

*"Wrestling is ballet with violence."  
- Jesse 'The Body' Ventura*

# **PILEDRIVERS & POWERBOMBS**

CHOKESLAM OF DARKNESS EDITION

A NO HOLDS BARRED ROLE-PLAYING GAME OF  
FEROCIOUS FEUDS AND GARGANTUAN GRUDGES!

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# PILEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



*This game requires: a deck of playing cards,  
paper and pencils, two or more players,  
twisted imagination and a truckload of trash  
talk!*

Published by Prince of Darkness Games



<http://www.princeofdarknessgames.com>

Interior artwork is from <http://www.hemera.com>

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+ **PILEDRIVERS** +



+ **POWERBOMBS** +



# PIEDRIVERS AND POWERBOMBS

## + CHOKESLAM OF DARKNESS +



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# **WTF! WTF! WTF!**



*RJ: Welcome to the Wrestling Time Federation, your number one choice for sports-related violence - if you don't follow soccer.*

*Bazz: No doubt RJ. Up the Arsenal!*

*RJ: Joining me on color commentary is Bazz, my able broadcast partner.*

*Bazz: And it's a pleasure to be here RJ, I can't wait to see these losers rip chunks out of each other.*

*RJ: It certainly has all the makings of a modern day classic.*

*Bazz: These guys hate each other! And I mean Nancy Kerrigan Tonya Harding style hate! And iron bars are legal in a hardcore environment! It's gonna be a bloodbath!*

*RJ: I have to agree with you Bazz, with the currently vacant WTF title up for grabs there's everything to fight for - and everything to lose.*

*Bazz: No doubt. I've been in the ring with bears man, bears! But these guys are just as mean and just as hungry.*

*RJ: Bears? OK... Now we join our very own Johnny Roachman who has an exclusive pre-match interview with one of the super-stars...*



# PILEDRIVERS & POWERBOMBS

CHOKESLAM OF DARKNESS EDITION



## GET IN THE RING!

Welcome grapple fans, to *Piledrivers and Powerbombs (P&P)* - the pro-wrestling role-playing game you've been waiting for.

This all new *Chokeslam of Darkness* edition features more rules, background and options to guarandamntee you night after night of electrifying entertainment!

This game accurately simulates the noble and glorious sport of professional wrestling.

There are no-holds barred as you enter a world of gargantuan grudges and ferocious feuds.

Smash, stomp and suplex anyone stupid enough to climb into your ring.

Fight by fair means or foul as you strive to become:

**The new undisputed champion of the world!!!**

+ **PILEDRIVERS** +



+ **POWERBOMBS** +



# PIEDRIVERS AND POWERBOMBS

## + CHOKESLAM OF DARKNESS +



### **WHAT IS ROLE-PLAY?**

Role-playing is about playing the role of a fictional character, but without a script. In short, role-play is a more structured version of improvisational acting.

### **WHAT IS A ROLE-PLAYING GAME?**

A role-playing game is a form of self-expression and entertainment lying somewhere between theatre and traditional boardgames (or the boards and a board). As you might expect, a role-playing game hinges upon the players role-playing various fictional characters. As these characters interact and compete, the players build a story together.

### **WHAT'S THE POINT?**

Role-playing is the only narrative art form in which the participants can actually influence the unfolding story — as such it is the only art form which can truly explore the concept of free-will.

But more than that, it's supposed to be fun!

+ **PIEDRIVERS** +



+ **POWERBOMBS** +



# PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



*"I'm ready for a match with the Russian Bear  
Gonna pile-drive him, pull his hair  
I might have a foreign object in my trunks  
I might have to use on that punk"  
- The Crusher, The Ramones*

## THE PREMISE

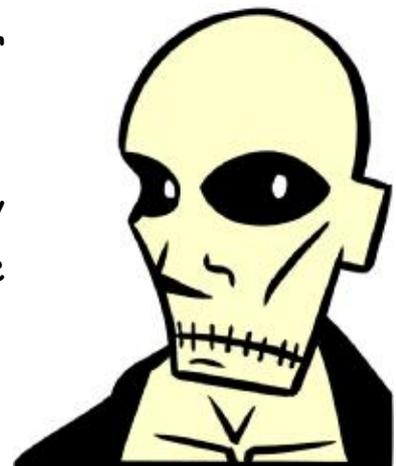
Each player takes on the role of a pro-wrestler shortly before the biggest opportunity of his career - winning the currently vacant world championship belt. Each of these SUPERSTARS is embroiled in a bitter feud with his NEMESIS.

SUPERSTARS develop as they wrestle matches, ambush opponents and push their gimmicks.

In order to succeed, SUPERSTARS need to band together to form a stable or FACTION. Only when they have the strength of unity can they defeat their NEMESSES.



Then the only obstacles to the title belt are each other...



+ **PIEDRIVERS** +



+ **POWERBOMBS** +



# PIEDRIVERS AND POWERBOMBS

## + CHOKESLAM OF DARKNESS +



"Don't hate the player, hate the game."

- Jeff Jarrett / Booker T

## GAME MECHANICS

*Piledrivers and Powerbombs* uses a standard deck of 52 playing cards plus the two jokers.

Outside of matches a single hand of cards determines scene resolution. Normally, each player involved draws a number of cards equal to one of his SUPERSTAR'S attributes. Whoever gets the highest card wins the check. The winner usually acquires narration of the scene.

*P&P* uses a card scoring system similar to blackjack. Face cards count as having a numerical value of 10, but queen still beats jack and king beats queen as usual. Aces count as 11s. Also, cards 'of a kind' can be added together. Three eights equal 24 and a pair of jacks is worth 20. Jokers count as wild cards, very powerful.

If two or more hands are tied for highest card then compare the next highest cards to determine who wins. If a player runs out of cards to compare, tough! That'll teach them to play with the big boys.

+ GAME +



+ MECHANICS +