RETROSOFT STUDIOS



RETROMANIA WRESTLING

INSTRUCTION MANUAL

RetroMania Wrestling is a “pick up and play” wrestling game inspired by classic arcade wrestling action, with beautiful 2D sprites, incredible backgrounds and fast-paced arcade style game play.

- 16 unique, distinct playable wrestlers at launch
- 2-8 player local multiplayer
- Several match types, including: One-on-One matches, Tag Team matches, Steal Cage matches, and Battle Royals
- Story Mode and the 10 Pounds of Gold!

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CONTROLS



Tag / Release Pin

Pause

Taunt

Run

STRONG Attack

Movement

WEAK Attack / Climb Corner / Grab Weapon

MEDIUM Attack / Pin / Drop Weapon

BASIC GAMEPLAY



RING INTERACTION

Double-tap Dpad towards left, right, or bottom sides of ring to enter/exit.



ROPE CLIMBING

Hold Dpad towards corner and press **WEAK** to climb to the top rope.



STEEL CAGE

Double-tap up on **Dpad** from the top rope to climb the Steel Cage.



PICK UP OPPONENT

Press **WEAK** by a downed opponent's head to pick them up to a standing position.



WHIP INTO ROPES

To whip your opponent into the ropes, press the **RUN** button from a grapple.

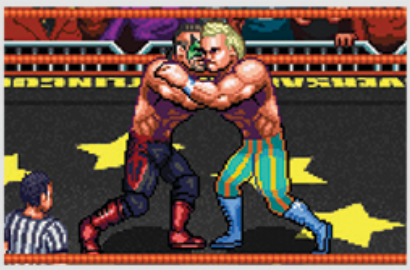
GRAPPLING

MAKE CONTACT



Timing-based grapples are initiated automatically on contact with the opponent.

TIMING YOUR MOVE



Pay attention to the lock-up! When the wrestlers **stomp their feet**, that's your cue to attempt a move. **Too early or late** and you could get reversed!

TIE BREAKER



If both wrestlers enter their commands **at the same time**, they will begin trading punches in a best-of-three.

MASH THOSE BUTTONS!

The wrestler who lands **two strikes first** will win the grapple and be able to do their move.

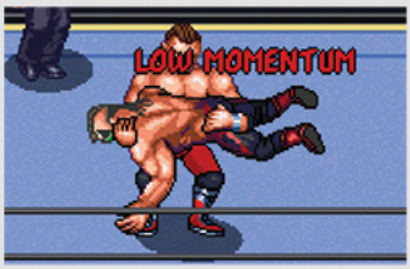
MOMENTUM METER

FILL YOUR METER



Any time you perform **MOVES** or **TAUNTS**, your momentum meter will fill accordingly. Taking **DAMAGE** depletes your meter. You can only perform moves that you have the momentum for!

BUILD STRENGTH



If you try to pull out the big guns early, you WILL get reversed. Start out with **WEAK** grapples. As your momentum fills to the second block, you can begin to work in **MEDIUM** strength moves.

FINISH 'EM OFF!



When you enter the third block, you'll be able to unleash **STRONG** attacks such as PILEDRIVERS or GORILLA PRESS SLAMS. When momentum is at max capacity and flashing, you can perform your **FINISHING MOVE.** Finishing Moves vary by wrestler; some can be done from the grapple, while others come flying off the top rope!

ADVANCED TACTICS

SUICIDE DIVE



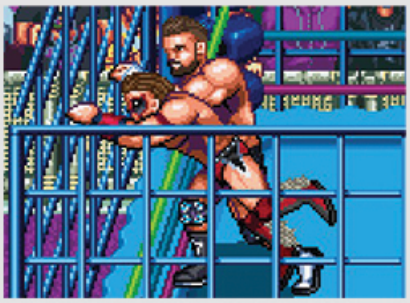
Some wrestlers can perform suicide dives by pressing an **attack button while running** towards the ropes!

SLINGSHOT MOVE



Slingshot moves **from the apron to inside** are also possible for some wrestlers!

STEEL CAGE SLAM



Slam your opponent's head into the Steel Cage by pressing the **RUN button** from the headlock position!

TOSS OUT OF RING



Toss your opponent out of the ring by performing a body slam (**Up + WEAK grapple**) with YOUR back to the ropes!

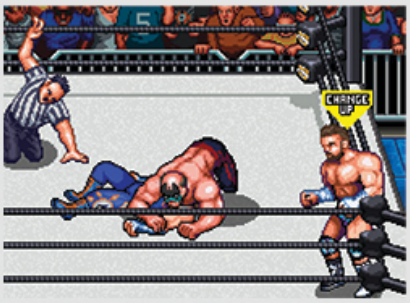
This isn't a guarantee - you will be more successful if your opponent has been sufficiently weakened.

USING WEAPONS



Attack with a deadly weapon! To pick up a weapon, press the **WEAK button**. Once you've grabbed it, use the **WEAK** or **STRONG buttons** to clobber your opponent!

TAG PARTNER RESCUE



In a Tag Team match, your partner can come to your rescue! When you're attempting a pin or being pinned yourself, control switches to your partner.

MATCH TYPES

ONE ON ONE



Two wrestlers go head-to-head!

TAG TEAM



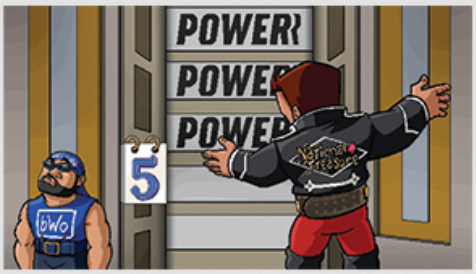
Grab a partner! Two teams of up to four wrestlers square off against each other, with one man from each team in the ring at a time.

THREE/FOUR WAY



Three (or four) wrestlers battle it out. When an opponent is pinned or submitted, the match is over. The wrestler who landed the deciding blow wins the match.

10 POUNDS OF GOLD



Think you have what it takes to defeat **Nick Aldis** and claim “Sweet Charlotte?” This is your traditional arcade ladder. Win the belt, then defend it against all comers!

STORY MODE



Take control of **Johnny Retro**’s career as he returns from injury at the hands of **Zack Sabre Jr**. Will you be a fan favorite or a rule-breaking heel? Branching paths let you play it out however youdecide to act.

RETRO RUMBLE



This grueling test of wrestling skill begins with two wrestlers in the ring. Wrestlers enter at regular intervals until eight men are in the ring. When one wrestler is eliminated by pinfall, submission, or being thrown over the top rope, the next wrestler in position enters! Once the last man has entered the ring, the match continues until only one wrestler remains; the Retro Rumble Champion!

MATCH OPTIONS



TIME LIMIT

Choose between 5, 10, or 15 minute time limit, or turn it off entirely if clocks aren't your thing.



CAGE

Two wrestlers (or teams) are locked inside a steel cage from which only one can emerge! Choose between chain link or the Retro blue bars!



FALLS COUNT ANYWHERE

Feeling confined by the squared circle? Worry not. In FCA matches, you can take the fight to the outside and score pins wherever you'd like!



RING COUNT

Choose between 10 or 20 seconds to get back into the ring, or turn it off to come and go as you please without fear of disqualification.



ELIMINATION MATCH

One pin not enough? Turn on eliminations and the last man (or team) standing will be victorious.



TORNADO

Forget the rules. All members of each team battle it out at the same time!

GAMEPLAY OPTIONS



DIFFICULTY

Affects the reaction time, responsiveness, and intelligence of non-player wrestlers.



SECOND WIND

Affects the chance of wrestlers getting a Second Wind, letting them escape an otherwise match-ending move.



STARTING MOMENTUM

Affects the starting momentum of wrestlers.



MATCH LENGTH

Affects the speed at which momentum gains, and damage racks up.



GRAPPLE ASSIST

Adds visual feedback to assist with timing of grapples. Wrestlers flash green to indicate success, and red for failure.

ROAD WARRIOR HAWK



6'3", 275lbs
Chicago, IL

F: Backbreaker
(Right + STRONG grapple)

ROAD WARRIOR ANIMAL



6'1", 285lbs
Chicago, IL

F: Running Powerslam
(Right + STRONG grapple)

NICK ALDIS



6'4", 242lbs
King's Lynn, England

F: King's Lynn Cloverleaf
(STRONG at feet of opponent lying vertical)

TOMMY DREAMER



6'2", 265lbs
Yonkers, NY

F: Dreamer Driver
(Right + STRONG grapple)

COLT CABANA



6'1", 233lbs
Chicago, IL

F: Colt .45
(Right + STRONG grapple)

BIG STEVIE COOL



6'2", 230lbs
Philadelphia, PA

F: StevieKick
(Right + STRONG grapple)

BLUE MEANIE



6'1", 323lbs
Philadelphia, PA

F: Meaniesault
(STRONG from top rope with opponent down)

HOLLYWOOD NOVA



5'10", 220lbs
Silicon Valley

F: Kryptonite Krunch
(Right + STRONG grapple)

MATT CARDONA



6'2", 224lbs
Long Island, NY

F: Radio Silence
(STRONG running attack)

BRIAN MYERS



6'1", 223lbs
Queens, NY

F: Heat Seeking Elbow
(STRONG from top rope with opponent down)

JOHNNY RETRO



6'0", 215lbs
Los Angeles, CA

F: Starship Pain
(STRONG grapple in corner)

NIKITA KOLOFF



6'2", 275lbs
Russia

F: Russian Sickle
(STRONG vs running opponent)

WARHORSE



Over 400lbs of Heavy Metal
St. Louis, MO

F: Double Foot Stomp
(STRONG grapple in corner)

AUSTIN IDOL



6'2", 242lbs
Las Vegas, NV

F: Tombstone Piledriver
(Right + STRONG grapple)

JEFF COBB



5'10", 265lbs
Honolulu, HI

F: Tour of the Islands
(STRONG vs running opponent)

ZACK SABRE JR.



6'0", 187lbs
Sheppey, Kent, England

F: Kimura Lock
(Right + STRONG grapple)


FREE
DLC
CHRIS BEY

DOWNLOADABLE CONTENT



MR. HUGHES

JAMES STORM

For more info on these wrestlers and more, including their release date, follow @RETROSOFTSTUDIO where all future updates will be announced.

iiRCADE



For the ultimate RetroMania experience head over to www.iiRcade.com to buy the official LIMITED EDITION RetroMania Wrestling arcade cabinet!

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www.retromaniawrestling.com