



 **WITH AUTHORITY! MANUAL!**

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## I. -=GETTING STARTED NOTE=-

Before getting started, it is STRONGLY urged that you play the three in-game tutorials in the LEARN TO PLAY section of the game. They consist of **Tutorial #1: Game Overview**, **Tutorial #2: How to Win**, and **Tutorial #3: Advanced Topics**. It will make understanding this manual SO much easier.

These tutorials are accessed by launching the With Authority! Game and then clicking on the “LEARN TO PLAY” tab.

## II. -=HOW TO WIN / MATCH TYPES=-

Different match types have different rules. Some have a 'no DQ' clause, others you can only win via submission, and others only via putting your opponent through a table! Here's a complete list of the different match types, and their rules.

\* **Normal** - This match can be won by pin fall, submissions or disqualification. Recommended match length; 50 turns.

\* **Hardcore** - Win via Pinfall or Submission. Pinfalls count both inside and outside of the ring. The referee will still give out Warnings but won't disqualify anyone. Once you are in control with 10 Momentum, you can move to ringside by clicking the "Take It Outside" button. Recommended match length; 50 turns.

\* **Steel Cage** - Escape the cage to win. Escape only when opponent is Stunned or on the Mat. No DQ points will be given. Recommended match length; 50 turns. BANNED Specials: Weapon Specials, Referees, Supports.

\* **Submission** - This is a technical wrestling match where you can win by submission or disqualification, but not pinfall.

- If you receive 2 or more Warnings, you are automatically disqualified, period. This is a relatively clean match, although you can still get away with the occasional Choke On The Ropes or Get Illegal Leverage.
- You cannot play Pin specials. For any move or other effect that automatically pins your opponent, the pin is ignored.
- If you have 0 HP remaining and you're not in Control, the only moves you can play are Defensives and Finishers. (If you're in Control, you can play moves normally, but see below.)
- If you are playing a move offensively (that is, a move that is NOT played as a counter), that move must either be a Technical move or it must have one of the following keywords: Takedown, Hold, Trademark, Finisher. You can break this rule twice per match. (If you're playing a move as a counter, even if you're in Control, you can play any move you could play in a Normal match and it won't count as breaking this rule.)
- All other rules are the same as a Normal match.  
Recommended match length; 50 turns.

\* **I Quit** - You win by making your opponent submit or by connecting with a move that does 13 damage or more when your opponent had 13 Hit Points or less. The referee will still give out Warnings but won't disqualify anyone. When you have 0 Hit Points left you can only counter with Defensive moves. You may still Auto counter and play specials that will counter the move. Recommended match length; 100 turns. In tournaments, this match type is given a 40 minute time limit.

- BANNED pages: Support, Referee and Pin specials.

\* **End of Battle Royal** - If your opponent is moved to ringside, they are disqualified and you win. You can do this by connecting with a move that sends your opponent to the floor. The End of the Battle Royal is a no disqualification match type. You can not be disqualified by any means except for moving to ringside.

- At the beginning of the match, each Superstar gets three momentum randomly chosen from the momentum types you do not have a "0" limit in. (Note that Kurt Angle will begin the match with four momentum because he gains a Knowledge also.) All superstars begin with one-third (1/3) of their starting Hit Points.
- Pages in your Lead Off that are not momentum or defensive moves are shuffled into your playbook. After that, you draw pages from your playbook until you have a total of seven pages in hand. For instance, if you have Strike, Technical and Dodge in your Lead Off (and no other pages) you'll draw four pages at the start of the match. If you have a lead off of Agility, Agility, Strike, Knowledge, Dodge, Drop Kick to the Floor, and Skin the Cat, you will ditch the Drop Kick to the Floor and Skin the Cat, and draw two new pages.
- If you have hit with 3 moves in a row or if your opponent has no Hit Points Left, you can also click the "Send To Ringside" button to try to win. You have a 50% of winning, otherwise your opponent gets control. Your opponent may play "Grab The Ropes" to stay in the match — but you keep control. Using this button is like pinning in a normal match — each failed attempt makes your future attempts cost Attitude momentum.
- At the start of each turn, any players at ringside are disqualified. If both players are at ringside, the result is a draw.
- Recommended match length; 50 turns.

**Backlash** - Backlash is a very different, strategic match where you can win by pinfall, submission or disqualification. At the start of the match, you draw the first 100 pages in your playbook and then the rest of your playbook is ditched. All other rules are the same as a Normal match; however, with such a large opening hand and no playbook to draw from, the strategy for building a playbook and playing in this type of match will be extremely different from a normal match!

- Recommended match length; 50 turns.

\* **Table** - You win by putting your opponent through a Table (including the Spanish Announce Table).

- You can click the 'Set Up A Table' button to put that move into your hand if you have 12 Momentum and you don't have that page in hand (and there isn't already a Table in play.) 'Set Up A Table' cannot be countered.
- The referee will still give out Warnings but won't disqualify anyone.
- You may only play one Illegal move per match. You may only play one Damage special per match.
- Recommended match length; 50 turns.
- BANNED pages: Immunity, Un-Americans, and all Referee and Pin specials.

**Ladder** - You win when you "Climb The Ladder" or if you have the most Attitude when the turn limit is reached (in case of a tie, a random player wins.)

- The referee will still give out Warnings but won't disqualify anyone. You may only play two Illegal moves per match (not including Ladder moves).
- At the start of the match, four copies of "Climb The Ladder" are shuffled into your playbook. (This means it is possible to have as many as 9 copies of that page.)
- If your opponent is stunned or has less than 20 Hit Points, you can click the "Set up a Ladder" button to put "Ladder" into play. You can only do that when in control, if you haven't played a move yet that turn, and if you don't have Set up a Ladder in hand. You can't use the button if a Ladder is already in play, either.
- Recommended match length; 100 turns. This will have a 40 minute time limit in tournaments.
- BANNED pages: Immunity, and all Referee and Pin specials.

\* **Main Event** - This is a match for advanced players, with a more strategic and realistic feel. It is not recommended for players who just want a simple game. You can win by pinfall, submission or disqualification.

- One major change is that the Pin Math for this match type is completely different from a Normal match. The new pin math is as follows:
  - If the superstar being pinned has half or more of their starting HP: -100%

- If the superstar has a fourth or more of their starting HP: -25%
- If the superstar has a tenth or more of their starting HP: -10%
- If the superstar has more than zero HP: 0%
- If the superstar has zero HP: +25%
- If the superstar being pinned is Stunned: +5%
- Every other status page (Staggered, etc.) is a +2% per.
- Like the Normal match, +/- 2% per point of Momentum difference between both superstars.
- If the pinning superstar connected with a Finisher this turn or last turn: +20%
- If the move was a Trademark: +5%
- If the move was Impact: +2%
- If the move was Takedown: +2%
- For each damage the move did, total: +1% per point of damage (including damage bonuses)
- For every 2 turns that have elapsed in the match: +1%
- All pin modifiers are cumulative. If your last connected move was an Impact Trademark that did seven damage or more, the Last Move bonus is worth +14%.
- As with the Normal match, if the final pin chance is less than or equal to 0%, the pin will always fail. If the final pin chance is greater than 95%, it is reduced to 95%.

#### ▪ **SPECIAL RULES**

- At the end of any turn where there is no Referee special in play and the Ref is not distracted, a random Referee is put into play on a random player's side. Referee specials cannot be played from any player's hand.
- During the course of the match, from 0 to 2 randomly-chosen Events will be put into play automatically, even if neither player has those Events in their hand or playbook. These Events do not count towards the "three Events total per match" rule, but they will respect the "one copy of each Event per match" rule. These will only happen after turn 20.
- Every time you inflict a total of 7 damage on any of your opponent's body parts, a Status special representing an injury will be put into play for your opponent. Like all Statuses, you can only have one copy of each in play on your side at a time, but if you somehow removed one it would be put back again if your opponent did a total of 14 damage, 21 damage and so on to that body part. **The injuries are as follows:**
  - Injured Arm: when you connect with an Arm Extended, In Close or Mad Rush move, there is a 50% chance you ditch a random page from your hand.
  - Injured Back: As above, but with In Close, Back to Foe and Victim Below moves.
  - Injured Head: As above, but with Standing Above, Behind Opponent and Head Down moves.



- Injured Leg: As above, but with Leg Extended, High Risk and Hit or Miss moves.
- All non-Hold, non-defensive moves can sometimes have other automatic effects:
  - 4% of the time, a move will send the victim to ringside.
  - 10% of the time, a move will put the victim on the mat.
  - 40% of the time, if a move has a base damage of 5 or more, it will either receive -2, -1, +1 or +2 damage (randomly chosen).
  - All Finishers do +5 damage.
- Whenever a move is countered, it is shuffled into its owner's playbook.
- Once per match after turn 20, each Superstar can Move To Ringside (the button will appear, and will have the same effect as the similar button in Hardcore matches).
- You can only pin in the ring, and only if your opponent is on the mat, or you connected with a Finisher within the last two turns.
- You get one extra turn at ringside (compared to a Normal match) before a count-out can happen.
- All other rules are the same as a Normal match. Recommended match length; 60 turns.

\* **Normal - Season 1** - This match can be won by pinfall, submissions or disqualification. THE ONLY PAGES THAT MAY BE PLAYED ARE: FIRST EDITION, NO WAY OUT, AND WRESTLEMANIA X-8, WITH EXACT REPRINTS. (NO BELT/PROMO PAGES)

- Recommended match length; 50 turns.

\* **Normal - Season 2** - This match can be won by pinfall, submissions or disqualification. THE ONLY PAGES THAT MAY BE PLAYED ARE: SECOND EDITION, TABLES, LADDERS, AND CHAIRS, UNFORGIVEN, AND SUMMERSLAM 2002. (NO BELT/PROMO PAGES)

- Recommended match length; 50 turns.

\* **Cruiserweight** - This match can be won by pinfall, submissions or disqualification. Only Superstars with a base Hit Point of 65 and under can be used.

- Recommended match length; 50 turns.



### III. -=MOMENTUM=-

There are 5 Ability Momentum types. You need Momentum in order to play your Moves and Specials. You may only play 1 Momentum page each turn, and only when you're in Control. You may have as many of these in your Playbook as you wish.

- \* **Agility**: Blue. Picture of a spring.
- \* **Technical**: Green. Picture of a wrench.
- \* **Strike**: Red. Picture of a hammer.
- \* **Knowledge**: Yellow. Picture of a graduation cap.
- \* **Strength**: Orange. Picture of a barbell.

There are also non-basic Ability Momentum pages you will come across in the game. ('Great' Momentum, Hardcore Momentum, and Superstar Specific Momentum) These Momentum have certain requirements you must meet in order to play them, however, they all still follow the '1 per turn' rule.

Along with Momentum you can play, there is also Momentum you can gain. This Momentum is white in color on your game screen, and is called Attitude.

You gain 1 Attitude when you connect with a non-Defensive Move, and lose 1 whenever you are hit with a Move of any type (Defensive or non-defensive). You also lose Attitude when using the Pin button.

## IV. -=MOVES=-

Move pages are what you play against your opponent in order to cause damage to them. There are many different areas to cover with Moves. And those are; Method, Damage, Body Damage, Cost, Move Type, what they counter, and Modifier.

\* **Method:** This is what Ability type the move is. It will consist of 1 of 4 (of the 5) Ability Momentum types. (Technical, Strength, Strike, or Agility)

\* **Damage:** This is how much Damage the move does. (How many Hit Points are taken away from your opponent when you hit them with it) Some moves have their Damage increased from Superstar Abilities, Specials, other moves, or special effects that you will find on the move page itself.

\* **Body Damage:** Some moves do Body Damage to certain body parts. The parts you can target are: Head, Arm Body, and Legs.

Increasing Body Damage on body parts make it easier for your opponent to tap out via a Hold (submission) to the respective body part.

\* **Cost:** Every Move has a total Cost value. This is how much Momentum you need in order to play the Move. (For example, Sharpshooter requires 14 Momentum) However, most Moves also have an Ability Cost. Meaning you also need that much Ability Momentum in order to play the move. (For example, Sharpshooter Cost is 14 Momentum. However, it has an Ability Cost of 2 Knowledge and 2 Technical. So not only do you need the 2 Technical and 2 Knowledge, but you need a total Momentum of 14 in order to play it)

\* **Move Type:** There are 12 different Move Types in the game. They are;

- |                   |                  |
|-------------------|------------------|
| - Arm Extended    | - Head Down      |
| - Back to Foe     | - In Close       |
| - Behind Opponent | - Leg Extended   |
| - Defensive       | - Mad Rush       |
| - High Risk       | - Standing Above |
| - Hit Or Miss     | - Victim Below.  |

Rather or not your Playbook will be effective is ideally determined on how well the Move Types in your deck coexist. Ideally, you want to pack Move Types of the same type. (For example, a Playbook of all In Close moves, all Head Down moves, all Victim Below moves, etc) However, it is very tricky to have a deck of ALL the same type and have counters for every move type in the game. So finding good 'combo' Move Types usually proves to be the best idea. In which case, you want to find Move Types that have a shared counter Move Type. (For example, Back to Foe and Behind Opponent Moves are both countered by Elbow and Russian Leg Sweep. So putting those two together would be an excellent idea)

\* **Counter:** Some moves are able to counter other Moves. Some moves aren't. In order to find out what moves a certain move does or does not counter, simply double click the page to see it's back side.

\* **Modifier** (aka Keyword): Most moves in the game have a Modifier (aka Keyword) that effect (or affected by) many numerous pages. There are 7 Keywords to consider; Illegal, Takedown, Hold, Finisher, Trademark, Drop, Impact.

\* **Illegal:** You will receive DQ points if you connect with this move. (See Disqualification section)

\* **Takedown:** Your opponent will be put On the Mat if this move connects. And if done at ringside, there is a 50% chance this move will do double its base Damage. While on the mat, you can hit your opponent with moves that requires your opponent to be On the Mat.

\* **Hold:** When a Hold connects, unlike other moves; it won't go away at the end of the turn. Holds can be kept on for several turns, doing extra body damage each turn.

- During the Move Step, if you have your opponent in a Hold, you have a choice: you can 'Release' the Hold (by pressing the Let Go button), or you can 'Apply' the Hold (which means you keep it on) by selecting any page in your hand and Ditching it.
- When you Apply a Hold, your opponent still gets a Counter Step where they can try to counter your move. The opponent cannot play "escape" specials, like Grab the Ropes, when a hold is first being applied.
- When you connect or Apply a Hold that does body damage, and the amount of damage to that body part of your opponent is greater than their HP, they'll automatically submit and you'll win the match. Some moves do body damage but aren't Holds. Your opponent will never submit to those.

\* **Finisher:** A Superstar's Finisher. (Stone Cold Stunner, Rock Bottom, etc) Finisher moves can not be Auto Countered. And are the strongest (and most costly) moves in the game. (Rather being Damage or effect wise) It's usually a good idea to make a deck with the same Move Type as your Finisher, in order to run your opponent dry of reversals for it.

\* **Trademark:** Moves only a certain Superstar can play. (For example, Undertaker can play Old School, The Rock can play The Rock's DDT, X-Pac can play Bronco Buster - and only them) If a Trademark doesn't belong to a certain Superstar - that Superstar can't play it.

\* **Drop:** If a move has the Keyword 'drop' in it, it would affect (or be affected by) anything else that refers to Drop moves.

\* **Impact:** If a move has the Keyword 'impact' in it, it would affect (or be affected by) anything else that refers to Impact moves.

## V. -=SPECIALS=-

Specials represent all sorts of things that go on during a match between or during moves. You can only play one Special per turn. However, a few Specials actually do allow you to play another Special that turn. (Off the Top of the Ladder, Move to Ringside, "WORM" Specials, etc)

Each Special has a Momentum Cost, and you have to have at least that much Momentum in order to play it. (For example, Ring Veteran has a cost of 10, so you need at least 10 total Momentum - of any types - in order to play Ring Veteran)

Some Specials also have Ability Momentum costs. Not only do you need the required total Momentum to play them, but you also need the Ability momentum required to play them. (For example, Ring Veteran requires 1 Strength, 1 Strike, 1 Technical, and 3 Knowledge Momentum to play)

You can see the effect of the Special pages (like you can all pages) on the page of the card.

There are 19 Modifiers (Keywords) that make up Special pages. They are Action, Damage, Event, Face, Heel, Gameplan, Pin, Referee, Ringside, Run-In, Support, Trademark, Unique, Entrance, Hidden, Weapon, Three I's, WORM, nWo

\* **Action:** If a Special has the Keyword 'action' in it, it would affect (or be affected by) anything else that refers to Action Specials.

\* **Damage:** If a Special has the Keyword 'damage' in it, it would affect (or be affected by) anything else that refers to Damage Specials. Usually the more aggressive of Specials. Causing more Damage, Body Damage, stripping your opponent the ability to Auto Counter, or even causing your opponent to bleed.

\* **Event:** Each Event special may only be played once per match, and no more than 3 Events total.

\* **Heel:** The 'bad guy' cards. Once you play a Heel page, you can not play Face pages.

\* **Face:** The 'good guy' cards. Once you play a Face page, you can not play Heel pages.

\* **Gameplan:** If a Special has the Keyword 'gameplan' in it, it would affect (or be affected by) anything else that refers to Gameplan Specials

\* **Pin:** Causes a Pin. Some times, with special effects. (Opponent can't play Specials, an added Pin percentage chance, etc)

\* **Referee:** You may only play a Referee if there is no other Referee in play.

- \* **Ringside:** Can only be played at ringside.
- \* **Run-In:** If a Special has the Keyword 'run-in' in it, it would affect (or be affected by) anything else that refers to Run- In Specials. This involves a Superstar running in to help you out.
- \* **Support:** Can only be played if the Support page isn't already in the match, rather your opponent has already played the same support page, or if your opponent IS the Support you want to play. (For example, if my opponent has the Vince McMahon Support page in play, I now cannot play Vince Support unless he is somehow removed from play first. Also, if my opponent is Trish Stratus, I cannot play the Trish Support page)
- \* **Trademark:** Specials that can only be played by their respective Superstars. (For example, Stone Cold can play The Rattlesnake, The Rock can play Just Bring It, Hulk Hogan can play 24 Inch Pythons, etc)
- \* **Unique:** Only one copy of the page may be in play TOTAL. (IE: You and your opponent can NOT both have Advantage: Experience or Pay the Price in play) However, you may pack multiple copies.
- \* **Entrance:** Superstar may only play 1 Entrance, and only on turn one or two.
- \* **Hidden:** You opponent cannot see this page while it's in play.
- \* **Weapon:** If a Special has the Keyword 'weapon' in it, it would affect (or be affected by) anything else that refers to Weapon Specials. Involves using Illegal weapons.
- \* **Three-I's:** Kurt Angle's Trademark Specials consisting of Intensity, Intelligence, and Integrity.
- \* **WORM:** Scotty 2 Hotty's Trademark Specials. Consisting of W, O, R, and M.
- \* **nWo:** nWo member's Trademark Specials. Consisting of 4-Life, New World Order, nWo Country, and Poison.

## VI. -=SUPERSTAR ABILITIES/LIMITS/HIT POINTS=-

Superstar cards are what determine what Superstar you are going to use. (Triple H, The Rock, Stone Cold, etc) Each Superstar is different in Abilities, Limits, and Hit Points.

Abilities: A unique effect each Superstar has. Some effects happen manually (Kane's 'ignore first stun' effect, Brock Lesnar's 'gain 1 Strength' effect) and some require you to manually activate (The Rock's 'draw 2 pages' effect, Triple H's 'draw a page from your Playbook' effect). In order to activate manual Special Abilities, simply click on the head of your Superstar during a match and click the Special button that appears.

Limits: Momentum Limits limit how many of a certain Momentum type a Superstar can have. Under no circumstances can any Superstar break these Limits. (Triple H has an Agility Limit of 1. Therefore, he cannot have more than 1 Agility - ever. If Triple H were to already have 1 Agility, and were to have an Agility Momentum page in his hand, he would not be able to play the page) If a Superstar, for whatever reason, happens to lose a Momentum he has already maxed out, he could then play a Momentum page of the type he had maxed out. (If Triple H lost his Agility, he could then play another Agility Momentum page)

Hit Points: This is your life, your health. There is no way to regain Hit Points (Unless playing cards that allow you to regain them - for example, 'Take a Breather') Hit Points determine how easily you can be pinned (see Pin section of this Tutorial) And also plays a role with certain Specials. Hit points are broken down into the following ways:

$3/4 \text{ HP} + 1 \rightarrow \text{STARTING HP} = \text{GREAT}$

$1/2 \text{ HP} + 1 \text{ HP} \rightarrow 3/4 \text{ HP} = \text{GOOD}$

$1/4 \text{ HP} + 1 \rightarrow 1/2 \text{ HP} = \text{WOOZY}$

$0 \text{ HP} \rightarrow 1/4 \text{ HP} = \text{SEVERELY HURT}$

## VII. -=AUTO COUNTERING=-

When your opponent plays a Move, you have the option to Auto Counter it. You can Auto Counter just about any move. To do so, just hit the Auto Counter button. Then, you have to choose 7 pages in your hand to ditch. Once you do that, your opponent's move is countered and you gain control. If you have less than 7 pages in your hand, you cannot Auto Counter. Also, all Trademark Finishers (Rock Bottom, Stone Cold Stunner, Pedigree, etc) can NOT be Auto Countered.



## VIII. -=PINNING YOUR OPPONENT / PIN PERCENTAGES=-

Your chance to pin is equal to: Base Pin Chance + Momentum Bonus + Finisher Bonus.

If that gives a greater than 95% pin chance, it is set to 95%. Your opponent always has a 5% chance to kick out (or prevent you from escaping the cage.)

Pin Chance

HP Remaining Base pin chance

>=50%	100%
>=33%	25%
>=25%	10%
>=10%	35%
>=1%	65%
=0	100% (95%)

Momentum Bonus: (My momentum - your momentum) x 2. In other words, twice the difference between your momentum and mine. This can be a negative number if you have less momentum than your opponent.

Finisher Bonus: +20% if your last connected move was a finisher and you connected with it this turn or last turn.

Every time you attempt a Pin by pressing the Pin button, you lose Attitude Momentum. If you don't have enough Attitude, you can't Pin at all.

It costs Attitude equal to the number of times you've clicked the Pin button earlier in the match. So, your first Pin costs 0 (and is free), but your second Pin requires 1 Attitude, your third Pin requires 2 Attitude, and so on. And unlike most costs in this game, you actually lose that Attitude when you attempt a Pin.

So don't try to Pin your opponent if there's no chance... it doesn't help you win, and it'll hurt later when you really want to pin but can't!

Some pages automatically Pin the opponent as part of their effect. Luckily, this doesn't affect the cost of using the Pin button, and you don't pay any cost when you Pin that way. The Pin cost only applies when you press the Pin button.

Be careful, though. If your opponent kicks out of a Pin that you attempted via the Pin button, your opponent gets Control right away.

## IX. -=DISQUALIFICATIONS AND WARNINGS=-

In normal matches, you can be disqualified if you get too many warnings. You have a 5% chance per warning of being disqualified, and this is checked for whenever you get Warnings. You cannot be disqualified if you have 4 or less Warnings.

An example: Assume I start with 0 Warnings. If I hit you with a Low Blow Kick, I get 3 Warnings, but have no chance of being disqualified. If I hit you with another Low Blow Kick, I now have 6 Warnings, and a 30% chance of being disqualified on the spot!

## **X. -=CROWD SUPPORT AND MOVE STRINGS=-**

A "move string" is a series of moves that one player does to another without being countered. An example: If you are in control and I counter with a move, then hit two more moves, I have connected 3 moves in a row. If I got control from a special or from you passing, and I hit two more moves, I would only have a 2 move string.

Crowd Support is given to your opponent if you connect with the same move type twice in the same move string. For instance, if I Punch (arm extended), then Clothesline (mad rush), then Chop (arm extended) and you didn't counter any of them, you would get Crowd Support after the Chop.

This rule also applies for Defensive Moves (Duck, Dodge, Shove, etc). For instance, if I Duck (defensive), then attempt a Body Slam, then my opponent counters with Knee Lift, and I counter with a Standing Switch (defensive) if my opponent doesn't counter either of the Defensive Moves, he would get Crowd Support.

## **XI. -=RINGSIDE=-**

At the start of each turn, if the superstar in control has been at ringside for more than 4 turns in a row, there is a 50% chance that everyone at Ringside will be disqualified. If all superstars are disqualified at once, the match ends in a draw.

However, any Takedown or Drop Moves successfully played while at ringside, have a 50% chance of doing double their Damage.

You may also play Ringside Specials while at ringside.

## XII. -=STATUS SPECIALS=-

Certain moves and specials can cause certain effects which in turn, give you a status.

\* **Stunned** - While stunned, you cannot play moves, specials, and you cannot autocounter. Unless, you play a special that specifically says that it can be played while stunned. The Stunned status leaves at the end of the turn.

\* **Busted Wide Open** - At the beginning of each turn this Superstar loses 1 Hit Point and the top page of his playbook is ditched. (Each Superstar may only have one copy of each Status in play)

\* **Staggered** - If this Superstar counters a move, he ditches 2 random pages. His countering move can't be countered by moves. This page leaves play in 3 turns. (including the turn it's applied), or when this Superstar starts a turn in control.

\* **Grounded** - This Superstar cannot play any Agility moves or Momentum for five turns. (Each Superstar may only have one copy of each Status in play).

\* **Insulted** - This Superstar has a -20% pin chance penalty for the rest of the match, but does +1 damage will all Impact Moves. (Each Superstar may only have one copy of a Status in play).

\* **Frustrated** - A random one of your Gameplans are ditched from play. You can't play Special pages from hand (excluding Once to Often). You can't attempt to pin (unless it is from a move). This page leaves play when your opponent takes a total of 8 damage from your moves.

\* **Trapped** - You can't counter Strike moves or Drop Kick. This page leaves play when the next turn ends.

\* **nWo Control** - You Auto Counter for -1 page. Your opponent Auto Counters for +1 page.

\* **Injured Leg** (*Main Event Match Type Only*) - Whenever you connect with an leg extended, high risk, or hit or miss move, there is a 50% chance that you ditch a random page.

\* **Injured Head** (*Main Event Match Type Only*) - Whenever you connect with a standing above, behind opponent, or head down move, there is a 50% chance that you ditch a random page.

\* **Injured Back** (*Main Event Match Type Only*) - Whenever you connect with an in close, back to foe, or victim below move, there is a 50% chance that you ditch a random page.

\* **Injured Arm** (*Main Event Match Type Only*) - Whenever you connect with an arm extended, in close, or mad rush move, there is a 50% chance that you ditch a random page.

## **XIII. -= P2P Game Playing Modifications=-**

### **GTR RULE V.2.1**

You may only play ONE Grab The Ropes in official tournament matches (Nitro doesn't count). You may have 5 in your deck, but you may only play 1. Breaking this rule results in being dropped from the tournament and loss of title (if any).

This rule does not apply to Submission matches or matches without a turn limit.

This rule also does NOT apply to the Royal Rumble WTT. In the Royal Rumble itself, you may play as many as you wish. However, it still applies to the title match.

### **BROCK LESNAR**

Brock Lesnar is not allowed to play Amazing Entrance – in **any** match.

### **EXPANSION**

Raven, Mick Foley, Chyna, and any other “TF” pages are not playable. Don’t use them.

### **BUGS**

All exploitable bugs (which will not be listed here for obvious reasons) are not to be played in any match. Doing so will result in being permanently k-lined/banned from the game.

## XIV. -=PAGE CHANGES (2004)=-

The following pages were changed in 2004. If you want to use your old WA! Client and folder, you MUST type “/pageschanges” into WA! P2P.

**Brock Lesnar:** Can't play Amazing Entrance

**Chris Benoit 2E:** He now draws a page for every 5 body damage instead of 7.

**Edge 2E:** Pin chance for every move is now 0 - 4% chance added, instead of 1% for all.

**Jeff LE/TLC:** Draw a page when you play a drop move instead of connecting with.

**Kane 2E:** Special Works from turn 20 rather than 25.

**Kurt Angle 2E:** Strike Limit removed.

**Rey Mysterio:** Strike limit is now 2 instead of 1.

**Rob Van Dam:** Strength Limit is now 2 instead of 1.

**Steve Blackman:** Page draw up to 6 from 4.

**The Rock 2E/LE:** Page draw up to 6 from 4

**The Undertaker NWO:** Page draw up to 5 from 4



## **XV. -= CREDIT=-**

This manual was written by Highspot. It has been edited by JMBCCXXVI. Parts of this came directly from the WA! P2P Web site, the old With Authority! Web site, the With Authority! game itself, and/or other outside sources. Any ™ and trade names are the properties of their respective owners. The original version and web based version of this manual can be found on the WA! P2P Forums located here: <http://wap2p.com/forum/showthread.php?t=1438>

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