



V 2.0

Introduction

Thank you for your interest in Homebrew Wrestling™. This has been an ongoing hobby of mine for a while now and I'm happy to now release it to the public so that everyone can try it out. Please note that Homebrew Wrestling is for educational purposes only. It is 100% free and is not to be reproduced and sold for profit. The author has not received any money for the game nor will he.

Why was this game created?

1. I like video games
2. I like wrestling
3. I like wrestling video games – always have. The first Video game I ever had was Pro Wrestling for the NES. I was hooked ever since.
4. I am disappointed in the wrestling game industry. So I figured the only way I'd get to play a wrestling game that had everything in it that I want is if I made one myself
5. I wanted another hobby besides video games, music and sports (as you can tell, I don't have kids yet). I'm definitely more of a crossword puzzle guy than a sit and relax guy. I wanted something that would challenge me – I love logic problems. If there's one a wrestling game is, it's a logic problem!
6. I program for a living. So I like to keep my skills up. Kind of like when a musician isn't playing in a concert, he or she is practicing.

Hopefully you'll enjoy. It's a constantly growing project, so there's always going to be something new.

Quick Reference

“A”

- High Attack
- Initiate weak grapple moves
- Top rope attack on standing opponent
- Perform an irish whip after winning a lockup

“S”

- Low Attack
- Initiate strong grapple moves
- Top rope attack on fallen opponent
- Perform a grapple move after winning a lockup

“D”

- Reverse a high attack with the up button
- Reverse a low attack with the down button
- Block (hold)
- Pin
- Pick up opponent

“F”

- Finisher – where you need to be to attempt a finisher (at the feet, in front of them, behind them, etc.) depends on the wrestler. The more beaten he is, the better chance that you’ll successfully hit the finisher.
- Taunt (away)
- Grabs a weapon under the ring
- Pickup a weapon
- Puts the weapon back down

“1”, “2”

- Change camera angle

“A” + “S”

- Run. Direction arrows aim the run. If no arrows are pressed, player runs toward the opponent. Running gets the player back into the ring.
- Climbs the cage/ Exits the ring

“S” + “D”

- Change focus

How to play

The game can be controlled with the keyboard or the Xbox 360 controller. It does work with any controller, but it is only tested with the Xbox 360 controller and as of yet, you can't remap the buttons, so the default buttons on other controllers may be weird.

Once the bell rings, use the arrow keys to move your wrestler around. Use A to strike, S to grapple, and D to defend.

Standing up offensive strategies

When you're looking eye to eye with your opponent, there are 2 ways to strike. Hitting A will strike your opponent high. Hitting S will strike your opponent low. If you strike him enough times, he will become dizzy.

To block these attacks, hold down the D button. If you're daring and want to try to go for a reverse, hit D and the down arrow key to reverse a low attack and hit D and the up arrow key to reverse a high attack.

To initiate a grapple, simply walk towards a standing or dizzy opponent.

Grapples

Grappling is modestly deep and very similar to the Fire Pro series, so let me explain. By walking towards a standing or dizzy opponent, you'll initiate a lockup. Here, timing is everything. You must hit either A or S as soon as your wrestler locks up with the opponent. Hit a button too soon or too late and you'll lose the lockup. Hitting A will allow you to perform weak grapples. Hitting S will allow you to perform strong grapples. Do not attempt to hit S early in the match or you will lose the grapple. You must wear down your opponent first.

If your opponent is dizzy and you walk towards him, a similar animation will occur, however the best your opponent can do is reverse. If you are the one who is dizzy and your opponent tries to grapple you, hit D just as he grabs you to break out of the hold.

Once you win the lockup, you'll enter the move control system.

Move Control System

Once you win a lockup, there are several things to do... but do it quickly or else he'll escape.

Hitting A will irish whip your opponent. Hitting S with or without a combination of the arrow keys will perform a grapple move. Hitting D will increase your stamina. Hitting F will taunt.

Using the arrow keys drags your opponent around. If you go towards an object, you can produce a special move specific to that object. Try dragging your opponent near the ropes, the turnbuckle, objects outside the ring, even your own tag team partner.

Attacking a dizzy opponent

An opponent can become dizzy by either striking them enough times, getting up slowly on their own after taking a beating or picking them up from the ground.

While your opponent is dizzy:
A performs a strong strike knocking your opponent to the ground.

Hitting D will turn your opponent 180 degrees.

Attacking a downed opponent

Near the head:

- A – stomp
- S – performs a move (can be used with arrows)
- D – pick up opponent

Near the feet:

- A – stomp
- S – performs a move (can be used with arrows)
- D – drag

Near the torso:

- A – stomp
- S – stronger strike
- D – pin

Stamina

After awhile, you may notice your wrestler hunch over and put his hands on his hips. That means that he's tired. It may be time to take a break. Standing still allows him to catch his breath. When the animation finishes, your stamina will return to normal. If you don't (or can't) do this, there will be a period of time where you are defenseless.

Taunting

Hitting F will taunt your opponent. This increases your taunt meter located by your picture. Hitting F along with the arrow keys initiates a longer taunt, but the meter goes up faster. If the taunt meter turns fully blue, hitting F again will produce various results. While you taunt, you are defenseless and if you do get hit while taunting, your meter is completely depleted.

When your meter is fully blue you can:

Hit F while you are far away from your opponent will give you a little energy back

Hit F while you are down makes you get up immediately – great for cage matches

Hit F while you are being picked up in a tag match initiates a hot tag

Hit F while you are in your wrestler's finishing position and you will hit a guaranteed finisher (with less damage)

...more to come

Match specific controls

Cage

Hit A and S plus the direction of the cage wall to escape the cage. Hit A to dive off the cage.

Tag Team

Hit A to tag in your partner. Hit F to "taunt tag" him. This will increase the taunt meter.

Inferno

Drag your opponent to the flames to try and win.

Triple Threat

To switch targets, hit S and D together, or RB on the Xbox 360 controller. Hit A to interrupt a pin or submission... or simply hit A and S to run towards the opponent who is attempting a pin or submission.