



# AON RULEBOOK

**All Time Wrestling: "All Or Nothing"** is single player expansion to All Time Wrestling, the card and dice game. The expansion will allow you to play solo player matches, and more importantly, **Season 1** of the campaign! In this campaign, you will embark on a journey full of ups and downs, friends and foes, twists and turns, sweat, blood and tears in the hope that you will become the All Time Champion.

Develop your wrestler's skill sets, manage your health and injuries, become a top-drawing babyface or a dastardly heel, and go to war with some of the greatest wrestlers who have ever lived so you can cement your legacy as the greatest wrestler of all time. You've come too far to fail.

**IT'S ALL OR NOTHING!**

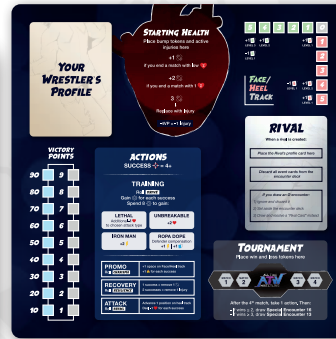
In addition to the contents in the Base-game and the Double Trouble expansion, the following components can be found in your box:



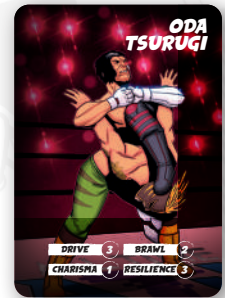
2 Player Boards



30 Attack Cards



Campaign Board



8 Wrestler profile cards



Chapter 1 - "Beginnings" Campaign Cards

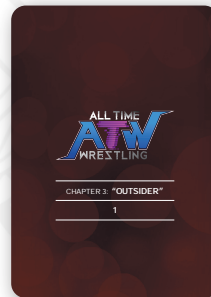
3 decks of cards (16 cards for Kurt Angle, 12 for the Bulldog, and 10 for Randy Savage)



Chapter 2 - "The Tournament" Campaign Cards

2 decks of cards (1 deck of cards for the baby face campaign (38 cards) and 1 deck for the heel campaign (37 cards))

Each deck consists of encounter, scenario, rival and special encounter cards



Chapter 3 - "The Outsider" Campaign Cards

(18 cards)



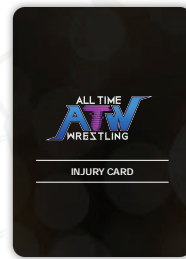
20 Automa Cards



8 NPC Player Board Replacement Ability Cards



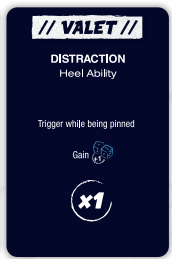
10 Face/Heel Cards



4 Injuries Cards



Ally and Valet Card



1 Automa die



4 Skill Tokens



7 Ability Tokens



3 Bump Tokens



3 Reversal Cubes



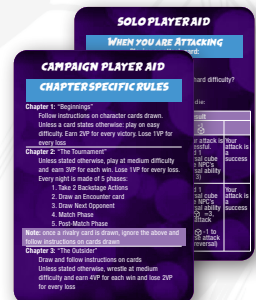
2 Lock Tokens



7 Win/Loss Tokens



1 Rulebook



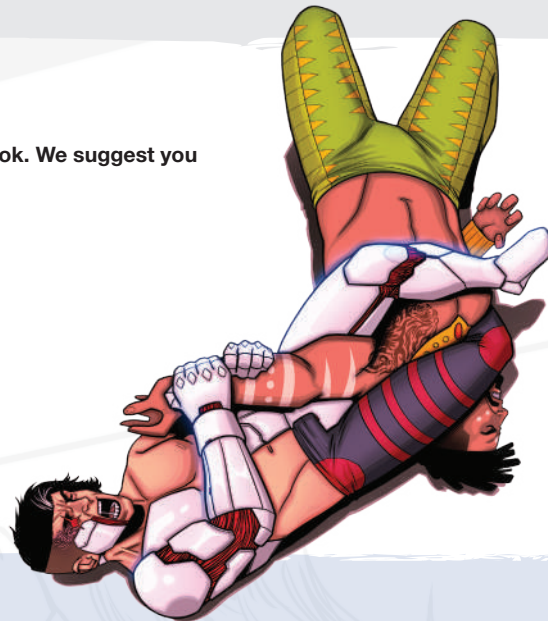
2 Reference Cards

This rulebook will reference specific sections of the base-game rulebook. We suggest you keep it handy for quick reference.

This rulebook is split into two parts

- 1 How to play a solo 1v1 match.
- 2 How to play the “All or Nothing” campaign.

# SOLO 1v1 MATCH



## Game Concepts

The solo game of ATW can only be played with the **advanced rules** highlighted in the base-game rules (**excluding rampaging attacks**). This means that playing a solo game allows you to block with cards, reroll dice, and put together combo chains. The solo game introduces new game concepts to give consciousness to your opponent (referred to as the NPC moving forward).

**D6** → NPC Attack Roll

**K1** → NPC Kick-out Roll

**E** → Difficulty Adjustment

**// PURE POWER //**

**// THE KING OF COUNTERS //**

**// UNBREAKABLE //**

**// HALF-HUMAN //**  
 ∞ ODA's successful GRAPPLE attacks also deal -1 ⚡  
 x1 Oda gains 3 health. Triggers automatically when ODA's health is 7 or lower

## NPC Actions

The automata cards simulate your opponent's die rolls. The automata die simulates the NPC's decision making while defending against your attacks.

**// NPC REVERSAL //**

**// NPC RECHARGE //**

**// NPC BLOCK //**  
 1-2 If player's attack card deals 2 damage or less. The attack fails and the NPC gains the Initiative

Certain wrestlers (Jax Felix, The British Bulldog, Oda Tsurugi, and Kurt Angle), also have a replacement special ability for their ∞ ability.

### Note

It is also worth noting that NPC stamina is never tracked. Therefore the NPC does not spend any stamina to execute any attacks or abilities and does not gain stamina by any game effects.

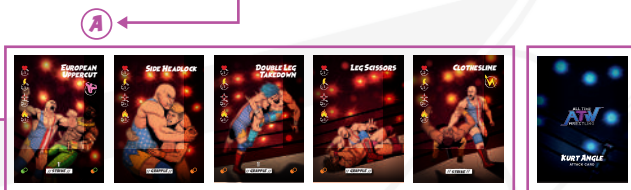
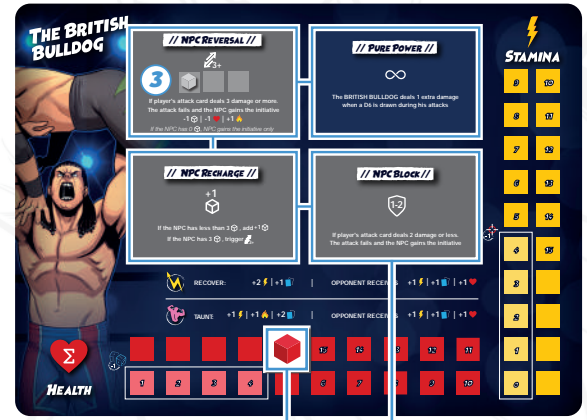
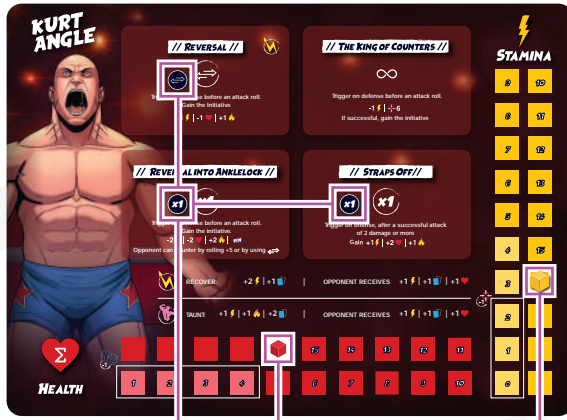
NPCs also get a set of replacement ability cards (1-2, 3+, +1) which replace their x1 and E abilities on their player board.

# SET UP

After selecting your wrestler and your opponent

## COMMON PLAY AREA

- I Place the momentum marker on the middle position (0) of the momentum meter
- II Set aside 2 player dice, and the automa die. If you are playing at hard difficulty, set aside 1 automa and 1 player die instead



## NPC PLAY AREA

### Player Board

When setting up the NPC player board:

- 1 Place a cube on the highest value square of the NPC's health meter
- 2 Place the **NPC replacement ability cards** on top of the corresponding abilities printed on the NPC's player board
- 3 Place reversal cubes on the NPC's reversal standard ability card and next to the NPC's player board depending on the difficulty that you are playing: easy, medium or hard (See: **Player Difficulty Setup below**)
- 4 Shuffle NPC's attack cards and place them next to the player board to form their draw pile
- 5 Adjust automa cards based on the game's difficulty (See: **Player difficulty setup**), then shuffle them and place them next to the NPC's draw pile

## YOUR PLAY AREA

- A Place a cube on the highest value square of the **health** and **stamina** meters. Then place 1 **reversal** token and 2 **one-time ability** tokens on the corresponding spaces on your player board.
- B Pick and choose 5 attack cards into your hand. The total damage of the cards selected shouldn't exceed 9 (If playing with Jax Felix, pick 6 cards totaling 9 damage or less)
- C Shuffle the rest of your attack cards to form your **draw pile**

## PLAYER DIFFICULTY SETUP

	Easy	Medium	Hard
<b>Automa Cards</b>	Exclude all cards with the letter <b>M</b> in the bottom corner	Exclude all cards with the letter "E" in the bottom corner and add cards with the letter <b>M</b>	Exclude all cards with the letters "E" and "EE" in the bottom corner and add cards with the letter <b>M</b>
<b>NPC Reversal Cubes</b>	Place 1 on the NPC's reversal standard ability card and 2 next to the NPC board	Place 3 on the NPC's reversal standard ability card	Place 3 on the NPC's reversal standard ability card
<b>Attack Dice</b>	2	2	1
<b>Automa Dice</b>	1	1	1

# HOW TO PLAY

Solo games can only be played under the **advanced 1vs1 rules**, as explained in the base-game rulebook, with the following changes:

## Starting

The NPC always starts the game


## Defending



When the NPC has the initiative:

**A** He attacks by revealing the top attack card from the **NPC draw pile** and placing it face up next to his player board

**B** You now have your **defensive ability window**. You may choose to:

**I** Block the attack

**II** Reverse the attack 

**III** Use abilities that can be triggered during the defensive ability window ,   
(See: **Defending – Defensive Ability Window** in the base-game rulebook, page 17).

### Note

In campaign mode, you will have access to additional abilities and allies that you may utilize to stop an attack

**C** If you decide to let the attack resolve, reveal the top card of the automa deck. The number listed next to the letter **D** represents the NPC's roll:

**I** If it is equal to or higher than the attack's target number, the attack is successful. Proceed to step "D"

### Note

You must account for Target Number modifiers.  
(See: **"What Makes Winning Easier - Target Number Modifiers"** in the base-game rulebook, page 20.)


**II** If the attack is not successful, you regain the initiative and:

- the attack card is reshuffled back into the NPC's attack deck
- the automa card remains in the discard pile. It is **NOT reshuffled back** into the automa deck.

**D** If the attack is successful:

**I** You suffer damage equal to the damage listed on the Attack Card

**II** Adjust the momentum meter by moving the momentum marker to the NPC's side a number of spaces equal to the amount of momentum listed on the card

**III** Resolve any NPC player abilities that were triggered during the NPC attack 

**IV** Defender compensation: you may then choose to gain 1 stamina or 1 card

**E** The NPC then plays another attack card (repeat A – D) and resolves any **matching combos chains** ,   
(See: **Advanced attacks – combo chains** in the base-game rulebook, page 14.)

## Attacking

If you have the initiative, you may take one of the following actions:

**A** Draw 1 card and lose the initiative

If you do not wish to attack any further or cannot do so because you no longer have any cards in your hand, draw 1 card and lose the initiative

**B** Gain 3 stamina and lose the initiative

If you do not wish to attack any further or cannot do so because you don't have sufficient stamina, gain 3 stamina and lose the initiative




**C** Play an Attack Card

**I** Play the card from your hand by spending stamina the stamina cost listed on the card.

**II** Roll the player dice and automa die together. Then, check your player dice. If at least one of your player dice is equal to or higher than target number of the attack card, resolve the outcome of your attack as seen in the table:

### Note








You must account for Target Number modifiers.  
(See: **"What Makes Winning Easier - Target Number Modifiers"** in the base-game rulebook, page 20.)

Automa Die Results				
				Blank
The listed damage on the attack card is 2 or less	<ul style="list-style-type: none"> <li>Your attack is successful.</li> <li>Add 1 reversal to the NPC's reversal ability (never exceed 3 reversal cubes)</li> </ul>	Your attack fails. NPC gains the initiative	Your attack is successful	Your attack is successful
The listed damage on the attack card is 3 or more	<ul style="list-style-type: none"> <li>Add 1 reversal to the NPC's reversal ability</li> <li>If the NPC already has 3 reversal cubes, your attack fails. NPC spends 1 cube to reverse the attack (see reversal)</li> </ul>	Your attack is successful	Your attack fails: <ul style="list-style-type: none"> <li>Spend one of the NPC's reversal cubes. NPC gains the initiative, does 1 DMG to the player, and gains 1 momentum</li> <li>If the NPC has no reversal cubes to spend, the NPC gains the initiative only</li> </ul>	Your attack is successful

# HOW TO PLAY

## C Play an Attack Card (Continued)

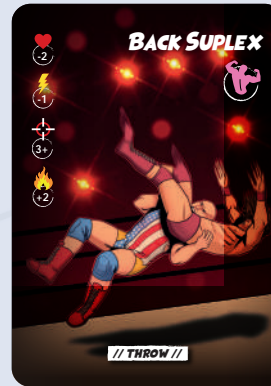
### III If your attack is successful

- The NPC suffers damage equal to the damage listed on the card (in addition to any combo effects)
- Adjust the momentum meter by moving the momentum marker to your side as many spaces as the amount of momentum gained from the attack.
- Offensive ability window: you may also trigger one (and only one) of the following abilities  /  /  /  /  /  /  (See: **Attacking - Offensive Ability Window** in the base-game rulebook, page 12.)

### IV If your attack is unsuccessful, by means of your attack roll being **lower** than the **target number**, or if the automa die rendered your attack a failure

- The NPC gains the initiative.
- Shuffle that attack card back into your draw pile and draw a replacement.


## Example 1




As Kurt Angle, you have the initiative and play a Back Suplex. You roll 2 Player Dice and the automa die. You roll a 4 and a 1. Since the  $4 \geq 3+$ , you resolve the automa die.

If its blank, your attack is successful.

If it shows a , your attack failed



If it shows a , your attack is successful, since the Back Suplex is a 2 damage attack

If it shows a , your attack is successful but you must add 1 cube to the NPC's Reversal ability (max 3 cubes)

**GOOD GOD!**  
**A DEVASTATING**  
**MEXICAN DESTROYER!**

## GAME END CONDITIONS

### WINNING

The only way to win in solo mode is to secure a pinfall or submission. Both of which are represented by the  icon and will be referred to as pinfalls in the game. To do so, you must successfully execute an attack card or ability that has a  icon and then choose to trigger it during the offensive ability window.

The NPC then has **3 attempts to kick-out**. However, instead of rolling dice to kick-out, you draw **1 automa card** on the NPC's behalf for each kick-out attempt. If the **number next to the letter K** is equal to or less than the NPC's health, he kicks out and you maintain the initiative. If the NPC is unable to kick-out, you win the game.

### Note

The number of kick-out attempts may be modified by a number of game effects. (See: **What Makes Winning Easier - Kick-out Roll Modifier** in the base-game rulebook, page 20.)

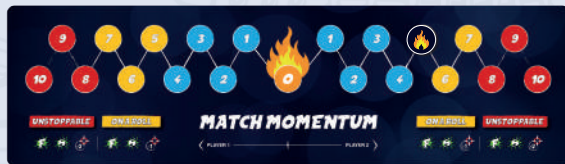
# GAME END CONDITIONS

## LOSING

Just like in a 2-player game, you can lose in 2 ways:

- A Referee Stoppage**  
(See: **Other game-end conditions - Referee Stoppage** in the base-game rulebook, 21)
- B Pinfall**  
If an NPC successfully executes any attack move with a pinfall icon, they automatically attempt to pin you. You now must attempt to kick-out to not lose the game.  
(See: **Winning the Game - Kicking Out** in the base-game rulebook, page 20)

### Example 2



- 1** The NPC is the British Bulldog who currently is "On a Roll" and has the initiative. You draw a Bulldog attacking card which is the Running Powerslam, his finisher, which requires a Target No. 5 (Target No. 6-1 from momentum). You decide not to block or reverse him.
- 2** You draw an Automa Card that is a D6. The NPC attack is a success. He deals 6 DMG to you (5 from the move, and 1 from the Bulldog's Pure Power ability) reducing your health to 3. The NPC gains 3 momentum. He also automatically pins you given the pin icon on the card.
- 3** You only have 1 roll to kick-out (-1 roll from the Bulldog's finisher and -1 roll for having low health). You decide to spend 9 stamina to gain 3 health (raising your health from 3 to 6). Now you can roll twice given your health is no longer low. You roll the dice and get a 2 and a 5 on your first attempt. That is higher than your health so you fail to kick-out. On your next and final attempt, you roll a 2 and 3 (total of 5, which is equal to or less than your health) and thus you kick-out before the count of 3!

## PLAYER CLARIFICATIONS

- If you are playing on easy or medium difficulty and you decide to re-roll your dice by discarding 1 of your attack cards, you may only re-roll 1 of your dice.
- You never re-roll the automa die when rerolling your player die, regardless of the difficulty level.
- When resolving the automa die, exclude any bonus damage from combos and special abilities (as well as abilities gained through skills if playing the campaign). Thus, an attack card with listed damage value of 2 would only be stopped by a block icon, even if the card is being played as part of a combo that will deals 3 total damage to the NPC.
- You may not play any rampaging attacks.

## NPC CLARIFICATIONS

- You can never spend the NPC's reversal cubes unless the automa die roll results in the NPC reversing your attack.
- Whenever the NPC runs out of attack cards, simply reshuffle their discard pile to form a fresh draw pile.  
**Note: the NPC cannot lose by Referee Stoppage.**
- Whenever the NPC runs out of automa cards, remove all cards with the letters E and EE in the bottom right corner from the game and reshuffle the rest of the automa cards to form a fresh deck.
- If you taunt or recover, the NPC gains 1 health only (Jax Felix gains 2 health – see Jax's NPC replacement special ability card)
- Whenever a game effect requires the NPC to **kick-out**, simply draw an automa card and resolve the number next to the letter K.
- Whenever a game effect gives the NPC the opportunity to roll dice, you always draw an automa card instead and resolve the special ability according to the number next to the letter D.

### Example 3

Your Reversal is successful as the NPC drew D4.



Kurt Angle's "Reversal into an Anklelock" can be countered by the opposing player if the player rolls a 5 or better. If triggered against an NPC, draw an automa card: if its D5 or D6, your ability is countered. If its D4 or below, your ability is successful.

# SOLO CAGE 1v1 MATCH

Playing a solo cage match will require you to learn how to play a **solo 1v1 (automa) match** and a **cage match first**.

## SETUP

Follow the same setup instructions highlighted in the Solo 1v1 match section. Additionally:

- A** Place the Cage Match Board next to the Momentum Meter
- B** Place 2 Wrestler tokens on the starting space on the cage match board labelled "Ring": the NPC's wrestler's token and your wrestler's token
- C** Place your second token on the starting space on the Recovery Meter labelled "1". The second NPC wrestler token is returned to the box
- D** Place the 5 special dice within reach (3 special attack dice and 2 special defense dice)

## ATTACKING

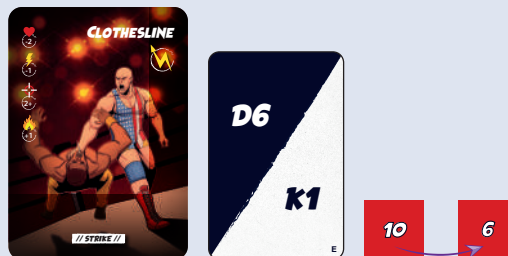
Follow the rules described under **Attacking** in the **solo 1v1 match** rules. However, as in 1v1 cage matches, there are 3 additional cage attacks you may choose to trigger:

- A Smash into Cage:** Can be triggered during the offensive ability window. Roll 3 special attack dice and 1 automa die:
  - I** The attack succeeds if you roll at least 1 **success** and the automa die doesn't roll a **1-2**. Deal 1 damage to the NPC for each success.
  - II** The attack fails if you don't roll at least 1 **success** OR if the automa die rolls a **1-2**. The NPC deals 2 damage to you and regains the initiative
- B Throw into Cage:** Can be triggered when playing a THROW attack card. Resolve the attack (see "Playing an Attacking Card" in the solo game rules)
  - I** If the attack succeeds, deal an additional 2 damage
  - II** If the attack fails, lose the initiative and suffer 2 damage
- C Jump off Cage:** Trigger when playing an AERIAL attack card. Then, resolve the attack (see "Playing an Attacking Card" in the solo game rules)
  - I** If the attack succeeds, deal an additional 3 damage
  - II** If the attack fails, lose the initiative and suffer 2 damage

## DEFENDING

Follow the rules described under Defending in the solo 1v1 match rules, with 1 addition: **If the NPC executes a successful attack by drawing a D6 automa card, you sustain 2 additional damage.**

### Example 4



If the NPC draws a clothesline which usually deals 2 damage, then draws a D6 automa card, the attack is successful and deals 4 damage (2 from the attack card and 2 from the automa card) The NPC has smashed you into the cage!



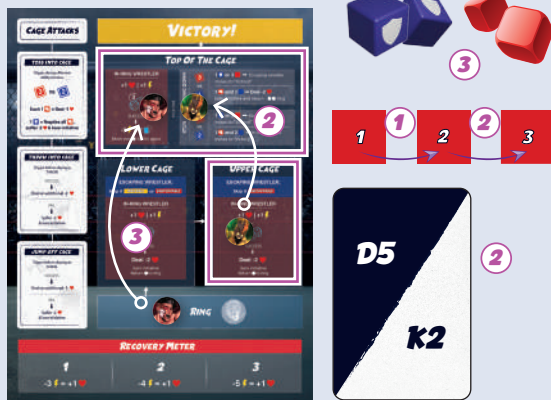


## WINNING THE MATCH

You can only win a cage match by escaping the cage. Follow 1v1 cage match rules (See: **Winning the Match, Cage Match, Double Trouble Rulebook, page 10**) with the following changes:

- A** If you hit your finisher, you can skip 1 space on the **Cage Escape Track**. Thus, if you have unstoppable momentum and you hit your finisher, you automatically win (unstoppable momentum allows you to move your token to the Top of the Cage space, while the finisher allows you to skip ahead to the Escape space).
- B** Whenever you advance to the next space, the NPC gains 1 health only (NPC doesn't track or gain stamina)
- C** The NPC only has **1 chance** to **kick-out at each stage**. **Kick-out attempt modifiers don't apply.**
- D** If the NPC kicks out while you're in the Lower or Upper Cage spaces, he drags you down for 2 damage and gains the initiative. If he kicks out when you are in the Top of the Cage space, the NPC will always attempt the Stun action. Roll 2 special attack and 2 special defense dice. Resolve the dice roll as described in the cage match rules – (See: **What happens if your opponent kicks out?** – *Double Trouble Rulebook, page 11*)

### Example 5



- 1** Your momentum is "on a roll" when you attempt to escape the cage. You move your token directly to the upper cage position. The NPC gains 1 health (total health increases to 2). The NPC draws an automa card (D4/K3). Given that "3" is higher than the NPC health of 2, the NPC fails to kick-out.
- 2** You move your token to the top of the cage position. The NPC gains 1 health (total health increases to 2). He draws a D5K2.
- 3** He kicks out and moves his token to the "Top of the Cage" space. The NPC automatically attempts to stun you. You roll 2 special attack dice (to simulate his attack) and 2 special defense dice. You roll a success. You win.

## HOW DO YOU LOSE THE MATCH?

In addition to a **referee stoppage** (See: **Other Game-End Conditions, base-game rulebook, page 20**), The NPC can win by escaping the cage. The NPC attempts to escape the cage when all the following conditions are met:

- A** The NPC has the initiative
- B** Your health is 2 or lower
- C** The NPC just delivered an attack of 3 damage or more.

Then, follow the rules described in the cage match rules (See: **Winning the Match, Cage Match, Double Trouble Rulebook, page 10**).

### Note

You must roll the defense dice on the NPC's behalf during **Top of the Cage** actions.

## SOLO - LAST MAN STANDING MATCH

Playing a solo last man standing match will require you to learn how to play a **solo 1v1 (automa) match** and a **last man standing match** first.

### Setup

Follow the same setup instructions highlighted in the Solo 1v1 match section. Additionally: Remove all **Health Pack** and **Nano-bot cards** and shuffle the remaining Weapons Cards. Then, flip 6 of them face-up into a **display**, placing the remaining cards face-down next to the display.

### Attacking

Follow the rules described under **Attacking** in the **solo 1v1 match** rules. Furthermore, during the offensive ability window, you may utilize one of the 6 weapon cards available in the display instead of triggering one your offensive abilities:

#### Attack using a regular weapon: Roll 1 automa die.

If the automa die shows **1-2**, the attack fails. Otherwise, the attack succeeds.

- A** **If the attack succeeds**, deal damage to the NPC and gain momentum as listed on the weapon, then discard the weapon.
- B** **If the attack fails**, sustain damage and lose momentum as listed on the weapon, then discard the weapon.

#### Setting up a devastating weapon:

You can set up a devastating weapon by following the usual Last Man Standing rules. (See: **point 2 and 3 under Attacking, Last Man Standing Section, Double Trouble Rulebook, page 15.**)

# SOLO - LAST MAN STANDING MATCH

## Defending

In addition to the rules highlighted in the Defending section of the solo 1v1 rules, if an **NPC attack deals 2 or more damage**, he **triggers the leftmost weapon** on display.

- A** If it is a normal weapon, he uses it against you. You may defend against this (see defensive window below)
- B** If it is a devastating weapon or a chair, he automatically sets it up

If an NPC **draws a  or  attack card and there is a weapon already setup**, he **attempts a devastating attack instead**.


### Note

The attack card drawn by the NPC does not need to match the move type listed on the weapon when the NPC attempts a devastating attack

- If there is more than one weapon setup, the NPC attempts his devastating attack on the first weapon setup on the left



## Defensive Ability Window

Follow the rules described under **Defending** in the **solo 1v1 match** rules, with 3 additions:

- A** If the NPC attempts an attack using a regular weapon, you may block, reverse, or use a special ability to stop the attack (See: **Defending - Defensive Ability Window** in the *base-game rulebook*, page 17).
- B** Additionally, you may counter a weapon strike by rolling 1 defensive special ability die (See: **Defending - Last Man Standing** in the *Double Trouble rulebook*, page 15)
- C** If the NPC is attempting a devastating attack, you may use a  or discard 3 cards to block the attack. The weapon stays in place and the you gain the initiative.

## Winning the Match

Follow 1v1 last man standing match rules (See: **Winning the Match section**, *Last Man Standing*, *Double Trouble Rulebook*, page 15) with 2 changes:

**First**, the NPC defends against a devastating attack by rolling the automa die. If he rolls a  or , he blocks the attack and regains the initiative. No damage is dealt and the weapon remains setup.

**Second**, ignore the "other winning conditions" section in the Last Man Standing rules. Instead, if your deck is depleted, you may randomly draw 3 cards from the discard pile. If you use these cards without winning, you lose the game.

# CAMPAIGN

## CAREER MODE

## Introduction

All or Nothing is Season 1 of the solo mode campaign. It covers your quest to become the Champion of All Time and may take from 4-10 hours to complete. The Season can be re-played by the same wrestler or by different wrestlers, each of which has their own unique storylines and abilities.

Throughout the campaign you will compete in a number of matches. These are played according to the Solo 1v1 Match rules previously explained in this rulebook.

## Wrestler Selection

You can play a full campaign mode (Chapters 1-3) by choosing to play as either:

- A** Kurt Angle
- B** The British Bulldog
- C** Randy Savage

For your first campaign attempt, we would recommend playing as Kurt Angle or the British Bulldog. Alternatively, you can play the "short campaign" (Chapters 2-3) with Andre the Giant (played as a baby face campaign only), Jax Felix, Mukundi Shumba and Rey Jaguar.

## Chapters

Season 1 of the campaign is separated into 3 chapters:

- A** Chapter 1: "Beginnings"
- B** Chapter 2: "The Tournament"
- C** Chapter 3: "The Outsider"

You must complete all three chapters in sequential order to win the full campaign (you only need to complete Chapter 2 and 3 if playing a short campaign). At the end, you will calculate the victory points you were able to collect during the campaign, post it on our website, and compare your score against your previous attempts and/or other players.

## About The Chapters:

**Chapter 1** is a linear backstory customized to each wrestler that allows you to define who your character is and what are your motivations behind participating in this tournament.

**Chapter 2 "The Tournament"** covers your wrestler's quest to win the All Time Wrestling Championship tournament. Winning your matches matter much more here. Unlike Chapter 1, this chapter is not a linear story and has hundreds of storylines and paths embedded within in it that are shaped by your choices and by random events that you encounter.

**Chapter 3 "The Outsider"** covers your path after the tournament ends. We won't ruin it for you, but it's the toughest part of the campaign!

Please note though there are common rules and setups across all three chapters, each chapter has specific rules and setup instructions that you must read before you begin that chapter.

# PRE-CAMPAIGN SETUP

**6** Skills, Abilities and Bump tokens

**5** Injury cards: ALL TIME AW WRESTLING INJURY CARD, FACE CARD LEVEL 2, HEEL CARD LEVEL 2

**8** **KURT ANGLE** STARTING HEALTH: Place bump tokens and active injuries here. +1 Injury if you end a match with Low. +2 Injury if you end a match with 1. Replace with Injury. -4VP = -1 Injury.

**1** **ACTIONS** SUCCESS  $\pm = +4$ . TRAINING: Gain 1 DRIVE for each success. Spend 8 to gain: LETHAL (+1 to chosen attack type), UNBREAKABLE (+2), IRON MAN (+2), ROPA DOPE (Defender compensation +1, +1). PROMOTE: 1 space on Face/Heel track. RECOVERY: Roll RESILIENCE to remove 1 Injury. ATTACK: Roll BRAVE to remove 1 token on heel track.

**2** FACE/HEEL TRACK: 5, 4, 3, 2, 1. Levels 1 and 2.

**3** VICTORY POINTS: 90 to 10.

**9** **KURT ANGLE** REVERSAL, THE KING OF COUNTERS, REVERSAL INTO ANKLELOCK, STRAPS OFF.

**11** **THE BRITISH BULLDOG** NPC REVERSAL, PURE POWER, NPC RECHARGE, NPC BLOCK.

**10** MATCH MOMENTUM: UNSTOPPABLE, LEVEL, UNSTOPPABLE.

- 1 Place the campaign board in front of you.
- 2 Set the face/heel track to zero
- 3 Place 2 cubes next to the victory points tracker.
- 4 Shuffle your injury cards and place them face down next to the campaign board
- 5 Place the heel and face cards face down next to the campaign board
- 6 Place the Skills, Abilities and Bump tokens nearby
- 7 Select which wrestler you would like to play as: Kurt Angle, The British Bulldog or Randy Savage. If you're playing the short campaign with any other wrestler, proceed to Chapter 2 Setup after completing this pre-campaign setup.
- 8 Once the wrestler is selected, place the wrestler's profile card on the designated place on the campaign board
- 9 Place your wrestler's player board and attack cards in front of you.
- 10 Place a lock token on the following Backstage Actions: Promo & Attack.
- 11 Place the following nearby:
  - A Momentum Meter
  - B 2 Player dice
  - C Automa die
  - D Cubes for tracking Health, stamina and special abilities
  - E Automa cards
  - F Automa abilities
  - G Player boards and Attack cards for other wrestlers
  - H Campaign Player Aid abilities

**Note**  
 Each chapter will also have additional setup instructions. Set-up any other components specified at the appropriate time. For now, keep all other components in the box.

# CAMPAIGN

## CAREER MODE

### How to Play

One of the unique things about playing a campaign is that previous **events and matches affect you**. This can be seen in the victory points you earn, the damage you sustain, the actions you **take**, and the **character you develop** along the way.

## VICTORY POINTS (VPS)

You should strive to secure as many VPs as possible during the campaign. To earn victory points, you need to win matches and meet various objectives set. Victory point conditions will be defined at the beginning of each Chapter and by cards drawn during the campaign. After any match, proceed to the post-match phase where you add the victory points you have gained to your victory points track.

### Note

The victory point track is a double-digit track, meaning if the number on the left is set to 20 and the number on the right is set to 3; you have 23 points.

## HEALTH

During the campaign, you will wrestle many matches. If you take too many **bumps** during a match, it will impact your starting health in your next matches unless you successfully heal yourself.

### How do you sustain Bumps and Injuries?

After completing any match in the campaign, proceed to the **post-match phase**:

- If your previous match ended when your health was low, add 1 **bump token** to your **health section** on your campaign board.
- If your previous match ended when your health was 1, add 2 **bump tokens**.
- If you have 3 **bump tokens** in your health section, automatically convert them into an injury. To do so, remove the bump tokens then randomly draw an **injury card** and place it face up in the **health section**

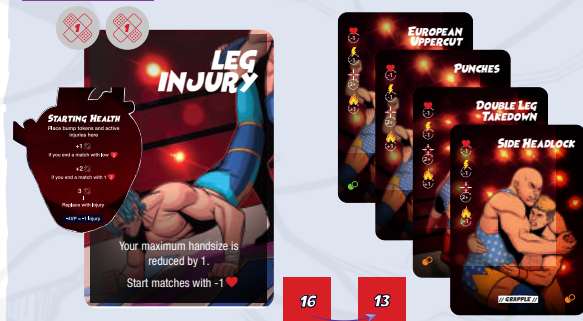
### Note

Certain event cards may also give you bump tokens or injuries. Simply follow the instructions on such cards.

### How Do Bump Tokens and Injuries Affect You?

- When setting up a match, **each bump token will reduce your starting health by 1**.
- Every injury you sustain will also affect your starting player setup. Injuries reduce your starting health and may also impact your starting card number, your hand size, or your stamina (as specified on each injury card).

### Example 6

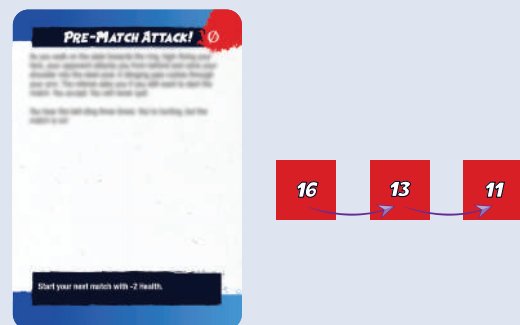


If you are playing as Kurt Angle and have 2 bump tokens and a leg injury, you will start all your future matches with 3 less health (2 less health from the 2 bump tokens, and 1 less health from the leg injury – meaning your starting health will be 13, not 16) and have a hand size of 4 cards only during your matches as specified by the injury card.

### Other Factors Impacting Your Starting Health

In addition to bump tokens and injuries, there are cards you will draw that will decrease your starting health **for your next match only**. These cards don't add bump tokens or injuries. Simply adjust your starting health for your next match accordingly.

### Example 7



Building on Example 4, if you draw a card that states "start your next match with -2 health", you start your next match with 11 health (13 from injuries and bumps, less 2 health from the effects of this card). Note, this card will not add bump tokens to your board and its effects will not apply to your other future matches

## Your Starting Health

To recap, set your starting health before any match by:

- Reducing your starting health by 1 for each bump token on your campaign board
- Reduce health listed by any active injuries on your campaign board
- Reduce health based on any instructions provided by any card that you drew before that specific match.

## Recovering Health

To heal bump tokens and/or injuries, you must conduct a successful "Recovery Action" (See: **Backstage actions in the section below**).

Another way to heal injuries is to remove 1 or more injury cards from your Health section during the post-match phase and return it to the injury deck. You **lose 4VP for each injury card** removed in this way.

### Important note

If you have 3 injuries or more, you must reduce the amount of injuries to 2 or less and lose 4VP for every injury removed. If you ever have negative VPs, keep track of this by writing it down.

## BACKSTAGE ACTIONS

During each chapter, you will be given the opportunity to take backstage actions. These help you develop your wrestler, build your character, and prepare you for future matches. As a **Babyface**, you will be eligible to choose from **3 types of actions**. If you are a heel, you will be eligible to choose from **4 types**.

At the start of the campaign, you can only choose from the Training and Recovery actions, until you unlock the rest.

### Taking a backstage action:

- Choose an action: **Recovery**, **Training**, **Promo**, or **Attack**.
- Roll a number of dice equal to the corresponding stat rating on your wrestler's profile card. Your action is **successful if one or more of your dice is a 4 or better**.

### Note

When taking 2 consecutive actions, you can only take the same action twice if your first action was unsuccessful.

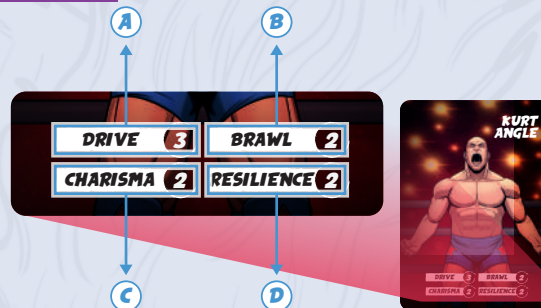


Action	# of Dice	Outcome
<b>Recovery</b> Heals Damage and Injuries Always Available Babyface and Heel	Roll a number of dice equal to your <b>Resilience</b>	For each: <ul style="list-style-type: none"> <li>1 success = remove 1 bump token</li> <li>2 successes = remove 2 bumps or 1 injury</li> </ul>
<b>Training</b> Gain Skills Always Available Babyface and Heel	Roll a number of dice equal to your <b>Drive</b>	For each: <ul style="list-style-type: none"> <li>1 success = Gain 1 skill token</li> </ul>
<b>Promo</b> Progress on Face/Heel Track & Gain momentum Must be Unlocked Babyface and Heel	Roll a number of dice equal to your <b>Charisma</b>	If you have at least 1 success, advance 1 space on the face/heel track. <ul style="list-style-type: none"> <li>For each 1 success, gain +1 🔥 in your next match</li> </ul>
<b>Attack</b> Deal damage to opponent and advance on heel track Must be unlocked Heels Only	Roll a number of dice equal to your <b>Brawl</b>	If you have at least 1 success, advance 1 space on the heel track. For each success, your next opponent suffers -1 ❤️ If you rolled any 1s, suffer -1 ❤️ (max 1)

### Example 8

Kurt Angle has accumulated 3 injuries on his campaign board. He must immediately remove a minimum of 1 (up to 3) injuries and lose 4VP for each injury discarded. He chooses to remove 2 injuries and returns them to the injury deck. He loses 8VP.

### Example 9



- To carry out a **Training Action**, Kurt Angle can roll 3 dice given his "Drive" rating is 3. If he rolls a 2, a 5 and a 6, he would gain 2 skills tokens.
- To carry out an **Attack Action**, The British Bulldog can roll 2 dice given his "Brawl" rating is 2. If he rolls a 1 and a 6, he would advance 1 space on the heel track (as he had at least 1 success). Also, both he and his next opponent start the match with 1 less health.
- To carry out a **Promo Action**, Kurt Angle can roll 2 dice given his "Charisma" rating is 2. If he rolls a 2 and a 5, he would start his next match with +1 🔥. Then, if Kurt is a Babyface, he advances 1 space on the face track. If he is a heel, he advances 1 space on the heel track.
- To carry out a **Recovery Action**, The Bulldog can roll 2 dice given his "Resilience" rating is 2. If he rolls a 4 and a 6, he can either remove 2 bump tokens or remove 1 active injury from the health section.

# HOW TO PLAY

## CAREER MODE (CAMPAIGN)

### How to Use Skills Tokens

Once you collect 8 skills tokens, you may spend them to gain an ability. The 4 abilities are:

- A Iron Man:** Your wrestler's stamina increases by 2. To track this, add the +2 🏆 ability token to your stamina meter
- B Unbreakable:** Your wrestler's health increases by 2. To track this, add the +2 ❤️ ability token to your health meter
- C Lethal:** Choose 1 type of move (strike, grapple, throw or aerial). Your attacks cards of that type now deal 1 extra damage. Take the corresponding token to track this.
- D Rope-a-dope:** Your defender compensation becomes: +1 🏆 AND +1 🛡️

### FACE AND HEEL TRACK

Nothing is more synonymous with professional wrestling than having **Babyfaces**; good guys who fight for the overall good - and **Heels**, bad guys who lie and cheat their way to victory.

During the game, you will be prompted to make a choice: you can become a good guy (Babyface) or a bad guy (a Heel). Your choice will determine:

- A** Which events you will encounter
- B** Which actions you can take
- C** Which backstage actions you can perform (See: page 13)

Once you've made that choice, you start to advance on the face-side or the heel-side of the track depending on your choice. **Once you are on a particular side of the track, you cannot go onto the other side unless specifically instructed to do so by a card or game effect.**

Otherwise, every time a game effect instructs you to **advance 1 space on the face/heel track**, you move your token to the next space (which is one number higher) on the side of the track you are already on.



### Face and Heel Abilities

Moving on the face or heel track allows you to access one-time face/heel abilities. Once selected, place these ability cards next to your player board. You can now use them in matches as if they were one-time abilities printed on your player board. Once used, turn them over to indicate they have been used.

As you make your first move on the track, you can access only 1 card of level 1. As you advance further, you can access more powerful abilities.

#### Example 10



If you reach space 5 as a baby face, you can now select 1 Babyface ability card of Level 3 and one of Level 2

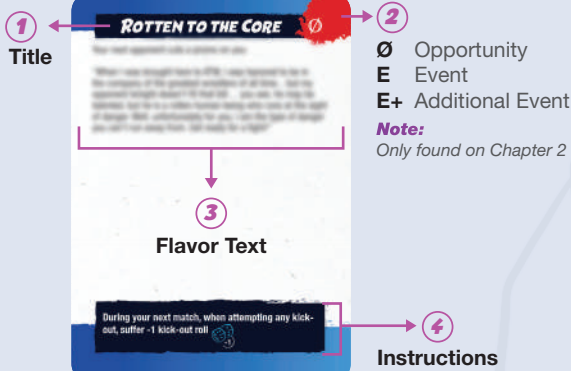
### OTHER NOTES

- A** You will notice a section of your campaign board with a tournament match tracker and a rival section. These are only used in **Chapter 2 "The tournament"**.
- B** No matter which chapter and what card you draw, after every match, before doing anything else, **always proceed to the post-match phase** where you:
  - I** Add any victory points gained
  - II** Add bump tokens or injuries sustained
  - III** Remove injuries (if necessary) and lose 4VP for each injury removed.
- C** Apart from point B above, always follow the instructions on cards drawn.

## "SAVING" YOUR CAMPAIGN

**IF YOU NEED TO "SAVE" YOUR CAMPAIGN AND CONTINUE PLAYING LATER ON, TAKE A PHOTO OF THE CAMPAIGN BOARD AND NOTE ANY DISCARDED WRESTLERS AND THE LAST CAMPAIGN CARD DISCARDED**

## Anatomy of a Campaign Card



# CHAPTER 1

## ADDITIONAL SETUP

- A** Follow the campaign setup on page 11.
- B** In addition, place your wrestler's specific Chapter 1 "Beginnings" deck of cards next to the campaign board

### Note

Your starting position on the face/heel track is zero. As such, you cannot access any face/heel ability cards at the beginning of the chapter.

### Additional Rules

- A** Unless stated otherwise on a card drawn:
  - I** All matches are wrestled at easy difficulty
  - II** Earn 2 VP for every victory you earn. Lose 1 VP for every loss

### Optional

You may choose to wrestle at higher match difficulties than required. If you do so, earn an additional +1 VP for every match won at medium difficulty or an additional +2 VP for every match won at hard difficulty.

- B** To start playing the campaign, draw "Introduction 1" from your wrestler's "Chapter 1 Beginnings" deck. Then, follow the instructions on the cards in the order specified.
- C** Do not forget to proceed to the post-match phase after every match.
- D** If you are instructed to take an action, you can only conduct the recovery or training action until you draw a card that tells you that the other actions have been "unlocked".
- E** After finishing Chapter 1, read **setup** and **rules** sections of Chapter 2.

# CHAPTER 2

## INTRODUCTION

Chapter 2 of your campaign is called "The Tournament". The Tournament starts immediately after you end of Chapter 1 "Beginnings". In this Chapter, you are fighting to qualify for the finals of the All Time Championship

## SETUP

- A** Return all **Beginnings** cards to the box
- B** Remove up to **1 injury card** and up to **1 bump token**
- C** If you are a **Heel**, return the following to the game box:

- I** All **Babyface Chapter 2: Tournament Cards**.
- II** Encounter Cards marked **E+** symbol in the top right corner.

If you are a **Face**, return all **Heel Chapter 2: Tournament Cards** to the box

- D** Take your corresponding **Chapter 2: Tournament Cards** (Heel or Babyface) and split it next to the campaign board, face down in the following piles:
  - I** Encounter Deck
  - II** Scenarios Deck (organized by scenario)
  - III** Rival Deck (3 cards)
  - IV** Special Encounter Cards
- E** Take the Wrestlers Profile Cards, then:
  - I** Remove Oda's card and return it to the box
  - II** If you are a heel, set aside Andre the Giant's profile card
  - III** Shuffle the rest of the deck
  - IV** Place the deck next to the campaign board
- F** Place the Win and Loss tokens next to the campaign board within reach

## SHORT CAMPAIGN SETUP

- A** Choose your wrestler (you may choose anyone except Oda Tsurugi)
- B** Choose whether you are babyface or a heel (Andre can only be played as a babyface). Then, advance one space on the chosen track and select a face or heel ability of level 1 accordingly. If you are a babyface, remove the lock token from the promo action. If you are a heel, remove all lock tokens.
- C** **Add 2 bump tokens** to your starting health on the Campaign Board
- D** **Follow steps C, D, E and F** listed in the Chapter 2 Setup above.

# CHAPTER 2

## RULES

### Difficulty

Unless stated otherwise on a card drawn, all matches during Chapter 2 will be played at **medium difficulty**. If the match is supposed to be played at medium difficulty, you may choose to wrestle it at hard difficulty and earn 2 additional VP if you win.

### Scoring

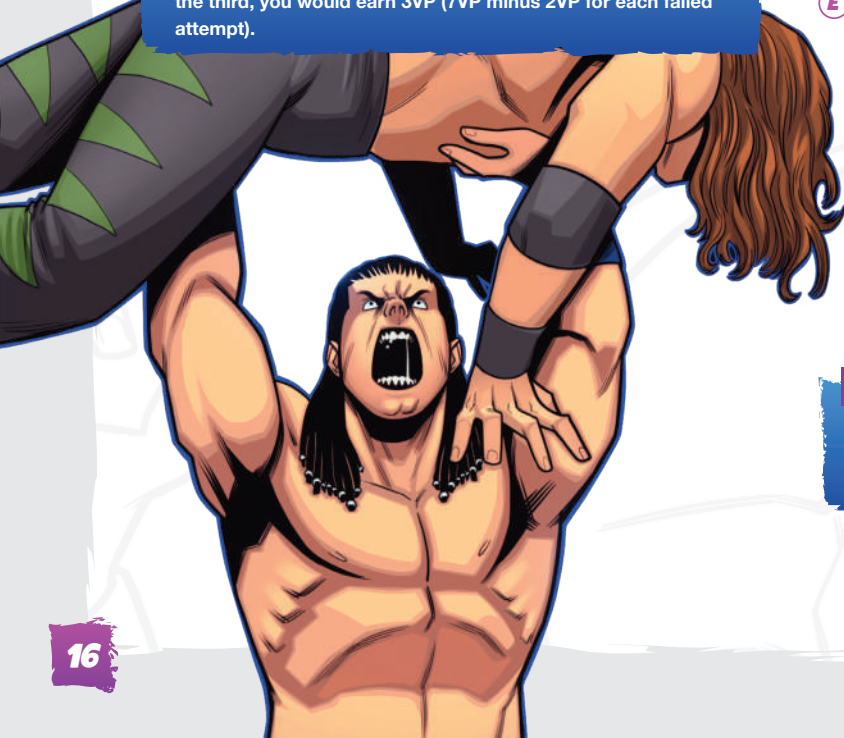
Unless stated otherwise on a card drawn:

- A** For every victory you score in a match, gain 3 VP. If it's a tournament match, place a Win Token in the tournament section of the Campaign Board. If you lose a match, place a Loss Token instead and lose 1 VP.
- B** If you challenge for the title, called a title match, and win, score 10 VP.
- C** Score 4 VP for every successful title defense (if any). A title defense occurs when you are the champion and you defend your title in a match against an opponent.
- D** If the match is listed as a "must win" match and you lose on your first attempt, repeat the match until you win. However, each failed attempt reduces the total victory points you can earn by 2 (with a minimum of -1VP earned).

Note: if you are finding it difficult to win the match and would like to move on in your campaign, score -1VP and add a bump token. Then, follow the instructions on the card

### Example: Must win

A campaign card lists that a first-time victory would earn you 7VP. If you lose on your first two attempts and win on the third, you would earn 3VP (7VP minus 2VP for each failed attempt).



## HOW TO PLAY

Chapter 2 is played over a number of "Nights". As long as no **Rival Card** has been drawn (See: **Special Encounters Section**, page 18), each **Night** is played over 5 phases Every night, including the first night, you resolve these phases in order:

- A** **Backstage Action Phase:** Perform up to 2 actions unless a card drawn states otherwise.
  - B** **Encounter Phase:** After completing your actions, draw an encounter card and follow its instructions.
  - C** **Opponent Phase:** Next, determine your next opponent by drawing the top card from the **Wrestler's Profile deck** and placing it next to your campaign board. This is skipped if previous cards drawn instruct you to face a specific opponent (such as a rival). Note: You should always have wrestlers to draw from. In the rare event that you don't, you may shuffle the wrestlers from your discard pile back into the wrestler's deck
  - D** **Match Phase:** Proceed to match. Adjust your starting health, stamina, starting hand, and momentum if needed (See: page 10)
  - E** **Post-Match Phase:** After the match:
    - I** Add bump tokens (if any). If you have 3 bump tokens, replace them with an injury. If you have 3 injuries or more, reduce the amount of injuries to 2 or less and lose 4VP for every injury removed.
    - II** Score victory points
    - III** Place a victory or loss token in the tournament section if you win or lose respectively
    - IV** Discard your opponent's Wrestlers card into the wrestler's discard pile.
- Note**
- Defined characters such as "rival", "friend", "contender" or "champion" are **not discarded** unless you are specifically instructed to do so.
- V** Discard the encounter card drawn



Example 11

**YOUR WRESTLER'S PROFILE**

**STARTING HEALTH**  
Place bump tokens and active injuries here

- +1 If you end a match with low
- +2 If you end a match with 1
- 3 Replace with Injury
- VP = -1 Injury

**VICTORY POINTS**

90	9	
80	8	
70	7	
60	6	
50	5	
40	4	
30	3	
20	2	
10	1	

**ACTIONS**  
SUCCESS  $\frac{1}{1} = 4+$

**TRAINING**  
Roll **DRIVE**  
Gain for each success  
Spend 8 to gain:

<b>LETHAL</b> Additional +1  to chosen attack type	<b>UNBREAKABLE</b> +2
<b>IRON MAN</b> +2	<b>ROPA DOPE</b> Defender compensation +1  +1

**PROMO**  
Roll **CHARISMA**  
+1 space on Face/Heel track  
+1 for each success

**RECOVERY**  
Roll **RESILIENCE**  
1 success = remove 1   
2 successes = remove 1 Injury

**ATTACK**  
Roll **DRIVE**  
Advance 1 position on heel track  
Deal -1 for each success

**FACE/HEEL TRACK**

5	4	3	2	1
+1  LEVEL 2	+1  LEVEL 1	+1  LEVEL 1	-1  LEVEL 2	-1  LEVEL 1

**RIVAL**  
When a rival is created:

- Place the Rival's profile card here
- Discard all event cards from the encounter deck
- If you draw an **B** encounter:
  - Ignore and discard it
  - Set aside the encounter deck
  - Draw and resolve a "Rival Card" instead

**TOURNAMENT**  
Place win and loss tokens here

WIN 1	WIN 2	WIN 3	WIN 4
-------	-------	-------	-------

After the 4<sup>th</sup> match, take 1 action. Then:  
- If wins  $\leq 2$ , draw Special Encounter 16  
- If wins  $\geq 3$ , draw Special Encounter 13



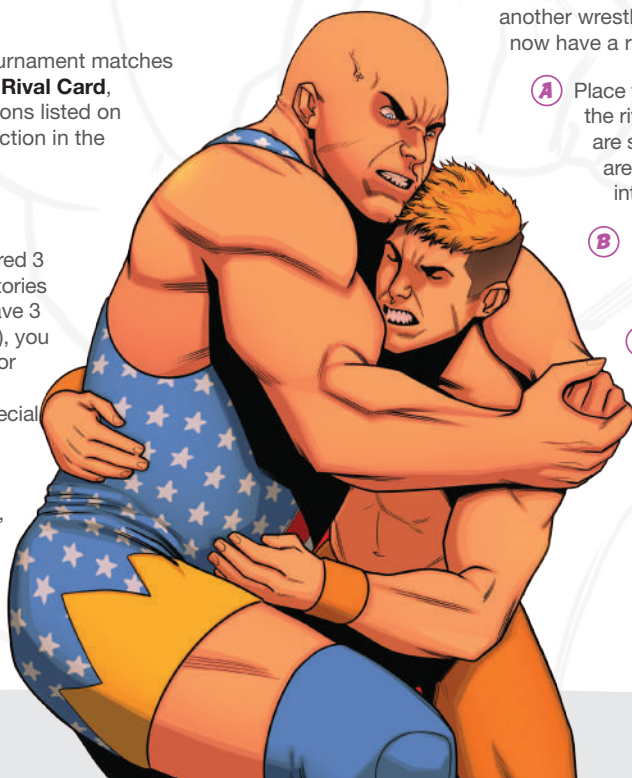
B



C

When to Ignore the 5 Phases

- A** As soon as a **Rival Card** is drawn, you will no longer follow the 5 phases listed. Instead, follow the exact instructions found on future cards drawn only.
- B** If you wrestle 4 tournament matches without drawing a **Rival Card**, follow the instructions listed on the tournament section in the campaign board:
  - I** Take 1 action.
  - II** If you have scored 3 tournament victories or more (you have 3 or 4 win tokens), you have qualified for the tournament finals! Draw Special Encounter 13.
  - III** If you have 2 or less win tokens, draw Special Encounter 16 instead.



RIVALS

Some encounters may create a rivalry between you and another wrestler. The card drawn will explicitly state that you now have a rival. If a rival is created:

- A** Place that wrestler's card on the campaign board in the rival section. Do not remove the card unless you are specifically instructed to **end your rivalry**. If you are instructed to do so, place that wrestler's card into the discard pile.
- B** Remove all event cards from the encounter deck (event cards have the letter E / E\* in top right corner).
- C** Place the **Rival Deck**, composed of 3 cards, next to the encounter deck.
- D** Continue following the same 5 phases highlighted in the How To Play section (See: page 16).

## SPECIAL ENCOUNTERS

If you have a rival, the next time you draw an encounter card with an **Ø** in the top right corner:

- A** Ignore the text on the card
- B** Immediately put away all other encounter cards
- C** Randomly **draw one of the 3 Rival cards** labelled “Rival” and follow the card’s instructions.

These instructions will ask you to draw directly a “Special Encounter” card with a specified number (example: Special Encounter 1 card). Alternatively, it may ask you to draw a Special Encounter card if specified conditions are met (such as a choice you make or a match you lose or win).

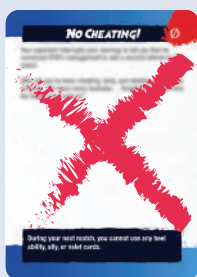
**From that point onwards, ignore the 5 phases listed in the previous section and follow the exact instructions on the cards drawn.**

### Note

You still follow campaign instructions on pre-match preparation (like adjusting your health) and post-match phase (like sustaining injuries or bump tokens). You earn VPs as per Chapter 2 campaign instructions unless stated otherwise by the card drawn.

### Example 12

#### Drawing a Rival Card



- A** You have a rival. Ignore encounter card **Ø** drawn during encounter phase



- B** Put away all other encounter cards



- C** Randomly Draw A Rival Card

## OTHER CHARACTERS

Some cards will introduce new characters to the game such as an ally, a valet, a top contender, a champion, etc. Apart from Valets, other characters are drawn from the wrestler deck and placed next to the campaign board and kept there until you are instructed otherwise.

**Allies and Valets** will provide you with **one-time abilities** during your match as **specified on the valet and ally cards**. These abilities will differ based on whether you are a Heel or a Babyface. To use this ability during a match, follow the instructions on the card then rotate the card sideways to signal that it’s been used.

## SWITCHING BETWEEN HEEL AND BABYFACE

If you make a choice that “turns” you from a Babyface to a Heel or vice versa:

- A** Replace all your Encounter, Scenario, Rival, and Special Encounter cards from your current disposition with your new Encounter, Scenario, Rival and Special Encounter cards based on your new disposition (example: replace all Heel cards with Babyface cards or vice versa).
- B** Discard all encounter cards with the **E** icon in the top right corner from the encounter deck.
- C** Move your **face/heel marker** to the same space on the opposite track. For example, if you were on the second space on the face track, move to the second space on the heel track.
- D** Discard your face/heel ability cards and choose new ones based on your new disposition and position on the track.
- E** If you switched from Babyface to Heel, unlock the Attack action.
- F** Continue the campaign using the same rules prior to your switch.

### Other Notes

- When you are asked to **draw a card** (such as a Scenario or a specific Special Encounter), you must **follow the instructions on that card immediately** after the condition for drawing that card (if any) is met. **You must follow them also in the exact order specified.**
- When you draw Special Encounter 14, you will be instructed to proceed to Chapter 3. Please read the setup and rules instruction of Chapter 3 before starting that chapter.

# CHAPTER 3

## SETUP

- 1 Discard all Encounter, Scenario, Rival and Special Encounter cards from Chapter 2.
- 2 Discard any rivals and place their card in the wrestler's discard pile.
- 3 Clear the victory and loss tokens from the tournament section of the board.
- 4 Place Chapter 3: Encounter Cards next to the campaign board.

## RULES

### Difficulty

Unless stated otherwise on a card drawn, all matches during the season will be wrestled at medium difficulty

### Scoring

Unless stated otherwise on a card drawn, **earn 4 VP for each victory and lose 2VP for every loss**

### How to Play

- 1 **To start** playing the campaign, draw **"The Outsider 1"** card. Then, follow the instructions on the cards in the order specified.
- 2 From then on, you must **follow the exact instructions listed on each card drawn.**
- 3 Do not forget to proceed to the post-match phase after every match and to adjust your pre-match health, stamina, momentum and cards based on damage, injuries, abilities gained and card instructions.

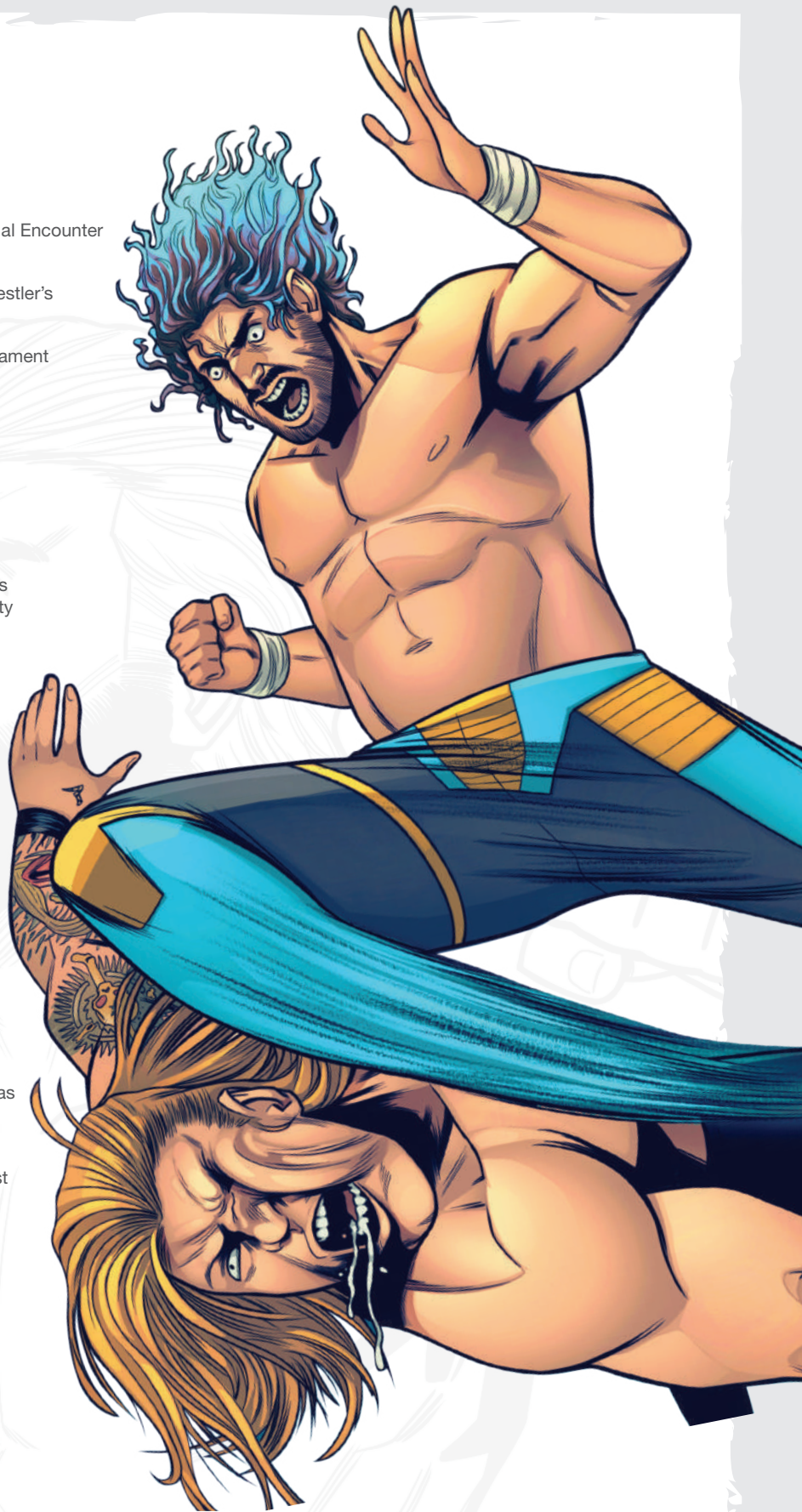
### Ending Your Campaign

Once you have drawn a card that says "Campaign has ended":

- 1 **Count your victory points.** You may post them on our website and compare your scores against other players!
- 2 You may choose to start another campaign choosing a different wrestler, switching your disposition (example from heel to face), or making different choices.

We hope you enjoyed the campaign!

# STAY TUNED FOR SEASON 2!



# ALL TIME ATW WRESTLING



[alltimewrestling.com](http://alltimewrestling.com)

## CONQUEROR

FINAL CONQUEST

Nothing could stop Rome; for it was destined to rule the world. From humble beginnings, this small city would turn into the world's most revered and powerful empire that ruled Europe, the Middle East and Northern Africa for more than 600 years. But what if you can rewrite history? What if you can stop Rome? What if you can create a different world?

**Conqueror: Final Conquest** is a fun strategy board game for 3-6 players. Set in the 3rd century BC, you and your friends play as one of 6 nations battling for power to conquer and rule the ancient world. Form alliances, go to war, betray your friends, bribe your enemies, feed your armies and recruit heroes to build an everlasting empire.



[www.conquerorfc.com](http://www.conquerorfc.com)

# ONE EARTH

One Earth is a fun climate change game for 1-5 players. You and your friends play as one of Earth's mighty nations, competing with one another to ensure your citizens prosper and maintain the highest living standards.

However, in doing so, you must also ensure you work together to ensure the sustainability of our planet and its survival. Visit our website [www.1earthgame.com](http://www.1earthgame.com) for more information



[www.1earthgame.com](http://www.1earthgame.com)