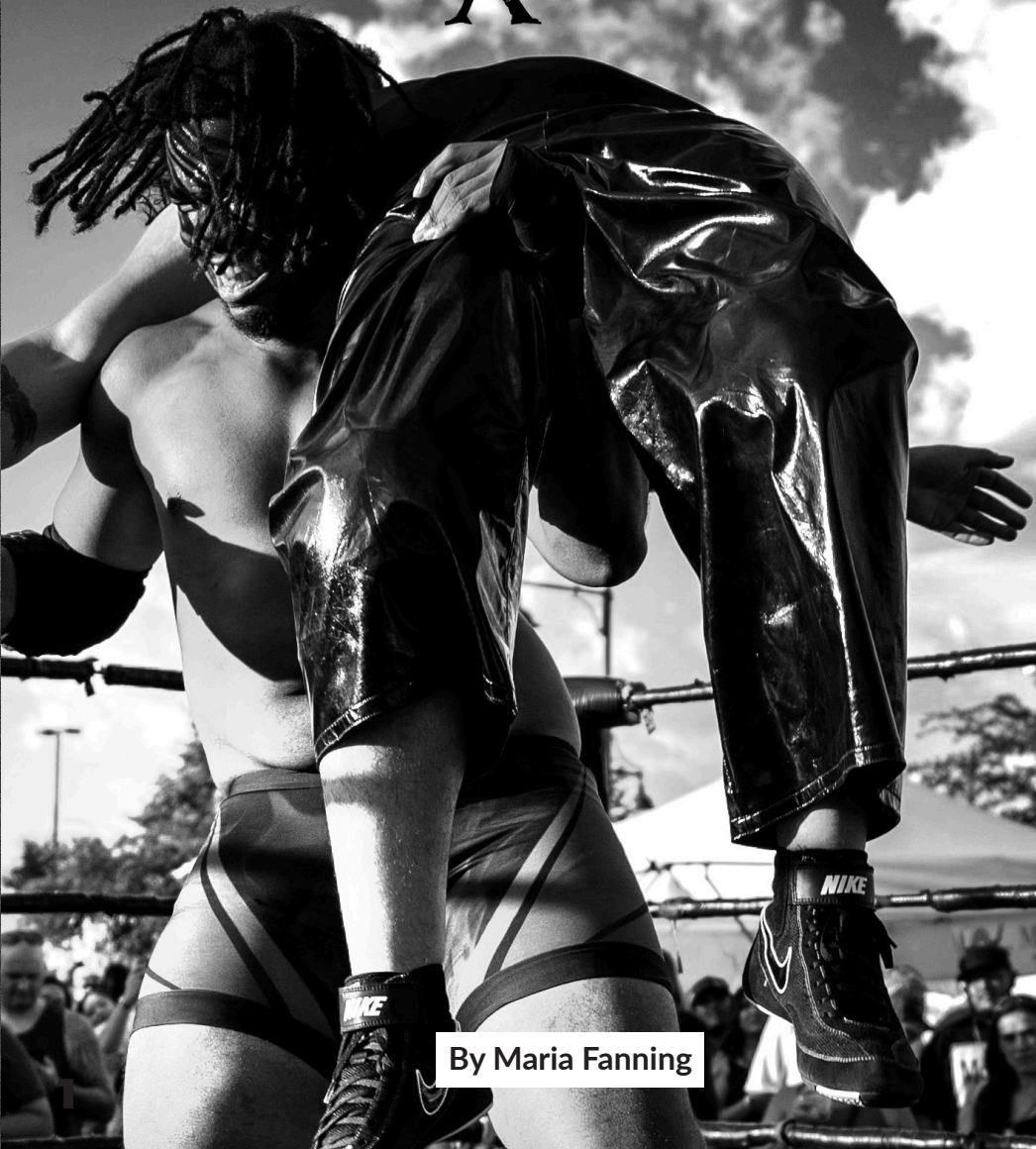


My Way

WRETCHED
& LONE



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Credits

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*Just one more fight
And I'll be history
Yes I will straight up
Leave your shit
And you'll be the one who's left
Missing me*

-My Way, Limp Bizkit

WHO?

Your career is on its last legs. It's likely not long before you either decide to throw in the towel or you're medically not allowed to compete in pro-wrestling anymore. But you're gonna make a statement before you do. You're going to take the world title of your promotion that has been alluding you. It's only a matter of if your body breaks before your will does.



WHAT?

One. More. Match is a game about burnout. It's a game about how much you're willing to put on the line before you realize enough is enough. It's about what you're willing to do to get the grandest prize there is in your business.

Most of all. It's about pro wrestling. The highs. The lows. The moments in front of crowds and the moments of quiet with your fellow performers. While it may oftentimes be cynical, the game was written by someone who loves entertainment intensely.

One. More. Match was inspired heavily by independent wrestling promotions such as **Beyond Pro Wrestling**, **Over The Top Pro Wrestling** and **Chikara**, amongst many others that have earned my love.

It is also inspired by the song, **My Way**, by **Limp Biskit**.



HOW?

To play you'll need a standard deck of cards with no jokers, a multiple digital D6 roller and 10 tokens of some kind -While whatever you think of can work for this, any wrestling memorabilia (DVDs, rolled up t-shirts, autographs, pins etc) would work very well for reminding you of the themes and story of the game being played.

The game should be recorded as an audio log in the imagined form of a podcast where you recount your career. It also can be used in the form of a written or typed out journal. There is no wrong way to play.

There are two ways to win this game:

Pushing your body beyond its limits and going forward to gain the prestigious title.

The other option is to help the new talent with the hopes they will vouch for your chance to be top of the card.

But, the body can only be pushed so far.



SET-UP

You begin play with 100D6s (Digital) Everytime the game asks you to roll, do so. When you do, remove all 1's from the pool. When asked to roll again, repeat the process, once again removing 1's. If you run out of dice, you are no longer medically cleared to wrestle and the game ends. (This system originates from @SpeakTheSky on Twitter)

Shuffle the deck, having removed the Jokers, and place them face down within ease of reach. If you wish for a shorter game, place the Ace of Clubs on top of the deck.



THE 'CAST

The day is divided into two phases: The **Show** and the **'Cast**.

Phase One: The Show

Roll 1D6. Draw that many cards from the deck.

Turn over your first card and consult the Worksheet. Follow the instructions of the prompts.

Once all card prompts are finished, you end this segment and discard every card unless instructed otherwise.

Phase Two: The 'Cast

Take a moment to consider the events of the show, replaying them indepthly in your mind and coming up with how they affect you and those around you.

Record your podcast.



THE WORKSHEET

Consult the worksheet whenever you draw a card. Many times, it will involve you rolling the 100D6's. Sometimes it will require simply considering. Sometimes it will ask something completely different.

Heart: Hearts represent the body of your performer and how they are slowly beginning to feel the tool and wear of wrestling. Every prompt and question requested by it highlights how your wrestler is aware of the coming end to their career and how they feel about it.

Clubs: Clubs represent your own relationship with fellow wrestlers/ people in the industry and how they feel about you. It's about the evolution of you and each other's interactions and how they can both help and hinder your journey.

Spades: Spades represents your relationship with those outside the wrestling circle. Your loved ones, friends and family. And how they impact this increasingly dangerous and fraught endeavor you are taking upon.

Diamonds: Represents the moments of your career before this moment. The memories that led up to it and how they make you feel that claiming the World's-End Title is what will make it all worth it.

Worksheet Prompts

Hearts

Body

A	You get out of a match that you considered too extreme. And saw proof of that when you witness what happens to those who went in your place. Roll the Dice. Do not discard this card. When you roll on an unfortunate roll, you may burn this card to re-roll.
2	You feel an old injury in your match against a noted highflyer act up during one of their springboard spots. Managing ot work with it was a pain. Roll The Dice.
3	Someone-one of the performers who's used to deathmatches and the like-tries to convince you into a match you know could be your end. You talk them down into a lackluster but safe match. Roll The Dice.
4	You see someone go out with an injury that could have easily been you. Their career over. The rest of the night is spent telling yourself otherwise. Roll The Dice.
5	Jogging, you're out passed by someone who you used to run laps by. You spend far too much energy proving them wrong. Roll The Dice.
6	You get the chant that never gets old. <i>PLEASE RETIRE *CLAP CLAP CLAP*</i> . Digging down deep, you spend the remainder of the match proving them wrong. Roll The Dice.
7	The offer comes. A training gig in the wrestling gym of your promotion. Spending all your time making sure the next generation doesn't embarrass you. You turn it down. Roll The Dice.
8	Someone suggested "Work Stiff" to a match. You spend the time afterwards massaging your jaw and icing your chest. Roll The Dice.
9	You decide to mix it up. Go for something that you hadn't tried in nearly half a decade. The embarrassing youtube video that follows is not fun. Roll The Dice.
10	You lose consciousness in a match. It's brief. And only you and your opponent notice. Roll The Dice.
J	You spend the night off, relaxing with some much needed R&R. How do you spend this night? Was it in home territory or far away land? Replenish 10D6.
Q	You feel something "pop" during a match. Something that would get you taken off from the current storyline you NEED. Convincing the management to not do so is the rest of your night. Roll 10D6 and remove any that come up 1-2.
K	Management takes notice of your efforts and agrees to enter you into the Super 16 tournament. Roll The Dice. Do Not Discard This Card. Once you have drawn the fourth king and this was your first, you succeed in finally winning the title. But it's a short reign. One you will likely come to regret.

Clubs	Relationships
A	<p>You're offered a training gig-part time-at the company's gym for new trainees. Roll The Dice. Do not discard this card - instead, put it to one side and place 10 tokens on it. At the end of each day, after recording your cast, roll your die. On a result of 6, remove a token from the card.</p> <p>If you remove all tokens, you find a new purpose in guiding the next generation and choose to retire.</p> <p>If you have drawn this card, discard the 7 of Hearts when it is drawn.</p>
2	<p>A wrestler comes to you, doubt in their heart that this career is for them. You've seen their potential. You've seen the fire in their eyes. You've also seen the self-doubt in yourself that is in them. Convincing them is hard. But worth it. Roll The Dice</p>
3	<p>A new tag team is put together. They should-on paper-work like dynamite. But disputes cause rifts. You help them find common ground. Roll The Dice</p>
4	<p>A new rookie is talking mad shit about a move they're planning to do. You know it. That they're as likely to injure themselves or their opponent with it. A sit down is in order. Roll The Dice</p>
5	<p>You play cards with the roster. Fun is had. Drinks are drank. Laughs echo throughout the poker room you rented. Roll The Dice</p>
6	<p>In a brief amount of spare time you have while travelling for a show, you and a few select friends spend time exploring the local life. Roll The Dice</p>
7	<p>You run. And run. And run. But eventually, your body gives out. Only for someone running with you offer encouragement to take time. Roll The Dice</p>
8	<p>At the gym, you see someone struggling. Someone new to the business. You know they have what it takes. They could just use some mentoring. Roll The Dice</p>
9	<p>A spot goes wrong. Not in your match. You're part of the crew sent out to make sure everyone gets out of it OK. Roll The Dice.</p>
10	<p>A friend tells you they're hanging up their boots. And you both know it's the right decision. Roll The Dice.</p>
J	<p>An old friend-been in the business as long as you-asks if you could put in a good word for them for the title match. YOUR title. But, they're friends and you do what you have to do. Roll The Dice</p>
Q	<p>A fellow performer is given a gimmick you know will kill their career stone dead. Going against the brass is never fun. But you did it for them anyway. Roll The Dice</p>
K	<p>A spot goes wrong. Not in your match. You're part of the crew sent out to make sure everyone gets out of it OK. But they won't. Neither of these wrestlers will have another match. Roll The Dice and Do Not Discard this card. Once you have drawn a fourth King and this was your first, you retire. You need to set an example to make sure no-one does something like this again.</p>

Spades

Life

A	You sit down with an old loved one as they tell you how they never saw you happier than when you were in a ring. How does this make you feel? Next time you are told to roll, you may choose not to.
2	You spend the day doing autograph duty for the show. What fan stood out to you? Roll The Dice
3	A spectator to the show tries to rush out and interfere with the show. How do you deescalate the situation? Roll The Dice
4	A younger family member tells of how they want to be a wrestler when they grow up. What do you tell them? Roll The Dice.
5	You and a loved one reminisce together over how you met. What was most beautiful that night? Roll The Dice.
6	You're given an offer for a job-a NON-wrestling job. Cushy benefits. Nice insurance. Why do you turn it down? Roll The Dice.
7	Someone who never supported your wrestling career in your life finally comes around. What convinced them? Roll The Dice.
8	You meet a retired wrestler you grew up watching. What advice do they give you? Roll The Dice.
9	You spend the night at the movies with friends who have nothing to do with the business. How was it? Roll The Dice.
10	You find a new place for food. Somewhere right under your nose you never thought to go to. Why do you love it? Roll The Dice.
J	A fight over the path you're taking with someone who always supported you takes its toll. What was it about? Roll The Dice
Q	You attend the funeral of the person outside the business who inspired you to lace your boots. How was it? Roll The Dice
K	Someone-someone you have never heard tell a lie- states it clean to you that you can't wrestle forever. Roll The Dice and Do Not Discard this card. Once you have drawn a fourth King and this was your first, you retire, the words hitting deeper than you would admit.

Diamonds

Memories

A	The match. The match you participated in that made you look at this business, warts and all, and think it's exactly where you want to be, resonates in your mind. If you have previously drawn the King Of Hearts you may reshuffle it back into the deck.
1	The first trip abroad for the show you took is in your mind tonight. Roll The Dice.
2	An weird commercial you did for the promotion involving a silly costume and sillier lines comes back to you. Roll The Dice.
3	The first match you tasted blood in your mouth from. Roll The Dice.
4	The time you discovered exactly what being "worked stiff" meant. Roll The Dice.
5	When you finally won a title in the company. May not have been the World Title. But it was yours. Roll The Dice.
6	That time you first saw someone take a bad injury from the business. Roll The Dice.
7	A first tag team. How anxious and nervous you were at the change of pace. Roll The Dice.
8	Handling a backstage dispute. You learned the difference between what you did and a "real" fight. Roll The Dice.
9	Booking your first show. The silk tie around your neck as you went to official meetings feeling odd. Roll The Dice.
10	Losing your first title and how your shoulder felt lighter without it. Roll The Dice.
J	Your first injury, strong and resonant, surges through your mind. The sheer pain of it. Roll The Dice.
Q	You remember the first friend you met through this business. How they had your back no matter what. Roll The Dice.
K	The time you saw the ugliest face of this business. The thing that keeps you staring up at the roof at night. Roll The Dice and do not discard this card. When you draw the fourth king and this was your first, you retire, realizing your time has come and gone in this business.

DEBRIEF

Take a moment. Breathe.

Did you do it? Did you win the title? Did you finally climb to the top of the mountain, winning the World Title, staring down on all of those who fell before you?

Or did you fail? Did your body simply fall away to the test of time and you discovered there's a limit to how much you can push the human body?

You spent months on months working with the new talent, giving them tips to not fall into the same pitfalls you did. Advising them on their match ethic. Warning them off bad gimmicks. Even going to bat against management for them.

But it didn't work. It didn't give you the shot you wanted. And that's OK.

When you look back on your career, what would you rather? The bitter recollection of everyone you stepped on the back of along the way, leaving only sourness and hardship for those who you worked with and trusted you?

Or would you prefer to be someone they speak of in stories with smiles on their faces. The person no-one denies buying a round for when they come to watch a show. The wrestler who they will say "Always had time for me."

Because that title? You'll be booked to lose it at some point. But seeing the generation of wrestlers come after you and knowing you made this business just a little less demanding for them? Have a feeling that'll last longer.

My Way

