
- You no longer control another character by touching their meter in roaming mode.
- Invaders no longer ask to join the company if there is no human player to talk to.

v1.4.8

- Fully interactive subway location lets you walk on the stairs, further down each platform, and across the tracks (where you can be hit by a train!).
- New "Swing" move at the legs lets you spin for as long as your strength allows before pressing any button to release.
- New sideways embrace between friends/team-mates.
- Folding chair as furniture.
- More of a struggle to lift heavier/lower furniture, and your movement speed is relative to your strength.
- Running makes you climb quicker but not sit down quicker.
- Improved logic for stepping on or off scenery - including stepping from one railing to another!
- Roaming through the curtain only makes you come out last if you were late (last 30mins), otherwise you come out first (and always with your team-mates).
- Walking out of a match through the curtain doesn't count as "quitting" if you are an eliminated team-mate.
- Riding vehicles through the curtain doesn't hurt team-mates until they're out.
- AI dismounts vehicles to get in or out of the ring.
- "Self Abuse" taunt returns to the selection.
- Monster mask returns as Face 76.
- Card segments can now be accessed with the Y button on Switch (X on Xbox) if you prefer.
- Arena editing is prohibited during inter-promotionals.
- The "Call Out Enemy" promo is now under "Relationships".

v1.4.7

- Each belt at each promotion can have a different design (correctly numbered additions to the "World" and "Sprites" asset bundles).
- Wheelchairs & crutches give injured wrestlers more mobility.
- Near death experiences when a character suffers a heavy blow with low health.
- New remarks about death & injury - including no longer being welcome at funerals you caused!
- Employees with health insurance now insist that you pay for any surgery.
- Friends wave at each other from a distance.
- Previewing moves in the editor no longer makes the victim upset!
- Clinches have the correct reaction when broken up by a third party.
- You can no longer sit back into a pin from a crawling position.
- Quickly browsing backwards through locations no longer crashes at the gym.
- Improved collision detection on furniture reduces clipping or passing through.
- The gym now contains a table & chairs for announcers.
- Characters start standing on furniture instead of getting stuck inside it.
- The hotel room turns the lights off at night.
- Beds make a softer sound.
- Furniture is not refurbished while the star character is using it.
- Prop preferences are correctly applied in exhibitions and not reset every time you access the page.

- CPU characters discard props less often backstage, and dropped titles are cleaned up more regularly.
- Phones can no longer be heard on silent volume.
- Dozens of (low quality) themes from older games.
- Handful of new face textures.
- Enhanced compatibility with iOS 15 does a better job of pausing for ads.

v1.4.6

- Alternate metal railings, which are now optional in the arena setup.
- Wider variety of crowd sounds - including an improved countdown and counting along.
- Alternate phone gestures include using it to take a selfie (each of which scores a slight popularity increase when taken next to the crowd!).
- Stats are half as likely to deteriorate, making it easier to keep training gains.
- Weight changes through exercise (or lack thereof!) are more pronounced, and other wrestlers can also slowly change shape over time.
- Dumbbells are eventually returned to the gym.
- You can be warned about taking props through the curtain.
- To preserve existing feuds, promos are less common if there is not yet any animosity.
- Upon conceding defeat, enemies also stop being possessive about any props.
- If a team breaks up before they even appear as one, any promos mentioning it are cancelled.
- Managers are more likely to be accused of "interfering" than team-mates.
- Improved AI to avoid count-outs.
- Improved AI no longer wastes time looking for a weapon that can't be used in the match.
- Pinning moves have a wider range of success or failure based on the "Skill" of those involved.
- Agreeing to change someone's theme in booking mode affects them and not the booker.

v1.4.5

- Meetings no longer crash when used out of context.
- Fog effects are more subtle.
- Women can use sinks but not urinals.

v1.4.4

- As the champion in career mode, the ratings gravitate towards your popularity every time you perform (and people bicker about those ratings backstage!).
- Fewer creative suggestions the more popular or indentured you become (especially for champions).
- Title losses are mentioned by YOUR partner/manager instead of your opponent's!
- The music no longer restarts upon exiting roaming.
- Accessing your career character via the "Roster" option no longer exits to a match!
- Starting with an employed wrestler gives you a bank account no less than their salary.
- Returning from injury doesn't always start an angle (especially if it was short-term).
- The far limits of the airport now stop short of the buildings.
- Boston Crab / Sharpshooter counters are less common.

v1.4.3

- The left trigger on Xbox controllers is fixed for P2, so they can change characters by holding one trigger and pressing the other.
- New "Airport" and "Plane" locations!
- Climbing on seats is discouraged if you can't sit on them.
- Sitting on scenery seats makes a sound.
- More buildings in the distance of the street scene.
- The street is now visible outside the Barber Shop window.

- New food includes fruits, which are less satisfying but have no negative health consequences.
- Food is consumed quicker, but isn't diminished by other impacts.
- The cost of some items has been reduced.
- Your hand has to get closer to an object to pick it up.
- Objects sit on a surface at the correct height & depth (i.e. the food at bar tables).
- Napping during the day is more effective depending on your stamina, and ANY furniture is better than sleeping on the floor!
- Playing snooker/pool at the table in the bar trains skill!
- The camera is allowed to move further around the scene than the star character, so it no longer gets stuck in the exact same place.
- Roaming into a match at school lays out the correct furniture.
- Fixed "Torture Rack" counter vs opponents flying feet first.
- Walking moves are vulnerable to attack like any other hold.
- Rumble entrants don't have shadows until they come out.
- The clock pauses during conversations to save more roaming time before a show.
- "Hurt loved ones" angle is less common unless they're in the same company.
- Title wins are counted correctly when champions mention "regaining" them.

v1.4.2

- Food to eat as well as drinks.
- Weight changes are reported in real-time.
- Existing objects are reset to introduce the new ones, and destroyed objects are eventually replaced somewhere else.
- People briefly examine objects that they've never seen before.
- Improved logic when picking up & dropping makes it easier to pick up multiple objects (so long as you don't hold a direction to throw!).
- Objects bounce off solid furniture instead of passing through.
- Less likely to accidentally drop objects while getting up (especially 2-handed ones, which now do a better job of sustaining the required animation wherever possible).
- New "Fallaway Slam" move.
- New backstage angles include commenting on a finisher you used.
- Lots of new taunts.
- The top taunt in the list can now be previewed properly.
- Referees now indicate a near fall with 2 fingers.
- Social interactions can be broken off early with any button press (Run is recommended!).
- Existing injuries don't heal themselves via roaming alone.
- Fixed gaps in walls of bar location.
- AI climbs onto the bar less often.
- Angry opponents come closer to attack.
- Arranged matches against inter-promotional opponents are no longer removed from the schedule.
- Only the star character can be put to sleep by tapping their health meter.
- A "Furniture Smash" with coffins is described as a "Buried Alive" match, and choosing specific furniture means you can ONLY be eliminated through that furniture.
- Fees are no longer so low at school.
- Roaming scenes are limited to 20 people regardless of your match limits.
- "Beard 1" wraps around the "Hairy" head shape better.
- Rising moves are more likely if you hold the Grapple command but less likely if you don't.
- Fixed training in the editor.
- Restoring old universes no longer leaves characters with no spirit.
- Guest referees are less common.

v1.4.1

- Optional new "Roaming" mode challenges you to take control of your own life outside of the ring! Please study pages 10-11 of this expanded guide for details on how it works.
- Hundreds of new storylines that exclusively happen backstage.
- New locations: bathroom, barber shop, bar, subway, street, train, hospital, hotel room, cemetery.
- New furniture: toilet, bed, stool, round table, snooker table, barrel, coffin.
- New props: mobile phone, pool cue, tombstone, cash.
- New taunts: "Solemn" and "Pockets".
- More theme songs from previous games.
- New "Fog" light setting allows the distance to be darker (also optional under the "Display" tab).
- Furniture & prop selections are alphabetized in match setup as well as in the editor (and "None" now precedes any choice instead of being under "N").
- Meetings can take place in alternate locations.
- Cloning lands on the relevant page of the editor.
- Attitude increases don't "ping" while training in the editor.
- Training in the editor gives less of a spiritual boost.
- World title rematches are more of a priority.
- Outdoor events are less common (especially in winter months!).
- Old opponents are cancelled upon switching promotions.
- Camera stays on the star character more often during interferences.
- CPU vs CPU matches last longer in exhibition mode.
- Medical fees are more reasonable, and other fees are less predictable.

v1.4.0

- Improved advertising no longer crashes on iOS.
- Turning off health meters no longer causes the game to crash.
- Pausing on PC no longer overheats at an uncapped frame rate!
- A new "Consistency" option decides whether hair changes apply to other costumes or not.
- Cloning costumes stays focused on the new costume.
- Rings can be squeezed into any venue that can accommodate the smallest size.
- The benefits of taunting are relative to how close you are to an opponent.
- Distracted opponents are less capable of blocking.
- Improved sitting logic avoids holding weapons near the head!

v1.3.9

- "Cloning" options no longer crash after moving to their own tab.

v1.3.8

- New gym location which is used for training sessions.
- Any location can use any door for entrances.
- New "Entrance" sign in the arena and the balcony can now be climbed!
- New weapons: guitar, tennis racket.
- Standard props are more relevant to the venue.
- Taunting with a dumbbell in either hand does a bicep curl.
- Prop taunts are excluded from the normal selection and no longer appear in the news out of context.
- "Cloning" now has its own tab in the editor.
- Promotion names are only used as the team name in career modes.
- Your stats are available to preview in negotiations instead of the booker's!
- Double KO's eliminate both wrestlers simultaneously and declare the match a draw if necessary.
- Characters go into career matches with slightly different spirit levels to reflect their mental state.
- You only sit in chairs by moving directly towards them to prevent it happening by accident.
- Improved animation for falling into a chair.

- Slower upward climb on cages.
- Improved click/touch detection for dialogue options.
- Prevented bug that may have caused restored data to crash.
- Camera preferences are saved & restored properly.
- Steam save data can be automatically backed up to the cloud for use across different devices (unless you opt out).
- Steam Deck icon assumed for the 1st controller connected to a 1280p PC.
- Choosing a training session by touch now assigns the correct control method on PC.

v1.3.7

- Entering names via touch or controller now brings up a virtual keyboard on PC (which is also optional under "Controllers" ready for Steam Deck).
- Keyboard name entry highlights the text being changed.
- New weapons include pictures and panes of glass.
- Scenery windows can be smashed!
- Improved outdoor background.
- Falls over the ropes have a 50% chance of scrambling back in.
- Attacking someone during a rope turn no longer glitches through the ropes.
- Improved sit down animation where the closest leg is raised higher.
- "Do your worst" backstage invasions no longer crash in booking mode, and only occur between rosters that have enough wrestlers.
- Interpromotional commentary includes the name of the wrestler's promotion.
- Eliminated wrestlers that exit through a door take any props with them.
- Promos are not delivered by characters who have already gone backstage.
- Improved logic for upfront payment demands.
- Correct starting height for setting up matches with no ring.
- Sleeper pins are less common.
- The most popular wrestler on the roster is chosen as the cover star of each year's videogame, which either benefits or hinders the promotion.
- Paid users can choose to automatically unlock all characters.

v1.3.6

- Turning off ad tracking no longer reduces iOS to a demo.
- Intruders can enter through any door.
- Eliminated opponents can leave through any exit.
- Sitting in a chair during entrances no locker locks you in.

v1.3.5

- The pause menu now only includes options relevant to the game mode (i.e. control guides are only available in tutorials).
- You can request specific interferences via the pause menu in exhibitions or booking mode (for 50% of their fee!).
- Interfering in matches can attract negative press as well as positive.
- You can now preview the match rules by clicking the match description at the calendar screen (or via the opponent preview button).
- People that have met before use familiar names where appropriate.
- Prop selections are in alphabetical order and now have different costs.
- New sitting pose.
- Leapfrogs are less common - especially without a run-up.
- Blocking strikes without a weapon is less effective, based on skill vs the strength of the attacker.
- Embraces don't last as long.

- Less gesturing with broad objects if they're not signs.
- Released characters are less likely to end up in school if it is too busy.
- Camera is better able to see into the backstage tunnel.
- Health gradually goes down a little relative to the wrestler's stamina.
- Health benefits of drinking are relative to the match length setting.
- Normal match type is more common in CPU bouts that you attend.
- No longer challenged to sign wrestlers that aren't unlocked to approach.
- Fixed step off onto a ropeless hexagon.
- Invasions mention the correct promotion.
- Tag titles aren't mentioned in singles matches.
- Fellow tag champs do not offer a title shot at a title you already own!
- TV ratings are skipped unless you work for one of the major promotions.
- Careers that end in debt are ranked properly upon retirement.
- Only challenged to expand territory less than 50%.
- Other wrestlers may remark about what happened in your match.
- New default character replaces "El Dorado" and other slight roster changes.

v1.3.4

- New "Leapfrog" and step over counters vs running opponents.
- Improved collision detection only prevents strikes connecting if an escape is possible.
- Running opponents aren't automatically knocked over by weak attacks.
- Improved logic on changing focus: Tap the command quickly to browse through ALL viable targets. Tap once with a direction to find the nearest. Hold to disengage completely.
- Better assumptions about whether to attack high or low.
- Signs can now be held like a weapon and such objects have their own taunts.
- Swivelling Hurricanranas or Powerbombs from front to back.
- Hurricanranas out of a leg hold are less common.
- Submissions aren't guaranteed just because of an "Adrenaline" rush.
- Inter-promotional referees are removed from the cast after they no longer belong.
- Improved logic helps other promotions target rival territories.
- Pressing the Exit button over a territory you already own allows you to stay there instead of travelling elsewhere.
- Upfront payments are less common.
- The "Queen Of The Ring" promo turns the aggressor heel and not the victim.
- Failed attempts to pick up a weapon are abandoned.

v1.3.3

- The AI goes outside for weapons less often if they're not even legal.
- The AI celebrates with title belts more often.
- Duplicate character listings are removed.
- The background colour is black and only ever blue outdoors.

v1.3.2

- A promotion editor can be unlocked by winning every title at every promotion and/or taking every promotion to the top of the ratings (now signified by a golden pen).
- The background colour subtly changes to match the colour of the promotion.
- Brand recognition only accounts for a third of the live gate instead of half, putting more focus on a good in-ring product to achieve the final number.
- Improved attendances for rival territories, resulting in more changes between them.
- The hidden "Legends" slots are used to introduce more characters.

- Editing for more than 10 minutes auto-saves.
- New "Leg Stretch" hold and a "Rolling Leg Lock" escape vs the rear.
- New head moves: Chin Lock, Triangle Hold (which can also be attached onto the end of several moves).
- Wider variety of moves off a parry instead of an Arm Drag.
- Referees back away from holds if they are too close.

v1.3.1

- Spamming attacks with either hand can risk hurting it!
- Stronger characters can stumble instead of falling.
- New corner slump to the ground.
- Improved turning animation from a sitting position.
- Dedicated taunts for holding title belts aloft.
- Intended relationships are properly applied when friends/enemies help you sign with another company.
- People are fired properly after failing to unionize against their boss.
- Weapons are once again dropped at the beginning of a match.
- Rising moves are less common unless you hold the Grapple command.
- The booker of Hollywood no longer needs a contract.

v1.3.0

- New weapons include: hammer, console, briefcase, brass knucks, extinguisher, trophy, gun, broom.
- Improved logic in the choice of hand to use for weapon swings.
- You can deliberately set fire to a smaller object by pressing Taunt and Pick-Up at the same time.
- It is no longer possible to sit on burning chairs!
- MMA holds are relative to the wrestler's "Skill".
- Side rolls are less common.
- Aging is optional under the "Universe" tab if you find original characters are dying off too much after prolonged careers.

v1.2.9

- Novelty pins include stepping on an opponent's chest when your health is significantly higher than theirs!
- You can now pin somebody while lying on your back as well as your front.
- Condensed crawling state prevents referees getting too close.
- New "Cattle Mutilation" hold from a Hammerlock position.
- MMA ground holds can now be applied on either side of the body.
- More clinches create moments of struggle, as well as an alternative to a "Test of Strength" when two grapplers meet.
- "Open Guard" is a scrappier way of holding the legs with strikes.
- Shoulder lifts are ended early if there's no one to assist, and only sufficiently agile wrestlers can turn them into a "One Winged Angel".
- New sideways double-roll grants immunity to escape crushes at the last moment!
- Improved logic in negotiations allows employees to ask for more money upfront.
- The tax burden for owning each territory is half as much, but still high enough to discourage world domination.

v1.2.8

- New rear holds: Cobra Clutch, Death Clutch, Rear Waistlock, Hammerlock (direct or lying).
- Sleeper Holds can be reversed into a pin if the opponent is agile enough!
- New front moves: Muay Thai Clinch, Front Facelock.

- Some ground holds can be applied directly with a lying grapple vs a lying opponent.
- Additional MMA transitions: Closed Guard, Half Guard, Side Control, Key Lock, Side Waistlock.
- Your ring design is preserved each week when booking.
- Attendances have an upper limit closer to 10,000 to keep revenues down.
- Expenses are a larger percentage of the company's net worth.
- Wages are expected to be higher at wealthy companies, and new signings compare their deals to existing ones you've made.
- The popularity of the booker gravitates towards the company's rating, but they have an appearance fee and can no longer be used for free. Their impact as a guest referee is also diluted and they are always tired.
- Local wrestlers can offer to appear at your show.
- Employees with the "Title Push" clause complain about not holding titles.
- "Hair vs Hair" gimmicks are less common and only against established enemies.
- "Smash over" complaints are less common.
- Liquids completely disappear when there is none left.
- A match cannot be restarted after a simulated result.
- Gimmicks are correctly described in the card after a match.
- Correct portraits when a segment goes viral.
- Deliberate ground rolls are immune from attack.

v1.2.7

- "Joy-Dual" (2 Joy-Cons used as 1 controller) now has its own icon and is correctly identified at start-up.
- New weapons include bottles of milk, water, and beer - which you can drink with the Taunt command to score different health benefits!
- New "Light Tube" weapon also smashes glass.
- More weapons will be of the specified type if not "Random".
- Explosions are relative to how hard the impact was, so they're less likely upon pick-up.
- Taking over a new company resets the territory and other records linked to the old promotion.
- Healing injuries towards the end of the year no longer fails to predict the return date.
- Inter-promotional gains are weighted to the spot on the card so that the main event is more important than the others.

v1.2.6

- Invading rival territories now risks an inter-promotional showdown!
- Characters now have a home territory where they are more welcome and would rather be.
- New "Employment" promo category makes it easier to find references to companies, etc.
- New crushes include a "Diving Headbutt" and "Spinal Tap".
- Moonsaults now connect vs standing opponents.
- Improved collision detection on flying clothesline.
- New skateboard prop (albeit only as a weapon!).
- New half-skull mask.
- Sorting characters by contract value is more accurate.
- Charity events are only 6 segments long and are good for an extra 1% ratings increase.
- Vacant champions aren't as damaging to attendances.
- Venues don't sell out until they surpass 10,000 fans
- Correct territory % is mentioned in missions.
- Dismissing the control guide at the map screen does not count as a button press.
- As a booker, your character does not get upset about outcomes or storm out!
- The last character you interacted with in an exhibition will remain the next character highlighted in the editor.
- The "Labels" option is saved and restored properly.

- A new year no longer crashes the news in the booking mode.
- Prevented falling outside the confines of the locker room..
- Less likely to bump into the same furniture you jumped off.

v1.2.5

- New "Vice Grip" head move.
- Remastered face textures no longer rely on placeholder images.
- Deceased wrestlers can regenerate as somebody else!
- Higher end PC's can now increase the cast to 50 wrestlers.
- The highest/lowest rated segments are recorded and acknowledged in the news.
- Human players only roll out of the ring with the run command.
- Low blows and dizziness are not as common.
- Can no longer dash when dizzy.
- Repeatedly spamming the same move is less entertaining (unless it's a finisher).
- New "Hot Crowd" preference always pops at full volume!
- Territories that like faces or heels always see chemistry in those wrestlers.
- Any territory that charges higher ticket prices but dislikes women will attract criticism.
- Ticket sales are donated at memorials & charity events.
- Employees with a "No Compete" clause are always released back to school.
- Fixed typos in some dialogue.
- Titles can change hands on a DQ in ironman matches.
- Unused wrestlers only complain relative to how healthy they were.
- As a booker, your character is always 50% tired.

v1.2.4

- Arenas are once again attended properly each week in career mode.
- Tag Team matches are cast properly with 4 wrestlers instead of 2.
- Each new year in one career also resets the schedule of the other (and previously affected years should be fixed automatically).
- Dragging a name box off the screen or over the company logo should now release them to another roster without crashing.
- Meetings initiated by you no longer skip to the next week.
- Employees with "Title Push" or "Creative Control" clauses cannot be denied a requested spot.
- Teams hold out for the "Nepotism" clause half as often - especially when renewing with an existing company.
- Changes to the ratings of other promotions are more subtle each week.
- Ads are only shown after the news in booking mode.

v1.2.3

- Mobile subscriptions are honoured across both game modes at no extra cost.
- Costume changes are charged to the promotion in booking mode.

v1.2.2

- You can now tap the health meter of your target to instantly control them.
- Tapping a stat filter again deselects it.
- New "Immediate Start" contract clause in booking mode.
- Contract negotiations end more abruptly on a negative statement.
- Mismatched scores and injuries are not considered to be "close".
- New "Busy Matches" preference, with better balancing on the scores of matches with more than 2 people.
- Attendance records are saved and restored properly.

- Refusing to imitate a costume now successfully restores the old one.

v1.2.1

- New booking mode allows you to take control of an entire promotion!
- "Achievements" are accessible via the main menu to make them more prominent, as they now include booking appointments.
- The requirement to work for each promotion before fully unlocking the game has been removed for paid users.
- You can now preview information in meetings by holding over the top corner of the screen (or pressing either shoulder button).
- TV ratings are made clear each week in a chart.
- In the editor, dragging a name box off the screen or over the company logo will automatically release them to another roster.
- Improved logic in automatic additions to Exhibition matches - such as finding someone's preferred partner or opponent.
- Fixed bug that crashed careers in promotions with less than 4 characters.
- Flying kicks connect higher more often than not.
- Movesets only offer to update if there is indeed something to update to.
- You can change the era in the Universe options, which will reset the year and offset any title histories.

v1.2.0

- PC frame rate fixed on displays above 60Hz.
- Bribe referee storyline nowhere near as common.
- Low blows less common, and not up turnbuckles.

v1.1.9

- Wider variety of crowd sprites and signs.
- More news topics with a wider variety of background images.
- New front moves: Torture Rack (over one shoulder), Reverse Shoulder Breaker, Reverse Shoulder Slam (Dominator), Over Shoulder Neckbreaker.
- Low blows from the front or back, or at the legs on the ground.
- Controller command for swapping roster slots changed to holding the select button instead of tapping, which is more in line with touch controls.
- Holding both shoulder buttons while choosing the "Career" option will automatically restart without having to go through the retirement process.
- Frozen animations are eventually fixed.
- Enemies are called out instead of friends!
- Forgiving friendly fire no longer derails the conversation.
- Fixed flying Enziguri impact.
- Improved compatibility with iOS 14.6.

v1.1.8

- The "Training" lessons are now depicted as a wrestling card.
- Improved AI in tutorials.
- Sparring no longer requests to save non-existent progress.
- Memorials for deceased wrestlers.
- More hit points regardless of the "Match Length" option.
- Improved physics on rope dives when the victim is too close to the ring.
- Stripped costumes have bare feet.
- Refusing pay cuts is better tolerated - especially with the "Iron Clad" clause!

- Changing aspects of your gimmick to zero no longer costs any money.
- Contracts can be changed with left or right directions as well as buttons.

v1.1.7

- New front moves (and kick counters!) include Enziguri & Dragon Screw.
- New storylines involve having your clothes stolen!
- Title belts appear as props in the weekly news.
- Arguments with team-mates no longer cause the match to restart.
- Backstage camera starts in front of the people more often than not.
- Blood stains take slightly longer to disappear.

v1.1.6

- New rear moves: Torture Rack, Burning Hammer.
- Lots of new storylines.
- Abused team-mates or staff complain or walk out.
- Faster gamepad scrolling through long lists in the Editor.
- Controllers with 2 shoulder buttons can change focus in either direction.
- Fixed news crashing because of props.

v1.1.5

- Career matches can now "Simulate Result" via the pause menu.
- Options are now saved upon being changed.
- Team-mates ask to synchronize costumes less often, and are more tolerant of being denied.
- Title shots are honoured without any gimmicks.

v1.1.4

- Titles are worn in most other screens, and intruders enter holding such props.
- New "Arm Drag" move that ends in its own "Kneeling Arm Bar" hold.
- New "Reverse Arm Bar" hold, with transitions to or from any other.
- Reverse Guillotine transition and Dragon Sleepers can now be reversed.
- New storylines involve different forms of bribery!
- Corrupt referees are more tolerant of their allies and no longer chase them out or confiscate their weapons.
- Promos only use microphones in front of a crowd.
- "Hair vs Hair" wins are now accompanied by a sound effect and cut hairs!
- Title changes are celebrated with in-ring fireworks.
- Tag teams wrestle as a team more often than not.
- Wrestlers switch promotions less often.
- Wins & losses are more significant based on the Popularity of those involved.
- The women's title is only acknowledged when a roster has at least 2 females to sustain the division.
- Move animations are only changed after they have settled in for a moment, which makes chain wrestling slightly less chaotic.
- Dizziness is half as common.

v1.1.3

- Entrances can now be accompanied by different pyro effects!
- New storylines.
- New taunts.
- New front move: Tilt-a-Whirl Head Scissors.
- Opponents can wander around dizzy from stray blows or getting up too quickly (in this state your movement input is reversed!).

- Blackouts are accompanied by a sound effect.
- Character animations are more stable upon entering a new screen.
- Throw outs no longer hit the person who threw them out!
- Stats such as Attitude are harder to level up the higher they get.
- Third Person camera can now sit in front of a character as well as behind (which is better for entrances).
- Long lists scroll to the correct place at any resolution.
- Inter-promotional results no longer affect the popularity of Wrestling School.
- More pressure to improve at wrestling school.
- Thin health meters are offset to stay inside the black border.

v1.1.2

- Higher resolution texturing for the crowd and ring apron on iOS.
- Pressing Attack + Grapple from the rear allows you to hold somebody back to be hit by another. Pressing Run + Pick-Up does a shoulder lift for any suitably strong character.
- Other new rear moves include Tiger Suplex.
- New front moves: Screwdriver, Falcon Arrow, and various Powerbomb / Pop-Up variations.
- Improved collision detection stops grapples being affected by people wandering in between - including flying grapples off the shoulders, with better filtering of incompatible moves.
- "Real" photos are taken less often and discouraged on Switch, as it can cause the animation to stutter. A new option makes them "Audible" if you'd like to hear.
- Lighting now changes for certain matches or storylines, and is optional in exhibitions.
- Wherever there's a choice, CPU wrestlers are less likely to target friends and more likely to target enemies.
- Skipping an entrance during an embrace no longer crashes.

v1.1.1

- A special rear move allows you to lift an opponent onto your shoulders for somebody to bring down with ANY attack! Use "Update Movesets" to assign it to the Pick Up command for any strong character.
- Other new rear moves include One Winged Angel, Electric Chair, Reverse Hurricanrana, Reverse Plancha.
- New front moves include MDKO, Kiss Of Death, Headlock Drop.
- Lots of new taunts and promo gestures.
- Blind tags are now possible from within any standing grapple.
- "Hair Vs Hair", "Mask Vs Mask" and "Loser Leaves" stipulations are now part of the career mode, and also available in Exhibitions after you have worked for every promotion.
- Commentary work now challenges you to make a prediction about the match!
- Alternative promos for starting school and other new storylines.
- After working for every promotion, Pro users can now choose to unlock all other characters (except for Legends).
- Although emptying a roster is strongly discouraged, it no longer crashes the game.
- Illogical rule combinations are discouraged.
- Negotiating "Creative Control" overrides any previous agreements.
- Referees can once again be assigned to venues with no ring.

v1.1.0

- Optional button size on mobiles (with fewer conflicts when pinching in the middle to change the camera!).
- Holding away attempts to block attacks wherever possible (including using weapons as a shield!). This is also now part of the "Striking" tutorial.

- Larger weapon strikes risk slamming back into your own face to prevent spamming, and falling down with them risks being crushed.
- New "Sling Blade" move.
- Fisherman's Suplex can now smash furniture.
- Moves are half as likely to knock other people over.
- Improved AI keeps referees from staying too close to wrestlers.
- Managers can enter the ring when referees are down.
- Career matches between CPU wrestlers override the options to be shorter.
- Renewing a contract no longer removes your existing relationships.
- Interferences are less likely to be neutral.
- "Shoot Fight" gimmick no longer overrides "Countdown" rules.
- News no longer crashes when there is nothing to report.
- You can now tag partners as you find them - such as crawling towards them or reaching up to them on the turnbuckle.
- Tag matches receive an additional 5 minutes in any setting above "Short".
- Health is restored more slowly in tag matches.
- Lying limbs are pushed away from the edges of walls to reduce clipping.

v1.0.9

- Lots of new weapons and destructible furniture - including boxes and trashcans.
- New moves include Pop Up Drop, Front Suplex, Fisherman's Suplex, Underhook Suplex, Underhook DDT, Tiger Driver, Crucifix Powerbomb.
- Doubled the amount of furniture allowed in exhibitions.
- Rings are prohibited in venues that are too small for them.
- The crown icon is only displayed over the leader(s) in a multiple falls match if it is not already obvious.
- Pressing either side of a health meter changes characters in that direction (wherever possible).
- Rising immunity no longer affects the kneeling state.
- Fixed non-existent promo that was holding up the career mode.

v1.0.8

- New hexagon ring shape.
- Ladders as furniture (albeit not as a match type!).
- Holding a direction while picking up (with empty hands) has a greater influence over what you aim for.
- More storylines.
- The news no longer crashes after switching between handheld mode and TV mode.
- Improved controller logic allows you to switch to playing with an external controller (and back again) at any moment during a match.
- Asymmetrical gloves are no longer charged an extra \$5 repeatedly.

v1.0.7

- On mobiles, the manual can now be accessed online via the "Training" section.
- A new "Achievements" option allows you to see which titles you have won at each promotion.
- Barbed wire ropes and a barbed bat.
- Trio of "Surfboard" variations, and the "Calf Crusher" is now available from the legs.
- You can now approach anybody to work with (or against) you via the "Roster" option. Highlighting a specific date before doing so makes that your preference.
- A wider variety of responses makes people half as upset about being turned down. Similarly, mild disagreements are half as likely to start a new feud.

- Upon unlocking full editing privileges with "Inherit Stats", you are able to restore backup rosters DURING a career (at your own risk!).
- Memorial shows for deceased wrestlers, and other charity events.
- New storylines.
- Improved AI in Battle Royals will favour moves more likely to throw opponents out.
- Restarting an elimination match only restarts with the winner and runner-up wherever possible.
- Intruders who join as a wrestler announce their intentions.
- Last Man Standing counts no longer crash without a referee.
- 8 figure bank accounts are displayed properly and no longer crash the financial system!
- "First Blood" gimmicks are correctly applied.
- It's harder for Popularity to climb past 90%.
- Explosives are less likely to explode while being held.

v1.0.6

- New moves: Air Crash, Calf Crusher, Cartwheel Takedown, Powerbomb from the legs.
- The news no longer crashes when "Facial Expressions" are set below "Blinking".
- Connecting an external controller overrides handheld mode.
- Changing the control method during an entrance retains control of the same character wherever possible.
- Starting the game with Joy-Cons (or Joy-Dual) confirms how you intend to use them.
- Lower requirements to unlock full editing privileges (just work for every promotion instead of all titles).
- Opponents are temporarily immune while rising to their feet to prevent spamming.
- Training now gradually improves your attitude.
- Fixed glitching through the corner of the ring.

v1.0.5

- New moves: Emerald Flowsion, Inverted Piledriver, Sitting Bodyslam, Shoulder Drop, Shoulder Slam, Shoulder Powerslam, Shoulder Breaker.
- Among the "Universe" options, "Update Movesets" allows you to distribute new moves among the characters without changing anything else (i.e. your career character will not be affected).
- Elimination matches now indicate how many participants are left in the commentary line.
- New podcast topics.

v1.0.4

- Lower resolution on mobiles as standard, which should automatically improve performance on any compatible device.
- Additional "Display" options allow you to tone down more things to further improve performance.
- A new in-game camera option allows you to temporarily adjust the "Speed" of the action (although this is the opposite of improving performance and makes it work twice as hard!).
- Health meters in tag matches are no longer limited to legal men, allowing you to touch the meter to control anybody else at any time.
- Tag partners are not forbidden from climbing the cage.
- Managers can enter the ring whenever the ref is not there.
- Training is more effective depending on the attitude of your manager/partner.
- Double count-outs eliminate anybody else at 10, resulting in a draw where necessary.

v1.0.3

- New rear moves: Atomic Drop, Falling DDT, Reverse DDT, Reverse Suplex, Russian Legsweep, Skull Crusher, Zig Zag.
- New front moves: Inverted Atomic Drop.

- Calmer AI for managers at ringside.
- Arguments are half as likely to turn someone face/heel.
- Deceased characters are automatically unlocked.

v1.0.2

- Wider selection of corner moves includes strikes.
- Dedicated new double-team moves if 2 people grab an opponent at the same time.
- More storylines and podcast topics.
- A priority system prevents too many crowd sounds cancelling each other out in highly populated matches!
- The title theme is restored to its correct pitch after matches.
- Tag partners are not allowed to interfere so often.
- Referees follow hardcore matches out of the ring.
- Hardcore gimmicks now use more weapons.
- Team-based ironman matches now correctly identify the leader/winner.
- Facial scars don't disappear in "First Blood" matches to help those end quicker.
- Escaping the cage is slightly easier.
- Announcers are automatically added to exhibitions to meet the quota you set in the options, and they also now appear in backstage locations.
- Using the "Hard Camera" angle backstage now faces the tunnel instead of getting stuck in it.
- Training gains use less energy.
- "Cloning" options are available during a career, and now include reverting recent changes.
- It is now possible to change your facial features during a career (at an inflated cost to imply cosmetic surgery!).
- Where the "Build" option cannot be changed, it now at least reveals your age/height/weight.
- Names that begin with "Z" are correctly alphabetized.
- Starting the game with insufficient disk space should warn the user that this is the issue, and allow the game to proceed without saving progress.
- Age ratings have been down-graded in every region, which now allows the game to be distributed in New Zealand with a 13 OFLC rating.