



INSTRUCTIONS

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OBJECT OF THE GAME

Purchase Superstars to win Championships and dominate WWE.

FOUR WAYS TO WIN

1) Be the first Manager to collect ALL four *Raw* Championships.



2) Be the first Manager to collect ALL four *SmackDown* Championships.



3) Be the first Manager to collect ANY 2 *Raw* Championships PLUS any 2 *SmackDown* Championships.



4) Timed Objective

The game can be played with a predetermined time limit. The Manager who has the most assets at the end of the time limit wins.

ASSETS ARE TOTALED AS FOLLOWS:

**The 'Cost' value of every WWE Superstar/Diva that you own
+
All 'Championship Bonus' Values of Titles in your possession
+
WWE Cash**

GAME SETUP

- 1) Insert the DVD and select 'Game Demo' to watch an overview hosted by Jerry "The King" Lawler.
- 2) Decide who will be 'The Commissioner' (manages the bank).
- 3) Open the game board. Place \$50,000 WWE Cash from the bank in the middle of the board. This is known as 'The Vault'.
- 4) Each Player (Manager) receives 1 Legendary Manager Pawn and \$150,000. Place the pawns on the WrestleMania® square to begin the game.
- 5) Shuffle the Superstar deck and distribute 2 Superstar cards to each Manager.
- 6) Each Manager uses the side of the game board directly in front of them to place one Superstar card on the *Raw* square, and one Superstar card on the *SmackDown* square. This makes the Superstars 'Active' and allows them to participate in 'Matches'. It is important to understand 'Weight Class' and 'Championships' before deciding where to place your Superstars.



- 7) Place the Superstar, Chaos Cards and WWEShop card decks face-down in their designated spots on the board. Place all Championships in their designated spot on the board.
- 8) Select 'Play Game' on the DVD using your DVD remote, and then select one of the eight DVD Events to begin the game.

GAMEPLAY

- 1) Each Manager rolls 1 die to determine who starts the game. The highest roll goes first, with game play proceeding clockwise around the board.
- 2) At the beginning of a Manager's turn, they have the option of drawing a WWEShop card OR a Superstar card BEFORE they roll to move around the board. See below for Purchasing a WWEShop/Superstar card.
- 3) Roll 1 die and move your Legendary Manager Pawn around the board.
- 4) Complete the task for the square you land on.

PURCHASING A WWESHOP/SUPERSTAR CARD

NEVER FORGET that at the beginning of **EVERY** turn you can purchase a WWEShop card OR a WWE Superstar card. You can only buy 1 card per turn.



PURCHASING A WWESHOP CARD

Draw the top card from the WWEShop deck. If you choose to purchase it, pay the 'Cost' value shown on the back of the card to the Commissioner. WWEShop cards are important because they can be used in 'Matches'.

If you choose not to purchase it, simply place it at the bottom of the WWEShop deck and roll the six-sided die to move your Pawn around the board.

GAMEPLAY

PURCHASING A WWE SUPERSTAR

Draw the top card from the Superstar deck. If you choose to purchase it, pay the 'Cost' value shown on the card to the Commissioner. Decide which brand the new Superstar represents (*Raw* or *SmackDown*) and place it below the 'Active' Superstar of the same brand (off of the game board). This Superstar is now on 'Reserve'. The new Superstar remains with that brand throughout the game until it is sold.

If you choose not to purchase the Superstar, return the card face-down to the bottom of the deck and roll the die to move your Pawn around the board.

ACTIVE SUPERSTARS

'Active' Superstars are placed on the board and can participate in 'Matches'. 'Matches' only take place on the *Raw*, *SmackDown* and Pay-Per-View (PPV) squares.

SUPERSTARS ON RESERVE

'Reserve' Superstars are off the board and cannot participate in 'Matches'. Try to keep your Titleholders on 'Reserve' so you can collect the other Titles and win the game. The 'Chaos Cards' have "Call Out Superstar" cards that allow you to force another Manager to make their 'Reserve' Titleholder 'Active'.

SWITCHING ACTIVE SUPERSTARS

You must 'Switch' both of your *Raw* and *SmackDown* Superstars immediately when you PASS or LAND ON a PPV square. If you don't have any Superstars on 'Reserve' for *Raw* or *SmackDown*, your current 'Active' Superstar must remain 'Active'.

If you only have 2 Superstars on one brand, you must 'Switch' them. When you own 3 or more Superstars, you can choose which 'Reserve' Superstar becomes 'Active'.



GAMEPLAY

TAG TEAMS

Create a Tag Team when you have 2 Superstars from the same brand. Simply place an additional Superstar on the board when you make a 'Switch'.

'Active' Tag Teams can only challenge other 'Active' Tag Teams from the same brand. If there is no other Tag Team to challenge when you land on *Raw* or *SmackDown* Main Event squares, your turn is over. You can force an opposing Manager to make a Tag Team by using a "Call Out Superstar" Chaos Card.

NOTE: Tag Team Championships can only be defended when both Titleholders are 'Active' as a Tag Team.



DE-ACTIVATING A TAG TEAM

When you PASS or LAND ON a PPV square, you must make a 'Switch'. One OR both of the Superstars on the Tag Team can be 'Switched' with Superstars you have on 'Reserve'.

GOING BANKRUPT

When you do not have enough Cash to pay a 'Fine', 'Salary' or 'Payout', you must sell Superstars in your possession to use the cash from the sale to pay your debts.

When you are 'Bankrupt', you can continue to play by moving your Manager Pawn around the board on your turn. Participate in 'Solo Challenges' and 'Group Challenges', or land on 'Saturday Night's Main Event' squares to win cash that will allow you to buy Superstar cards to get back in the game.

THE BOARD

THE VAULT

'The Vault' collects WWE Cash as the game progresses. Managers place WWE Cash into **'The Vault'** when **FINED** by a **'Manager's Solo Challenge'** OR when **FINED** by a **Chaos Card**. **'The Vault'** is located inside the ring at the center of the board. The Commissioner must place \$50,000 from the bank into **'The Vault'** whenever it has been emptied.



MONDAY: RAW

You **MUST** challenge ANY other Manager's **'Active'** Raw Superstar of your choice to a **'Match'**. If you want to have a Match with a Superstar that is on **'Reserve'**, you must play a **"Call Out Superstar"** card to force the Match. A WWE Diva can only have a Match against another WWE Diva.

NOTE: When a Titleholder is **'Active'** check **"Weight Classes"** on page 15 to see who if your Superstar is eligible for a Title Match.



TUESDAY: MANAGER'S SOLO CHALLENGE

Play a **'Solo Challenge'** from the DVD and win \$10,000 if the challenge is answered correctly. There are random penalties that appear in place of **'Solo Challenges'**. If you've been penalized or if you don't know the answer to a **'Solo Challenge'**, the **'Solo DVD Pass'** allows you avoid the penalty and take another **'Solo Challenge'** (see page 16 for WWEShop cards).



WEDNESDAY: CHAOS CARDS

Take a Chaos Card from the top of the deck and follow the instructions. Some Chaos Cards must be used immediately while others can be kept for future use. Once used, return it to the bottom of the deck.

THE BOARD



THURSDAY: MANAGER'S GROUP CHALLENGE

Every Manager participates in a 'Group Challenge'. Each Manager answers the multiple-choice question by using a die.

Managers place the side of the die face-up that matches their answer (1, 2, or 3), but keeps it covered with their hand until the end of the Challenge. At the end of the Challenge, all Managers show their answer at the same time by revealing their die. Each Manager that answers the Challenge correctly wins \$10,000.



FRIDAY: SMACKDOWN

When you land on this square, you can challenge ANY other Manager's 'Active' *SmackDown* Superstar of your choice to a 'Match'. If you want to have a Match with a Superstar that is on 'Reserve', you must play a "Call Out Superstar" card to force the Match. A WWE Diva can only have a Match against another WWE Diva.

NOTE: When a Titleholder is 'Active' check "Weight Classes" on page 15 to see who if your Superstar is eligible for a Title Match.



SATURDAY: CHAOS CARDS

Take a Chaos Card from the top of the deck and follow the instructions. Some Chaos Cards must be used immediately while others can be kept for future use. Once used, return it to the bottom of the deck.



SATURDAY: SATURDAY NIGHT MAIN EVENT®

Landing on this square is like winning the lottery! Collect all of the WWE Cash that has accumulated in 'The Vault'.

THE BOARD



SUNDAY: PAY-PER-VIEW (PPV)

Always 'Switch' your 'Active' Superstars when you PASS or LAND ON a PPV square.



***SUMMERSLAM*,[®] *SURVIVOR SERIES*,[®] *ROYAL RUMBLE*[®] & *WRESTLEMANIA*,
By landing on any PPV square, your 'Active' *Raw* OR
SmackDown Superstar **MUST** challenge for a 'Championship'.
Before challenging for a 'Championship', decide which 'Active'
Superstar from *Raw* or *SmackDown* will take the "Title Shot".**



TWO WAYS TO TAKE A "TITLE SHOT"

1) SOLO CHALLENGE

Decide which 'Vacant (available) Championship' your Superstar will challenge for. Select a 'Solo Challenge' and answer it correctly to receive the 'Championship'. You do not receive the 'Championship Bonus' as it only applies to 'Matches'.



2) TITLE MATCH

Challenge any other Manager's Titleholding Superstar to a 'Title Match'. If the Titleholder you want to challenge is on 'Reserve', you can force them to become 'Active'. This is only allowed on a PPV square. The winner receives a 'Championship Bonus' every time they win a 'Title Match'.

NOTE: You must pay all your Superstars' 'Salaries' every time you PASS the WrestleMania square.

If you LAND on the WrestleMania square, you DO NOT pay your Superstars' 'Salaries' for that month.

WWE SUPERSTAR CARDS

SUPERSTAR RANK

Each WWE Superstar has a 'Superstar Rank' that is located in the top-right corner of the Superstar Card. This 'Superstar Rank' represents how many dice you start a 'Match' with (a Superstar Rank of 5 = 5 dice to start the 'Match' with).

WEIGHT CLASS

WWE Superstars are categorized by 3 different 'Weight Classes'; Heavyweight, Cruiserweight, and WWE Diva. The 'Weight Class' is located above the 'Cost' and 'Salary' values on the Superstar card. A Superstar's 'Weight Class' determines which 'Championships' they can challenge for.

WWE Divas can only have 'Matches' with other WWE Divas. WWE Divas designated as *SmackDown* Superstars CANNOT challenge for the 'Women's Championship' because the 'Women's Championship' is a *Raw* 'Championship'.

COST

If you choose to purchase a WWE Superstar card at the beginning of your turn, draw the top card from the WWE Superstar deck and pay 'The Commissioner' the 'Cost' value, which is located at the bottom of the card. You can only purchase ONE Superstar *OR* ONE WWEShop card per turn.

SALARY

Pay 'The Commissioner' the 'Salary' value of every WWE Superstar that you own every time you PASS the WrestleMania square. 'Salary' is also used to pay the winner of a 'Match'.



WWE SUPERSTAR CARDS

WWE DIVAS AS VALETS

WWE Divas can be used to assist Heavyweights and Cruiserweights in their 'Matches'. After you have lost your last die, you can use a WWE Diva to interfere to avoid losing the 'Match'. The WWE Diva must be from the same brand as the Superstar that is about to lose his 'Match'.

To use the WWE Diva as a 'Valet', place the WWE Diva card at the bottom of the Superstar deck on the board, and extend the 'Match' using extra dice. The number of extra dice you gain is equal to the WWE Diva's 'Superstar Rank' (either 1 or 2).

When a WWE Diva is used as a 'Valet' and returned to the Superstar deck on the board, she no longer belongs to you. A WWE Diva that has the 'Women's Championship' cannot be used as a 'Valet'.



SELLING SUPERSTARS

Managers can sell their Superstars back to 'The Commissioner' at the any time during their turn (before or after a 'Match') for half the Superstar's 'Cost' value.

When selling a Titleholding Superstar back to 'The Commissioner', the Manager also receives half of the 'Championship Bonus' value of the 'Championship'. When a Titleholding Superstar has been sold, they 'Vacate' their 'Championship' and it becomes available at any PPV.

MATCHES - SETTING UP

A 'Match' takes place when a Manager lands on a *Raw*, *SmackDown*, or PPV Square.

CHALLENGER

The 'Challenger' is the player whose turn it is. The 'Challenger' can choose ANY other Manager's 'Active' Superstar (from the same brand) to create a 'Match'.

DEFENDER

The 'Defender' is the player who is being challenged to a 'Match'.

CREATING A MATCH

Before the 'Match' begins, the 'Challenger' has the option of playing a 'Match Type' Chaos Card, or a "Call Out Superstar" Chaos Card.



The 'Defender' then has the option of playing a "Non-Title Match" Chaos Card.



MATCHES - HOW THEY WORK

OVERVIEW

Each Superstar starts the 'Match' with as many dice as their 'Superstar Rank'. In a Tag Team 'Match', start with as many dice as the highest of the two 'Superstar Ranks'. A 'Match' is broken down into 'Rounds'. Each 'Round' consists of trying to remove one die from your opponent. A 'Match' is won when an opposing Superstar has lost all of their dice.

ROUNDS

At the beginning of each 'Round', the 'Challenger' ALWAYS determines if that 'Round' is played by rolling the dice, or by playing WWEShop cards. 'Rounds' continue until a Superstar has lost all of their dice.

PLAYING A ROUND WITH WWESHOP CARDS

Each WWEShop card has 'Challenger' or 'Defender' indicated on the card. The 'Challenger' plays a card first, the 'Defender' can then defend by playing a card. If the 'Defender' chooses not to play a card or cannot play a card, the 'Defender' loses the round and must remove 1 die.

CHALLENGER WWESHOP CARDS

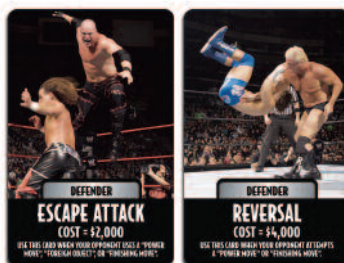
- "Power Move": Forces the 'Defender' to remove 1 die.
- "Foreign Object": Forces the 'Defender' to remove 1 die.
- "Finishing Move": The 'Challenger' wins immediately unless the 'Defender' plays a WWE Diva card to be used as a 'Valet' to extend the 'Match', or plays a "Reversal" card to win the 'Match'.



MATCHES - USING WWESHOP CARDS

DEFENDER WWESHOP CARDS

- **“Escape Attack”**: Cancels any ‘Challenger’ card.
 - **“Reversal”**: Makes a ‘Challenger’ card work against the ‘Challenger’.
- This card cannot be used to reverse a “Foreign Object” card.

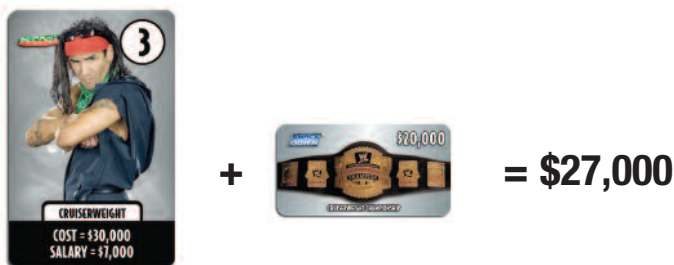


PLAYING A ROUND BY ROLLING THE DICE

Rolling the dice forces the ‘Defender’ to roll the dice. The Manager with the **LOWEST TOTAL** on their dice roll must remove 1 die.

PAYOUT - AFTER THE MATCH

A ‘Payout’ is the reward for winning a ‘Match’. The winner of the ‘Match’ is paid by the loser of the ‘Match’. The loser pays the amount of their ‘Active’ Superstar’s ‘Salary’. If the ‘Match’ is a ‘Title Match’, the winner is also rewarded by ‘The Commissioner’ with a ‘Championship Bonus’. When doing a ‘Payout’ for a Tag Team ‘Match’, add the ‘Salary’ of BOTH Superstars on the losing Tag Team.



EXAMPLE: Salary (\$7,000) + Championship Bonus (\$20,000) = Payout (\$27,000)

CHAMPIONSHIPS

RAW CHAMPIONSHIPS

- Heavyweights can challenge for any *Raw* 'Championship' except the 'Women's Championship'.
- Cruiserweights can challenge for any *Raw* 'Championship' except the 'WWE Championship' or 'Women's Championship'.
- Divas can only challenge for the 'Women's Championship'.



RAW HEAVYWEIGHTS

RAW DIVAS

RAW CRUISERWEIGHTS

SMACKDOWN CHAMPIONSHIPS

- Heavyweights can challenge for any *SmackDown* 'Championship' except the 'Cruiserweight Championship'.
- Cruiserweights can challenge for any *SmackDown* 'Championship' except the 'World Heavyweight Championship'.
- Divas cannot challenge for any *SmackDown* 'Championships'.



SMACKDOWN HEAVYWEIGHTS

SMACKDOWN CRUISERWEIGHTS

CHAMPIONSHIP BONUSES

'The Commissioner' also pays the winner of every 'Title Match' a 'Championship Bonus'. The value of the 'Championship Bonus' is located in the top-right corner. The TOTAL VALUE of the 'Championship Bonus' for a Tag Team 'Championship' is \$30,000.

WWESHOP CARDS

NOTE: Place the WWEShop card back into the WWEShop deck when it has been used.

SOLO DVD PASS

This allows a player to take another 'Manager's Solo Challenge' or 'PPV Solo Challenge' after answering incorrectly. This card can also be used to escape the penalty of a 'Mayhem Message' and take another 'Solo Challenge'.

TRAITOR

This card can be used to steal a Superstar that is already in the possession of another Manager. Pay the opponent **DOUBLE** the 'Cost' value and take the Superstar and their 'Championships' (if they have any). Play this card at the beginning of your turn. Playing this card counts as a full turn, do **NOT** roll the dice to move around the board. You are **NOT ALLOWED** to win the game by playing this card.

POWER MOVE - CHALLENGER

Forces the 'Defender' to remove 1 die.

ESCAPE ATTACK - DEFENDER

Cancels any 'Challenger' card.

REVERSAL- DEFENDER

Turns a 'Challenger' card against the 'Challenger' (except "Foreign Object" cards).

FOREIGN OBJECTS - CHALLENGER

Forces the 'Defender' to remove 1 die. The 'Challenger' **MUST** roll 2 dice immediately to see if they are disqualified. If the 'Challenger' rolls **DOUBLES**, they are disqualified and automatically lose the 'Match'. A **TITLEHOLDER DOES NOT LOSE THEIR 'CHAMPIONSHIP' WHEN THEY LOSE BY DISQUALIFICATION.**

FINISHING MOVE - CHALLENGER

Challenger wins the Match immediately, unless the 'Defender' plays an "Escape Attack" card to cancel it. If the 'Defender' plays a "Reversal" card, the 'Defender' wins the Match immediately. Divas can also be used as a 'Valet' to keep the Match going (see page 11 for "Divas as Valets").

WWE CHAOS CARDS

HARDCORE MATCH - CHALLENGER/PRE-MATCH

Use this card prior to any 'Match' to allow "Foreign Object" WWEShop cards to be played without having to roll for disqualification.

"I QUIT" MATCH - CHALLENGER/PRE-MATCH

Put your money where your mouth is! Managers roll their 'Superstar Rank' each 'Round'. After each 'Round', the loser of that 'Round' puts \$5,000 into 'The Vault' instead of removing a die. This continues until one player quits. Re-roll in case of a tie. The loser of the 'Match' must 'Payout' to the winner. WWEShop cards CANNOT be used in this 'Match Type'.

CAGE MATCH - CHALLENGER/PRE-MATCH

The objective of this 'Match' is to escape the cage first. Each player must roll 1 die at the same time. The first player to match the TOTAL of their roll to their 'Superstar Rank' wins. Re-roll in case of tie. WWEShop cards CANNOT be used in this 'Match Type'.

TRIPLE THREAT MATCH - JUMP IN BEFORE MATCH

Use this card to jump into a 'Match' between two other Managers' Superstars. This card must be played BEFORE the 'Match' begins. All players take ONE turn rolling their 'Superstar Rank', the highest total wins the 'Match'.

In case of a tie (even if the 2 lowest rolls tie), ALL players re-roll. The 2 losing Managers must 'Payout' to the winner of the 'Match'. WWEShop cards CANNOT be used in this 'Match Type'.



WWE CHAOS CARDS

PAY-PER-VIEW - USE IMMEDIATELY

If you **PASS** WrestleMania on your way to the Pay-Per-View, you must pay all your Superstars' 'Salaries'. You can never move backwards on the game board. Continue your turn for a "Title Shot".

YOU'VE BEEN FINED - USE IMMEDIATELY

Pay the amount of WWE Cash indicated on the card directly to 'The Vault'.

FINANCIAL REWARDS - USE IMMEDIATELY

Receive the amount of WWE Cash indicated on the card from 'The Commissioner'.

CALL OUT SUPERSTAR - CHALLENGER/PRE-MATCH

This card forces an opposing Manager to 'Switch' their 'Active' Superstar for a 'Reserve' Superstar that you want to have a 'Match' with. If you have an 'Active' Tag Team, you can force a 'Defender' to put a 'Reserve' Superstar on the board with their current Superstar to form a Tag Team.

NON-TITLE MATCH - USE BEFORE MATCH

Keep this card and use it when you do not want to defend a 'Championship'. Either the 'Challenger' or 'Defender' can play this card before a 'Match' begins.



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