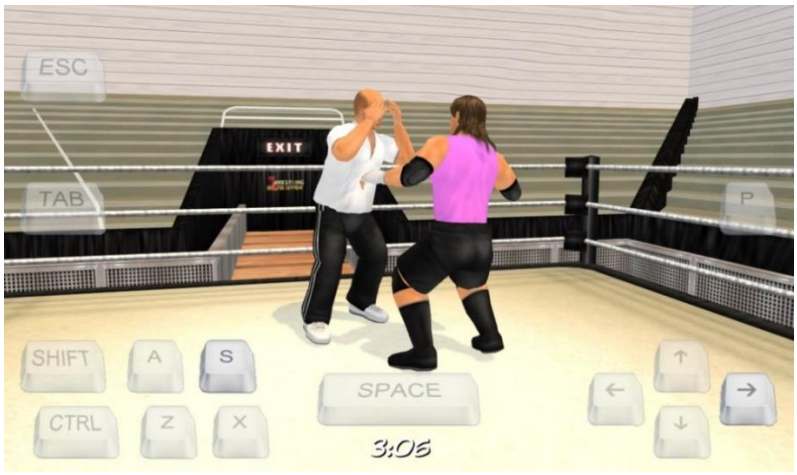
WEEKEND WARRIORS

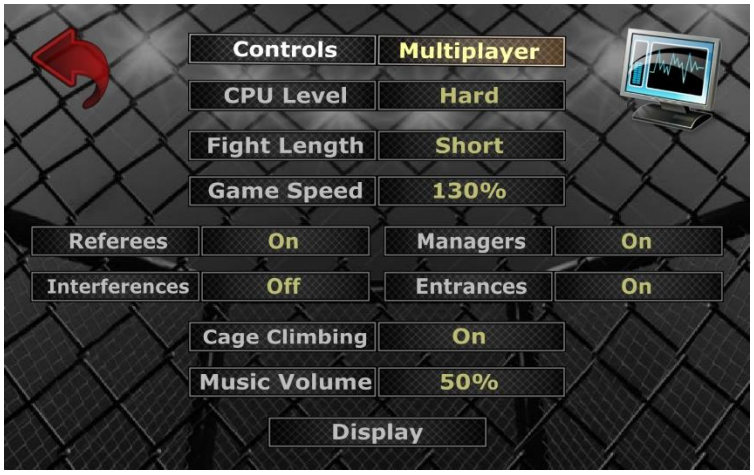
For the first time ever, the original touch-screen mobile app has now been adapted for a controller! It should automatically detect any Xbox or Playstation style layouts, but there is also a “Calibration” option to accommodate any other. There is an interactive “Training” process that you are advised to play through, but the basic commands are as follows:

D-PAD / LEFT STICK = Movement (double tap to run or dash)
X = Strike (with a direction to aim left/right, high/low).
Y = Grapple
A = Block
B = Pick-Up / Drop (with a direction to throw)
RIGHT STICK = Taunt / Release hold / Pin / Referee duties / Move name slot
SHOULDER BUTTONS = Switch focus
SHOULDER TRIGGERS = Control different character (where possible)
START = Pause / Camera options



Although not recommended for such a button-mashing game with precise 360 directions, it is nonetheless possible to play by keys:

CURSORS = Movement (double tap to run or dash)
A = Strike (with a direction to aim left/right, high/low).
S = Grapple
Z = Block
X = Pick-Up / Drop (with a direction to throw)
SPACE = Taunt / Release hold / Pin / Referee duties
SHIFT / CTRL = Switch focus
TAB = Control different character (where possible)
P = Pause / Camera options
ESC = Quit / Skip



Multiplayer

This game was envisaged as a single-player experience with handhelds in mind. However, on a desktop PC it is nonetheless possible to access “Multiplayer” via the “Controls” option. This instructs the game to allow any other controllers (or the keyboard) to join the action – including career matches! If you are not happy with the character you have been automatically assigned, you can switch to another one via the TAB key or shoulder triggers.

Menus

- Please note that directions are used to highlight a box, whereas buttons or mouse clicks are used to change values to either side.
- Shoulder buttons/triggers can be used to change tabs or pages wherever possible.
- Click the back arrow or press ESC to exit any screen or skip any process.
- When a response is required in a conversation, click on your chosen line of text.
- Double-click on a character slot to select them (click once to preview their stats).
- Click and hold over a character slot to pick it up and move it.
- Hold down the mouse button and move to scroll through the rest of the calendar or roster, etc.
- Click the name of a match in setup screens to randomly generate a new one.

Grappling

Fans of the pro wrestling games may be surprised to find how much has changed for MMA – where you have to work harder to get your own way against an unwilling opponent! In grapples of any kind, you can direct the movement in any of the 4 possible directions – but you should also get a sense of how your opponent is resisting. Going with the flow will help you transition quicker, whereas opposite resistance is harder to work with. Along with the direction, your button presses also state your intention. You can either lash out with **Strikes**, use the **Grapple** command to transition to a different hold, or use the **Block** command to execute throws or escapes. The Taunt command will release any hold entirely. Notice that pressing a button repeatedly is more effective that holding the command half-heartedly.

The key to success is knowing what your options are in any given situation. There are more move combinations in this game than I could ever explain. Half the fun is figuring them out for yourself, but here are some examples to get you thinking along the right lines:







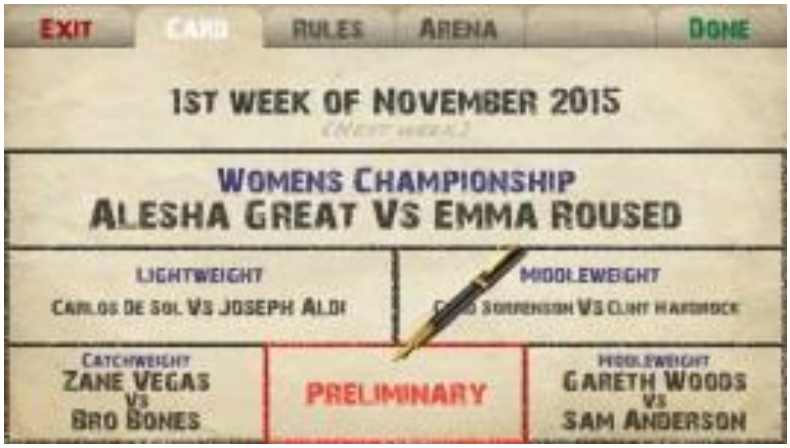






Calendar

Each year brings a standard schedule of fights you are supposed to take to climb up the rankings. These are normally spaced out every 2 weeks to help you recover, but you can fill in the gaps with your own “Pay-Per-View” events if there’s somebody you think you could draw money with! Simply double-click on an empty slot to find somebody to fill it with. You can then look through your schedule by clicking a date slot (or using the shoulder buttons).



Match Making

Upon selecting a date to focus on, you can book up to 6 fights. Click either side of the date line (or use the shoulder buttons) to browse through the calendar in real time. Simply click an empty slot to fill it or click any existing names to replace those. You can clear the slot by hitting the X in the corner, or randomly generate a fight by pressing the arrows. It's up to you how much content you offer your fans and how often (but at least 3 fights every 2 weeks is suggested). Although a card would be booked well in advance in real life, you are free to make last minute changes in this game. On the night of the show, pressing PLAY will either start the currently highlighted fight or the nearest available one. You may enjoy playing each one, or you can set the controls to "CPU" to WATCH them. You can instantly simulate a result from the pause menu. Once a fight is over, the winner will be highlighted green and the loser red.

Attendance

Depending on how popular and highly ranked the fighters are in each spot, your card will attract an increasingly large audience. Don't worry if you open up to 500 fans watching the preliminaries because the arena should fill up by the end of the night! As you'd expect, the main event is largely responsible for drawing the most people - so not putting your best fight there is a wasted opportunity. On the other hand, the preliminaries have less impact - so feel free to experiment with weaker talent there. The appeal of a fight can also be magnified by having championships on the line or settling an existing rivalry.

Finances

The more fights there are, the more you can charge for tickets. A main event is worth $5, the co-mains are worth $3 each, and the preliminaries are an extra $1 each - adding up to a maximum of $14. But it's important to strike the right balance, because you also have to pay the agreed "Purse" to any talent you use. Unlike the fighting career, they are paid whether they win or lose. Every week, your company also has "Expenses" to keep up whether you have a show or not. This is relative to how much you have in the bank, challenging you to become increasingly more successful.

Ratings

It's not enough for popular stars to just "show up" because each fight on the card also has to entertain the crowd. This comes easier to talented fighters who the fans enjoy watching, but they still have to apply themselves. A fight is considered to be entertaining if it contains a lot of back-and-forth action, peppered with knock-out blows, spectacular takedowns, and clever counters. If a fight is too one-sided or stagnant, the fans may lose interest. Having a title on the line or an existing rivalry can add to the hype. The overall quality of the show will influence whether your brand's popularity goes up or down - as reflected by the TV ratings. This in turn affects how many people will come to see your product next time. As with the attendance, there is a greater responsibility on the main event to be entertaining whereas the preliminaries contribute less.



Attributes

When choosing which fighters to use, you may want to consider the following stats:

- **Popularity** is how well known they are (though not necessarily well LIKED!). The more famous stars attract larger audiences and command larger fees. Their actions are also considered to be more entertaining.

- **Striking** indicates how much damage they can inflict. Good strikers are more likely to knock out opponents. Their strikes are also more entertaining to fans.

- **Grappling** affects how easily they can either make transitions of their own or thwart the efforts of an opponent. Good grapplers are also more likely to make opponents tap out.

- **Speed** refers to both how quickly they move and how swiftly they strike. Both are valuable assets in taking control of a fight, as well as entertaining an audience.

- **Stamina** determines how quickly their health recovers - both during a fight and between fights. An unfit athlete will not be able to perform at their best week after week, as all physical stats are filtered through their current health.

- **Toughness** refers to their ability to absorb punishment - such as how many shots they can take before falling down, and how quickly they can retaliate with an attack of their own. It also suggests how likely they are to submit, bleed, or get injured.



Editing

You can make the world your own by changing every character on every roster. To help preserve your hard work, this game also features "backup" and "restore" options. Feel free to use those without ever losing the "default" universe that is always on standby. Whatever you do, bear in mind that both the “Career” AND “Promoter” modes will be affected by these changes. Each mode shares the same universe and tries to keep them consistent wherever possible.

Modding

These older games expose all of the media such as textures and sound FX if you’d like to replace them with your own! All I ask is that do indeed stick to asset swapping alone, as redistributing the whole game to others would be both illegal and unhelpful to the project. A separate modding guide can be found in the installation to explain more about this.

Further Reading

I regret that there is more to this game than I could ever explain here, so I hope you enjoy figuring some things out for yourself! Or you may want to join the debate on social media where any curious questions will be answered by myself or other players:
www.facebook.com/MDickieFans
www.twitter.com/MDickieDotcom
www.youtube.com/MDickieDotcom