



## GAME INSTRUCTIONS

**OBJECT OF GAME:** Pin or score more points than your opponent in a wrestling match. Two players/opponents draw cards, roll dice, and make strategic decisions to win matches. You can also create a dual meet by setting lineups and win by scoring more points than the opposing team.

**SETUP:** Divide cards into four stacks: Neutral, Top, Bottom, and Wild. Shuffle each deck and place cards face down in separate piles. Neutral, Top and Bottom stacks are referred to as Action Cards. Each player receives two Wild cards which can be used at any time (unless indicated otherwise). At the end of the first and second periods, a player has the option of exchanging of either or both cards for replacement Wild Cards.

**HOW TO PLAY:** Both players roll the dice, and the highest roller begins the match by drawing a Neutral Card. Players then alternate drawing Action cards from the appropriate pile (neutral, top, or bottom---whichever position he/she is in) to determine results. Use the “clock” on the scoreboard to keep time (reduce the time on the clock after drawing an Action card); Each period is two minutes using the scoreboard clock. A different option is to draw eight Action cards during each period.

At the start of the second period, both players roll dice again to determine who gets choice of starting position (top, bottom, neutral, or defer). The other wrestler gets choice in the third period.

The wrestler with the most points after three periods wins unless a pin or injury occurs before the end of the match. If tied after 3 periods, “sudden victory” overtime occurs and the first wrestler to obtain a takedown wins. Cards can be reshuffled after each match or used until pile runs out.

*Back Points.* If back points are earned (but the card does not state how many), you roll both dice to determine the amount of back points. If 2-7 is rolled, two back points are earned. If 8-12 is rolled, three back points are earned (high school rules).

*Letting Opponent Go.* When on top position, a wrestler may “cut” or let go the opponent for an escape. This does not take time off the clock. The wrestler then can draw a Neutral card in hopes of obtaining a takedown.

**SCORING:** Keep track of the match score in your head or on paper. We recommend downloading the free Scoreboard and Lineup Cards (pdf files located on the top of this page).

Then use the green and red wood pieces in your game box to keep track of points on the Scoreboard. Use the clear plastic discs to keep track of the Period and Clock. Use the Lineup Card to set lineups and record results of matches, including the team score. Have fun creating your own lineups of actual wrestlers (and even persons who don't wrestle!).

**CHANGING THE RULES.** If both players agree, feel free to change the rules however you'd like. For example, you could award four back points (instead of three) like in college wrestling. You can even write on the cards, for example, to make pins more or less likely. We encourage using your creativity!

**ADDITIONAL RULES.** The following information is provided to provide clarification on certain rules:

- "Injury Timeout" (Wild Card). The Wild card titled "Injury Timeout" must be used before the opponent draws a card. In other words, it can't be used after a pin or to negate any card drawn by the opponent.
- "Big Move!" (Wild Card). The number points earned is the difference in the dice rolls of the two opponents. The starting position for the next Action Card may be confusing. The players must figure out what makes sense. For example, if a wrestler on top, earns 3 points, this can be considered as 3 back points. But it could be an escape and then a 5-point takedown to back move. In short, there are many scenarios. The "Big Move" card holder gets to determine the exact way the points are scored. This is necessary to determine the starting position when the next Action Card is drawn. If there is confusion or if it's easier, the Big Move person gets to pick top, bottom or neutral.
- "Draw Action Card" (Wild Card). No time comes off the clock from drawing another Action Card.
- "Fireman's Carry" (Neutral Card). When using the Neutral card titled "Fireman's Carry," the opponent must announce two numbers between 2 and 12. The card holder then rolls both dice. If the total roll is not one of the numbers announced, it is a takedown.