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SynamicD

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Chapter 1: Introduction

Chapter Overview

- Welcome to SynamicD
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- Learning to Play
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Welcome To SynamicD SynamicD is an

online strategy game in which you manage Superstars and pit them against opponents over the Internet.



As a manager, you create Playbooks for your Superstars, with your own pages of Moves, Specials and Momentum for your Superstar. When your Superstar goes into the ring, you play him using pages in your Playbook to try to pin your opponent or beat him into submission. The Playbook pages are graphically displayed on your screen and feature pictures of Superstars, show specific rules, and list fascinating statistics. You can purchase pages in playbooks and booster packs, and you can trade pages with other players.

SynamicD Internet tournaments allow you to compete with players from all over the world, with the computers handling the rules and page restrictions. The game even tallies your wins and losses, to rank you among thousands of players worldwide.

The object of SynamicD is to defeat your opponent in the ring. You play Moves on your opponent to do damage to him. Damage reduces his Hit Points, making it easier for you to pin him. Specials pages let you do unique maneuvers or gain information about your opponent. Momentum pages give your Superstar the skills and drive necessary to pull off the more difficult Moves.

Unlike physical card or board games, SynamicD uses hidden statistics, which keeps the physical status of your Superstar hidden from your opponent—and vice versa! This means you have to judge by "feel" when you should go for your finishing Move and pin your opponent.

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The Object of the Game

You are a Superstar. When you enter the ring, you seek nothing else but to give your opponent a beat down. Sure, the match usually ends with a pin or tap out,

but before that happens you have plenty of time to toss your opponent around the ring like a cheesecloth doll. You crave total domination, and making your enemies cry is icing on the cake.

Your goal in SynamicD is to pin your opponent or force him to submit. You can best do this if you have already beaten your opponent to a bloody mess. You play various Moves on your opponent to deal out the damage. Once he is damaged enough, pinning becomes easier, and he is also more likely to tap out of a submission hold.

Learning to Play

This manual provides you with the basic info you need to enter the world of SynamicD. It is one of many resources at your disposal. We encourage you to frequent the official SynamicD web site at http://www.synamicd.com/ where you will find constantly updated information about the game. We also encourage you to read the news screen in the game each time you log in—you can't miss it. It has all the news, tournament, and update information you need to get to the top!

SynamicD is designed to help you learn to play right from the game itself. When you hover the mouse over an item on the screen, a popup help box appears with info about that item. Once you've created a manager and have logged in, click the Learn to Play button on the Main Menu.

System Requirements

- At least 512MB of memory
- Adobe Flash version 8.0 and up
- Java 1.6

Contact Information

For a listing of our various contact email addresses and phone numbers, please check out:

http://www.synamicd.com/

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Chapter 2: Control and Momentum

Chapter Overview

- <u>Control</u>
- Momentum

Control

Playing a match in SynamicD is all about gaining and maintaining Control. When you have Control you can dictate the pace of the game through the pages you choose to play. When you are not in Control, all you can do is react to the other players' actions and hope he gives up Control.

At the start of a match, the game randomly chooses one player to be in Control. The player has Control for the first turn and chooses the first Move to play. During the course of the match, Control can change from turn to turn. In a turn, the player whose Move hits his opponent has Control in the next turn. Since a player not in Control can counter the Controlling player's Move, a player can wrest Control from his opponent. During a typical game, Control changes back and forth many times. What you do when you have Control turn determines who wins and who loses.



On the Game screen, the Superstar who is in Control has a yellow highlight around his picture and a green highlight around his name.

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The Benefits of Control

When you are in Control for a turn, you can play a Momentum page (maximum one per turn) that increases your Momentum. You also can choose any offensive Move from your hand that you have momentum for and play. All your opponent can do is try to counter your Move. If he doesn't, then it hits him and you go on to the next turn maintaining Control

Another benefit to having Control is that you can to try pin your opponent. Since pinning is one of the ways to win a match, having Control becomes even more important.

Some pages give extra abilities to your Superstar while you are in Control.

Losing and Regaining Control

In a turn, the player whose Move hits his opponent has Control in the next turn. For example, if you have Control, play a Move on your opponent, and he counters it, he gains Control in the next turn. However, if you counter his counter Move, you maintain Control... unless he counters your counter-counter... you get the idea, right?)

Momentum

Momentum is the lifeblood of your Superstar. You build up Momentum by playing Momentum pages and by hitting your opponent with Moves. The more Momentum you have, the more powerful and damaging Moves you can play on your opponent. Most Moves and many Specials pages require some Momentum, so maintaining a high Momentum total is very, very important.

Your Superstar starts a match with zero Momentum. During the course of the match, your Momentum total will go up and down, depending on your actions and the actions of your opponent.

Types of Momentum

There are two types of Momentum, Attitude and Ability. You can gain or lose Attitude Momentum depending on how well your Superstar is doing in a match. You can also gain Ability Momentum.

There are five types of Ability Momentum: Agility, Knowledge, Strength, Strike, and Technical. Your total Momentum is the sum of all your Ability and Attitude Momentum. Ability Momentum differs from Attitude Momentum in two ways:

• Many Moves not only require a minimum amount of Momentum, but they also require a minimum amount of Ability Momentum of a specified Momentum Type. For example, the a Move may require a minimum of 9 points of Momentum. But it may also require that at least 2 of the 9 points be Agility Momentum. The remaining 7 points could be of any type.



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Gaining and Losing Momentum

There are two ways to gain Momentum:

- You gain Ability Momentum by playing Momentum pages when you are in Control. Each Momentum page gives you one point of Momentum of a specific type: Agility, Knowledge, Strength, Strike, or Technical.
- You gain Attitude Momentum by hitting your opponent with any Moves except defensive Moves. When you hit your opponent with a Move, you typically gain one point of Attitude Momentum. (Some Moves may give you more and some may give you none).

You lose Attitude Momentum whenever a Move hits you. You typically lose one point of Attitude Momentum each time you are hit. (Some Moves may cause you to lose more or less depending on the circumstances). You typically lose a point of Attitude Momentum when you get hit by a defensive Move, even though your opponent does not gain any Attitude Momentum for hitting you with this Move.

There is no maximum to the amount of Momentum you can build up. It is not possible, however, to go below zero Momentum.

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Chapter 3: Pages

Supley

Superstar

Chapter Overview

- Your Playbook
- Your Superstar
- Moves Pages
- Momentum Pages
- Specials Pages
- Managing and Tuning Your Playbook

Your Playbook

The first step to playing SynamicD is building a Playbook with a Superstar and Moves, Specials, and Momentum pages. Think of a Playbook with pages as a deck of playing cards. There are hundreds of different kinds of pages in SynamicD, but you only need a few to construct a Playbook that best suits your strategy and your Superstar.

When you start the game for the first time, you create a manager. The game generates two Practice Starter Playbooks with a Superstar for each and 75 Moves, Specials, and Momentum pages. Unlike the pages you will purchase and own, the ones in the practice Playbook cannot be sold or traded and you cannot play ranked matches with them. Use the practice Playbook to get the hang of the game. When you're ready to build your own Playbooks, go online and purchase pages—you can find a complete listing of all the pages currently available at the SynamicD website. You build your Playbooks out of the pages in your whole collection.

There are four different types of pages:

- Superstar Pages
- Moves Pages
- Momentum Pages
- Specials Pages

Click on a page to select it, and it appears in the Page Viewer on the upper left side of the screen (in the Manage Playbooks screen and the Game screen). To view the back of a page, double click the page in the Page Viewer. Some pages also have video clips. To view a video clip, click the Video Play button on the page. When you are done viewing the video, double-click anywhere on the screen.

Five pages in your Playbook are your Lead Off hand. These are already selected for you in your practice Playbook (although you can change them; see:

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<u>Managing and Tuning Your Playbook</u>). When you play a match, your hand of pages appears in the Playbook column next to the ring. You can only play pages that are in your hand. At the end of each turn, a page is randomly drawn from your Playbook and added to your hand.

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Five pages in your Playbook are your Lead Off hand. These are already selected for you in your practice Playbook (although you can change them; see <u>Managing and Tuning</u> <u>Your Playbook</u>). When you play a match, your hand of pages appears in the Playbook column next to the ring. You can only play pages that are in your hand. At the end of each turn, a page is randomly drawn from your Playbook and added to your hand.

Your Superstar

As a manager, you construct Playbooks for your Superstars. Each Playbook must have a Superstar, and you have a choice of many different Superstars to manage. Each Superstar has his own unique characteristics and attributes, and you tune the Superstar's Playbook to take best advantage of his abilities.



Superstar Attributes

Every Superstar has a set of attributes:

- **Name**: This is the name of your Superstar. It appears on the top of the front and back of the Superstar's page.
- Hit Points: Hit points measure a Superstar's health. When a Superstar is hit with a Move, he can take Damage, which reduces his Hit Points. As a Superstar loses Hit Points, he becomes easier and to pin and is more likely to tap out if he is in a submission hold. If a Superstar's Hit Points are reduced to 0 he is still in the game, but he is severely hurt and is very vulnerable. A Superstar's starting Hit Points are shown on the back of his Superstar page in the circle below "HP."
- Momentum Limits: Superstars use Momentum to make Moves. See <u>Momentum</u> in <u>Chapter 2: Control and Momentum</u> for how Momentum works in a match. There are five different types of Ability Momentum, and a Superstar may have a maximum limit for the amount of Ability Momentum he may have for a Momentum Type. The Limits area on the back of a Superstar's page lists the maximum Momentum the Superstar has for a specific type of Momentum. If a type of Momentum is not listed, the Superstar has no limit for that type of Momentum.
- **Special Ability**: A Superstar can have a Special Ability (listed on the back of the page). There are all sorts of Special Abilities; some are used automatically, some

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must be played to take effect. A Special Ability that must be played can be used at certain times during the game, as described in the Special Ability. When playing a match, click your Superstar in the ring, and his page appears in the Page Viewer. If your Superstar can use his Special Ability at this time, his name (under the ring) is highlighted in green and a Special button appears. If you do want to use the Superstar's Special Ability at this time, click the Special button.

Using Superstar Pages

Every Playbook you construct must have a Superstar. When you play a match with a Playbook, you play that Superstar in the ring. The Superstar you choose helps determine the strategy of your Playbook.

Adding a Superstar to Your Playbook

When you build a Playbook in the Manage Playbook screen, there is a Superstar slot in your opened Playbook that is labeled "Place the Superstar that will represent this Playbook here." This is where you put the Superstar you want to use with this Playbook. You cannot have more than one Superstar in this slot. You can change Superstars in a Playbook by dragging the current Superstar page from the Superstar slot to the Page Pile and then dragging another Superstar from the Page Pile to the slot.

Moves Pages

Moves pages are fundamental to a Playbook. You use Moves to damage your opponent, so that you can pin him or get him to tap out. You also use Moves pages to counter your opponent's Moves, preventing him from damaging **you**.

A Move has six characteristics, which determine how powerful or effective the Move is:



• Move Type: Every Move has

a Move Type, which appears on both the front and back of the page, in the lower right corner. A Move's Move Type determines which pages can counter that Move. For example, the Punch Move is an Arm Extended Move Type. The Arm Drag Counter Move can counter Arm Extended Moves. If your opponent plays a Punch, you can counter it with an Arm Drag Counter. If the Move Type is listed as "Defensive," that Move can only be played to counter an opponent's Move; it cannot be played offensively.

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- **Cost:** The Momentum Cost of a Move appears on both the front and back of the page. (See <u>Momentum</u> in <u>Chapter 2</u>: <u>Control and Momentum</u> for how Momentum works in a match.) The number after the word "Cost" is the amount of total Momentum you must have to be able to play that Moves page. Colored icons under "Cost" (if any icons are present) show the minimum Momentum you must have for the Momentum Type indicated by the icon. For example, a Strike Move has a Cost of 2 and has one red Strike Momentum icon. To play a Strike, you must have a total Momentum of two or more. At least one point of Momentum must be Strike Momentum; the other point can be any kind of Momentum, such as Attitude Momentum. If you do not have the correct amount of Momentum, you cannot play the page.
- **Damage:** The Damage a Move does to your opponent appears on both the front and back of the page. The number after "DMG" is the amount of Damage the page does—this is how many Hit Points your opponent loses if you successfully hit with this Move. Other pages in play (such as Specials) and things like being outside the ring can affect this Damage. Exactly how much Damage you do to your opponent over the course of a match is unknown to you, since you do not get to see your opponent's Hit Points. A general description of your opponent's condition appears under his name, giving you some clues—if he looks "Great," then you probably haven't done much Damage, but if he is "Severely Hurt" then he may be ready to go down. Judging how much Damage you have done to your opponent over the course of the game is a crucial part of the game, and is a skill based on intuition and experience.
- **Counters:** This appears on the back of the page and is the first thing mentioned in the page's description. It lists the Move Types that this page counters. If your opponent plays a Moves page with a Move Type you can counter, then you can play the counter Moves page to negate his attack. As with all Moves, you must have the required amount of Momentum to play a Moves page as a counter to a Move. Some Moves can counter more than one Move Type, and some may counter no Move Types at all.
- Countered By: This also appears on the back of the page in the page's description. It lists the pages that can counter this specific Move. (Some pages can counter a specific Move even though they cannot counter other pages with the same Move Type.) For example, Clothesline is a Mad Rush Move Type, and can be countered by Moves that counter Mad Rush Moves. However, Clothesline's description states that it is countered by Clothesline and Duck.
- **Keywords:** A Moves pages can have Keywords listed just below its Method. Keywords list the special attributes of the Move, and these can influence play. For example, the Splash Move has the Keywords Impact and Drop. When you and your opponent are outside the ring, all Drop Moves have the chance to do double damage, so using Splash outside the ring is a good idea!

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The description of a Move (on the back of the page) lists any special rules or requirements for that Move. For example, some Moves do extra damage in certain game situations, while others cannot be used in certain game situations. A big part of the strategy in SynamicD is knowing the strengths and limitations of the pages you put into your Playbook.

Using Moves Pages

You want to beat down your opponent, don't ya? When he tries to punch you in the face you want to grab his arm, twist it behind his head and knee 'im in the small of the back, don't ya? That's right, you do... and using Moves pages is just how you do it, and more, in SynamicD

When playing a match, you use Moves pages to damage your opponent and to counter Moves pages he tries to play on you. A match is played in turns. Each turn, the Superstar in Control (see <u>Control</u> in <u>Chapter 2</u>: <u>Control and Momentum</u>) can play a Move against his opponent, and his opponent can play a counter Move, if possible. A counter move can also be countered by the other player—each player can continue countering the last Move his opponent played until one player cannot counter (or chooses not to counter). When this happens, the last played Move hits its opponent. That Superstar takes the Move's Damage, and any other effects of the Move occur (like Auto-Pin or Stuns Opponent). The Superstar whose Move does Damage typically gains one Attitude Momentum, and the Superstar hit by the Move typically loses one Attitude Momentum. (See <u>Momentum</u> in <u>Chapter 2</u>: <u>Control and Momentum</u> for full details.) The turn then ends, with the Superstar whose Move hit his opponent having Control in the next turn.

When you are in Control, you can play Moves pages against your opponent. When he is in Control, you can play Moves pages to counter his Moves. To play a page, click it in your hand and then click the Play button. When you can play a Moves page, the pages that you are able to play are highlighted in yellow. This makes it easier for you to choose which page to play.

You must have enough Momentum to play a Move, whether you are playing it offensively or using it to counter an opponent's Move. Each Moves page lists how much Momentum it requires, and also if it needs any specific Ability Momentum. As long as you have the required Momentum, you can play the page.

When countering a Move, you may only play a Move that counters the Move played by your opponent. You also must have the required Momentum to play it.

Some Moves require certain game situations before you can play it. For example, The People's Elbow states "Play only if your opponent is on the mat." You can't play this Move on someone who is standing up! (If you think you should be able to play a Move but the game doesn't allow it, be sure to read the Move's description for restrictions like this one.)

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Crowd Support

During a match, you may be tempted to keep hitting your opponent with Moves of one particular Move Type. After all, if he didn't counter the first one he may not be able to counter another one! Hitting your opponent with Punch after Punch, however, bores the crowd, and they start rooting for your opponent. The effects of this are represented by the Crowd Support Specials page.

Crowd Support can occur during a Control sequence: the series of turns in which you are continuously in Control. Whenever you hit your opponent with a Move that has the same Move Type as another Move you've already hit him with during the current Control sequence, your opponent receives a free Crowd Support page. He can use this Specials page to draw a page from his Playbook and to gain one extra point of Attitude Momentum if he hits with a Move. Since this is a Specials page, your opponent can play it even when you have Control.

So, hitting your opponent with Move after Move of the same Move Type might seem like a good idea, but you're actually giving him the chance to quickly come back and give you a just-deserved Beat Down!

Momentum Pages

You use Momentum pages to increase your Superstar's total Momentum and to give your Superstar specific Ability such Strength Momentum, as Momentum that he may need to off certain Moves. (See pull Momentum in Chapter 2: Control and Momentum for details on Momentum.) A major part in building a Playbook is deciding which and how many Momentum pages to include in your Playbook.





Playing Momentum Pages

You can play a Momentum page only when you are in Control in a turn. You can play a Momentum page any time **before** you play your Move. To play a Momentum page, click it in your hand and then click the Play button. You can play no more than one Momentum page per turn. When you play a Momentum page, your Superstar's Momentum is immediately increased by one for the specified Momentum.

Momentum Limits

Ability Momentum has five Momentum Types: Agility, Ability, Strength, Strike, and Technical. A Superstar may have a maximum limit for the amount of Ability Momentum he may have for a Momentum Type. The Limits area on the back of a Superstar's page lists the maximum Momentum the Superstar may have for the specified type of Momentum. If a type of Momentum is not listed in the Limits, the Superstar has no limit for that type of Momentum. For example, The Rock's Momentum Limits are 1 for Agility and 2 for Technical. The Rock may never have more than one point of Agility Momentum and two points of Technical Momentum, but he has no limits for Knowledge, Strike, and Strength Momentum.

Once a Superstar has reach his maximum for a Momentum Type, you simply cannot play any more Momentum pages of that Momentum Type. (When this happens, these pages make good ditches if you have to ditch pages.)

Specials Pages

Specials pages can have drastic and sometimes match winning effects in the game. There are many kinds of Specials, which do everything from extra Damage, to kicking out of pin attempts, to giving one player information about the other's Hit Point and Momentum totals. Which Specials you include in your Playbook can be the decision between victory and defeat.



Using Specials Pages

Like Moves pages, most Specials pages require a minimum amount of Momentum. The Momentum Cost for a Special is listed on the front and back of its page. Unless you have the required amount of Momentum for a Special, you cannot use that Special.

You can play one Specials page each turn. You can play a Special when you have Control and when you are countering an opponent's Move. Specials pages that you can

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play are highlighted in yellow border. To play a Specials page, click it in your hand and then click the Play button.

Like some Moves, many Specials have play restrictions. For example, the Announcer's Table is a fun Special to use, but you can't play it until you are outside the ring. Be sure to read your Specials pages carefully.

Special pages in play are always at the location of the Superstar who played them—if the Superstar is inside or outside the ring, his Specials are inside or outside the ring with him. If you and your opponent are in different locations (one in the ring and the other outside), you won't see your opponent's Specials. Normally, this doesn't matter, but some Specials allow either Superstar to use them (like Steel Folding Chair or Push the Pace). However, if you can't see your opponent's Special, you can't use it.

Effects of Specials

It's impossible to list all the effects of the many different Specials pages in SynamicD Instead, the effects are listed on the Specials pages themselves. Whatever it says on the Specials page is what it does, even if it seems to break the rules. Specials are, well, special, and are not limited by the rules of the game—they can do anything!

Managing and Tuning Your Playbook

You've heard "Practice makes perfect." When playing SynamicD, make that "Practice **and tuning your Playbook** makes perfect." Playbook tuning is a crucial part of SynamicD and requires skill and experience.

When you create a manager, you get two practice, starter Playbooks that contain one Superstar for each and 75 other pages. Keep in mind that not all pages work well together. Some pages have very specific uses, like the Working Stiff Specials page, which enhances all your Strike Moves, causing them to do up to +4 damage while you are in control. Ideally, you'll want to include lots of Strike Moves pages to maximize the usefulness of Working Stiff.

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PAGE VIEWER	PLAYBO	OKS		PAGES			
KK.	SUPERSTAR	PLAYBOOK	Ser	PAGE PILE	PAGE PILE	PAGE PILE	PAGE PILE
64	Superstar	Flat of the Foot		Clothesline 🥘 🌈	Strike	Strike 🔣	
BQ		Head Kick		Clothesline	Strike 🥂 😪	Strike 🔣	¥
24		Leg Sweep		Oothesline	Strike 🥂 🧖	Strike	-
KK		Leg Sweep 📕		Clothesline	Strike	Strike	
92		Mafia Kick 🚽		Clothesline Karal	Strike	Technical 🔀	
No.		Mafia Kick 🗧		Clothesline Karal	Strike	Technical	
KR I	LEAD OFF	Once Too Often		Collar and H		Technical	
88		Plead to the Referee		Collar and H	Strike	Technical	
BQ	Agility	Punch		Collar and HE	Strike	Technical	
24		Punch		Collar and He	Strike	Technical	
KK	6	Shove		Corner	Strike	Technical	
64	Arm Drag Takedown	Shove		Comer Sarrage Comer Sarrage	Strike	Technical	
RA RA		Spinning Heel Kick		Comer Solution Charge Disadvantage	Strike K	Technical	
KA KA		Spinning Heel Kick Standing		Disadvantage	Strike K	Technical	
28	Knowledge 🐞	Standing Switch Strike		Distract the	Strike K	Technical	
80		Strike K		Referee	Strike	Technical	
		Strike		Distract the Referee Distract the	Strike K	Technical	
😥 Playbooks	Drop Kick 👩	Strike K		Distract the Referee Dodge	Strike 💦	Technical	
🔴 Scrap Book		Strike K		Dodge	Strike K	Technical	
		Strike 🥂		Dodge	Strike	Technical	
·	Agility						
				- C		. U.C.	
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CLOSE CLOSE	8	71			711	STAN -	
	-		」 _ ≦				

The Manage Playbook screen is where you manage and tune your Playbook:

- How to open the Manage Playbook screen. From the Main screen, click the Manage Playbook button. The Manage Playbook screen appears. If you have only one Playbook, it is automatically opened for you. If you have more than one, double click the one you want. From the Manage Playbook screen, you can change the pages in your Playbook, arrange all of the pages in your collection, and create new Playbooks.
- How to view pages you have but are not currently displayed on the top of a column. If there are more pages than can be displayed in a column, use the scroll bar on the right of the column to scroll through your pages. (To do a quicker scroll, hold down the Ctrl key while clicking the scrollbar.)
- How to view pages more closely, for more information. Select a page to view a close up of it in the Page Viewer on the upper left of the screen. Double click the page in the Page Viewer to flip between its front and back. Some pages also have video clips. To view a video clip, click the Video Play button on the

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page. When you are done viewing the video, click the Back button or double click the clip in the Page Viewer to return to the page.

- **How to modify the open Playbook**. The Playbook column shows the Playbook you've opened. The Superstar slot on top left is where you put the Superstar you use with the Playbook. The Lead Off pile of slots below the Superstar slot are five slots where you put the five pages you want in your hand when you start a match. The Playbook pile of slots on the right contain the remaining pages in your Playbook. The Pages column to right of the Playbook has a Pages Pile. This is a scrap pile where you can arrange your pages and store those that you don't want in your Playbook. You drag pages to and from slots and piles as you wish. You can select a page and drag it individually, or you can select a block of pages in a pile by holding down the shift key while clicking on the first and last pages that you want to select. Some piles of slots have a Sort button, which lets you sort the pages in the pile by name, page type, ability type, rarity, momentum, and other options. The Sort button also lets you select all pages in a pile.
- How to duplicate a Playbook. In the main Playbooks screen, select the Playbook you would like to duplicate, and click on the Copy button on the bottom left of the screen.
- How to create new piles. Click the Split button on the right side of the Pages column screen, and the Pages Pile splits into several separate piles. Each of these piles can be split again by clicking the Split button at the top of the pile. Pressing a Join button merges a pile with the pile below it. Pressing the Merge All button merges all the Page Piles together again.
- How to open another Playbook. Click the Playbooks button on the left on the screen. This closes your open Playbook and displays all your Playbooks. Double click the one you want to open it.
- How to create a new Playbook. Click the New button on the left on the screen. This opens up a new, blank Playbook which you can begin to build. Playbooks are subject to certain restrictions: a Playbook should have no fewer than 55 pages, no more than five copies of any particular page can be included in a Playbook, and every Playbook must include exactly one Superstar.

Begin the process of tuning your Playbook by familiarizing yourself with the pages in your collection. Weed out any pages that you can't use.

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As you've learned above, a match in SynamicD is played in turns. During each turn, players play pages and use special abilities to try to defeat their opponent. Players take turns until one player wins the game or until the time limit for the match is reached, at which point it ends in a draw.

Keep in mind unless time runs out, players keep taking turns until one player wins... even if one or both players have played all the pages in their Playbook. (You do not lose a match just because you run out of pages!)

Game Steps

Turns are broken down into steps. During most steps one or another player can play pages or use special abilities. Steps occur in a specific sequence. When one step is completed, the next Step occurs.

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Step Sequence

Start of Turn

Control Step

During this step, the player in Control (see <u>Control</u> in <u>Chapter 2: Control and</u> <u>Momentum</u>) can:

• Play one Momentum page.

• Use the special ability of his Superstar or play a Specials page.

 Play one Moves page. Playing a Moves page automatically ends the step, so make sure you do this last!

If you can't (or don't want to) play a Move, click the Pass button to end the step.

Counter Step

If the player in Control played a Moves page during the Control Step, a Counter Step occurs. the player not in Control can:

• Use the special ability of his Superstar or play a Specials page.

• Play one Moves page that counters the opponent's Move. Playing a Moves page automatically ends the step, so make sure you do this last!

If you can't (or don't want to) play a counter Move, click Pass to end the step.

Additional Counter Steps

Each time a player plays a Move, including a counter Move, another Counter Step occurs, and the other player gets a chance to counter that Move. Counter Steps keep occurring until one player cannot or does not counter the opponent's Move. When this happens, the Move hits the player who did not counter, takes effect, and the Refresh Step occurs.

Refresh Step

During the Refresh Step neither player can perform any action. The computer uses this step to perform behind the scenes tasks. In particular, for each player one page is randomly drawn from the player's Playbook and is added to his hand. This happens automatically-the players cannot choose the page and don't need to do anything to get the page.

Other things that happen during this step include unstunning a Superstar, ending any special effects that are scheduled to end, and changing a Superstar's status back to normal due to Moves played on him **last** turn. For example, if a Superstar is hit by a Move that puts him on the mat, he gets up off the mat at the end of the **next** turn.

End of Turn

Start Next Turn

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Chapter Overview

- Logging In
- The Main Screen Options
- Playing Matches
- Exiting the Game and Game Options

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Logging In



Each time you start the game, the Login screen appears. No matter what you decide to do—play the computer trainer offline or play a human opponent online—you must first log in to SynamicD

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Reminder: Don't Forget Your Password

You can create a password each time you create a manager. Your password protects you—even if someone else uses your computer, they won't be able to log onto SynamicD and pretend to be you.

To log in:

1. From your Windows Start button, select SynamicD This brings up SynamicD the Login screen.

- To login as an existing manager, select the manager name from the list on the right and then click OK.
- To login as a new manager, click the Create Manager button. You must enter a name for the manager, and you may enter an optional password. **Do not forget this password**, as it is the only way to access your Manager.
- 2. If you're logging in as an existing manager, the Password screen appears if that manager has a password. Enter your password and select OK. The SynamicD Main screen appears, with the Main Menu at the top of the screen.

The Main Screen Options



The Main screen contains the Main Menu, plus news and rankings. Check out the latest news each time you log on.

The Main Menu on the Main screen has five options, which are described below. The five buttons at the top of the Main screen are described in the next five sections of this document. It is recommended that you read each section so you can make an educated decision about which direction you want to take as you get started with SynamicD.

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My Playbooks

To manage your playbooks, click the My Playbooks button. The My Playbooks screen appears, where you can select and tune your Playbooks. See <u>Managing and Tuning</u> <u>Your Playbook</u> in Chapter 3 for the full scoop about managing Playbooks.

The Store



Want more pages to add to your collection? Go to the Store to get what you need! All pages in SynamicD are sold in booster packs, Booster Boxes, Booster Cases, and Starter Playbooks. Booster Packs come with 15 pages: 7 Commons, 6 Uncommons, 1 Rare, and 1 with a 47.50% chance of being Rare, 47.50% chance of being Very Rare, and a .5% chance of being an Artifact. Booster Boxes contain 12 Booster Packs, and Booster Cases contain 6 Booster Boxes. Starter Playbooks come with one Superstar and 65 pre-selected Moves, Specials, and Momentum pages. Among these Moves, there is 1 Very Rare Finisher and 2 Rare Trademarks. To buy an item, drag it to the Shopping Cart column on the right, and select Purchase.

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To buy Booster Packs and Starter Playbooks, simply drag the item you want from the Items for Sale area into your Shopping Cart. When you've filled your cart with what you want, click the Purchase button, and the a pop up appears. To complete the purchase, enter your password and then click OK. Your new packs, boxes, and Playbooks are instantly added to your collection—go to the Manage Playbook screen to see what you've received.

The first time you purchase something from the Store you **must** purchase a registration item—something that registers your manager. All Starter Playbooks are registration items. Buying the registration item allows you to make purchases in the Store and allows you to take advantage of the following benefits:

- More pages to add to your starter Playbook
- The ability to trade pages with other players
- The ability to be ranked among all SynamicD players worldwide
- The ability to buy booster pages
- The ability to participate in tournaments and win titles

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ROOMS CREATE EDIT TEST BUTTON COLLAPSE PL	LAYER INFO 🍐
Name/Description # Arena Entrance (2/100) ** (2/100) * Stone Rank: 49 ** Uost: Drawn: Unresolved: SynamicD, A Better	Biobal vs. You 1 0 2 0 0 0 Option. 0
Loons Under Develo	opment
CHAT ROOM: H: Fully Loaded SS W: WHO'S HERE	
Onyx: Hey Stone: What's up Onyx: What can you offer?	SČ
Stone: How about 10 Boosters and 5 VRs? Onyx: sounds good SynamicD is awesome. This is one of many sublimnal messages dispersed througout this Manual Stone has sent you a trade request.	

When you click the Play Online button, you go to the SynamicD Chat screen. Here you can dive into the live SynamicD world experience.

In the Chat screen you can:

- Chat. You can chat with other players.
- Challenge. Challenge other players to matches.
- Trade. Trade pages with other players (registered players only).
- **Create Rooms.** Click the Create Room button to create a separate chat room. If you are looking for a particular type of match or want to have a conversation on a topic, create a room! (You can create a private room by giving it a password. Only players who know the password can enter the room. See the help popup in the game for more information.)

When you chat, your chat messages are sent to everyone in the chat room. You can also send private messages to select people by typing "/pm", "whisper", or "/msg" followed by a space and the player's manager name, another space, and your message.

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Playing Matches

When you play someone over the Internet or play the Computer Opponent offline, you play a match. The match starts with one player randomly chosen to have Control for the first turn.

Taking Turns

You and your opponent play a match in a series of turns. Each turn, the player in Control can play a Moves page, as well as a Momentum page and a Special. Each time a Move is played, the other player gets a chance to counter it. When one player cannot (or chooses not to) counter a Move, that Move hits the player. The turn ends, with the player who played the hitting Move in Control for the next turn. Turns are played until one player wins the match or until time runs out and the match ends in a draw.

For more details on playing a match, see:

- <u>Chapter 2: Control and Momentum</u>
- <u>Chapter 3: Pages</u>
- <u>Chapter 4: Turns and Steps</u>

Winning

A match ends when one player wins or when time runs out and the match ends in a draw. A player wins when he successfully pins his opponent or when he has a submission hold on his opponent, who then taps out. It's almost impossible to beat an undamaged opponent, so you play various Moves on him to deal out the damage. Once he is damaged enough, pinning becomes easier, and he is also more likely to tap out of a submission hold.

You must be in Control to try to pin your opponent. To make the attempt, click the Pin button. If he kicks out of the pin, the match continues. If he can't break the pin, you win!

You can put holds on your opponent. When he's in a hold, there's a chance he'll tap out and concede the match—if he's damaged enough. As you play, some pages deal points of body damage to your opponent's head, arms, back, or legs. When you get a hold on your opponent, if his body damage for that type of hold **exceeds** his current Hit Points, he taps out and you win! For example, if your opponent has five head damage and has only four Hit Points left, and you get a headlock hold on him, you win! (Other pages can affect submission hold. If the referee is distracted, for example, he won't see the tap out and won't end the match.)

Once you get a hold, you can maintain it in a following turn by



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ditching (removing from play) a page from your hand.

Disqualifying

A match can also end if a player gets disqualified by the referee. Some Moves are illegal—you can play them, but if you hit with them and the referee notices, you get Disqualification (DQ) points. When a player gets five or more DQ points, he can be disqualified from the match, with the other player winning.

In some circumstances, it's possible for both players to be disqualified, in which case no one wins the match.

The Interface



The Game screen is divided into different sections. If you hover your mouse over an item on the screen, you see a popup help box with info about the item.

When you select something in a match, like a Superstar or a page, a green highlight appears to show what you've selected. When you click on a Superstar, his name is

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highlighted in green and his page appears in the Page Viewer. When you click on a page, it is highlighted in green and appears in the Page Viewer.

The Ring - The ring is a side view of the wrestling ring. In the ring are a thumbnail graphics of your Superstar and your opponent's Superstar. When you play pages, they appear in the ring, so that players can follow the action. Clicking on a page in the Ring displays the page in the Page Viewer.

The names and general conditions of the Superstars appear under the ring, beneath their graphics. The general conditions list things like DQ points and whether a Superstar is stunned, on mat, pinned, etc.

Your Pages - Your hand consists of the pages in the Playbook area next to the screen. This isn't your entire Playbook, but just the pages currently in your hand. When it's time for you to

play a page, each page that you are allowed to play is highlighted with a yellow border. Select the page you want to play and click the Play button to play it (or just click the Pass button if you don't want to play a page).

Chat - Chatting with (and sometime taunting) your opponent is a key part of SynamicD The chat input line is located at the bottom of the screen. All incoming and outgoing chat

messages are displayed in the chat messages area that is above the pages in your hand.

Status View - The Status View below the right shows the vital statistics of your Superstar: how many

Hit Points you have remaining, how much Momentum you have gained, and the amount of Submission damage you have taken.

Click your opponent's Superstar to see his statistics. Most statistics of your opponent are kept secret, so this usually doesn't reveal much. Some pages, however, allow you access to this information.

Page Viewer - All pages in SynamicD have two sides, and some also have video clips. Click on a page to select it, and it appears in the Page Viewer on the upper left side of the screen. To view the back of a page, double click the page in the Page Viewer. Some pages also have video clips. To view a video clip, click the Video Play button on the page. When you are done viewing the video, click the Back button or double click the clip in the Page Viewer to return to the page.

Control Buttons - The control buttons allow you to do various actions. There are several buttons, but only those that you can use at any particular time in the game appear:

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- **Pass**: End your turn. Click this button when you cannot or do not want to play a page.
- **Play**: Play the currently selected page.
- **Pin**: Attempt to pin your opponent.
- Auto-Counter: You automatically counter your opponent's Move, even though you may not have a page that actually counters the Move. Instead, you must ditch up to seven pages from your hand. Use the Ditch button to ditch pages. Be careful using Auto-Counter—it is effective but can strip your hand of many pages.
- **Ditch**: Removes the currently selected page from your hand.
- **Special**: Click on your Superstar. If the Special button appears, you can use his Special Ability at this time. To do so, click the Special button.
- **Release Hold**: Releases a Submission hold you currently have on your opponent.
- **Move Outside**: Your opponent is outside the ring (like when you hit him with a Clothesline Over the Ropes Move). Click this button to move outside the ring, so you can hit him with Moves there!
- **Move Inside**: You are outside the ring. Click this button to move the action back into the ring.
- **Options**: Display a list of game functions and other controls.



To exit SynamicD or to change the game's options, press **Esc** at any time. A popup box appears with the following choices:

- Quit: Quit the game.
- Login Screen: Call up the Login screen, so you can log in as a different manager.
- Cancel: Return to the game.
- **Options**: View a list of options that you can change. The options available are:
 - 1. Disable Videos. Turns the videos on or off at the start of a match
 - 2. No Game Popups. Turns the popup help in the game on or off
 - 3. **Don't Stack Hand.** Turns on or off whether pages are stacked in your hand when playing a match. With stacking on, you can see more pages at once
 - 4. No Game Sounds. Turns off the game sounds during a match

5. **Double Click Plays Page.** Allows you to play pages from your hand by double clicking them

6. **No Confirmation Dialogs.** Turns on or off the dialog boxes that appear to let you confirm that you wish to do a particular action

7. No Crowd Noise. Turns on or off the crowd noise in a match

8. **No Popups.** Turns on or off the popup help that appears in the game when you're not playing a match

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Chapter 6: Getting Advanced

Chapter Overview

- Playing and Trading with Others
- <u>Match Types and Rings</u>
- Pins and Escapes

Playing and Trading with Others

Playing Against Another Player

• On the Main screen, click the Play Online button.

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This connects you to the SynamicD server and allows you to chat with other players who are ready to play.

• Chat with the person you want to play against.

The chat area is on the bottom of the screen. Click on Locker Room to bring up a menu of other available chat rooms. (You can also create your own chat room.)

- To challenge or be challenged:
 - To challenge an opponent. Select a person in the room and click the Request Game button. The other player should then accept or decline your challenge.
 - If you are challenged. If someone challenges you, two buttons appear: Accept and Decline. Click Decline if you do not want to play.

If you do want to play, click Accept, and then wait for the Game Settings screen to appear.

When the challenge has been accepted, the Game Settings screen appears.



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Chat with your opponent until you agree on the following:

- Match Type? Decide which type match you will play
- **Ranked or Unranked game?** If both of you are registered, decide whether you want to play a ranked game or an unranked game. (Ranked games count towards each player's ranking.)

Once you have agreed on the game settings, click the Start Match button to begin.

Only one person has access to the game options at a time. The person with options must wait until the other player clicks Start Match before receiving a Start Match button. If the options change at all, both players must click Start Match again.

From this point things proceed just as they did when you were playing the Computer Trainer, except now there's a thinking, blood-thirsty, power-hungry human on the other end of the game. Hope you brought a few Power Slams along...

Trading

Registered players (only) can trade pages. To trade:

- Click the Play Online button on the Main screen.
- Select the person you want to trade with and click the Request Trade button. Asking to trade with someone is like challenging them to a match. The person can then either accept or decline to trade with you. If they accept, you both go to the trading screen.

The Trading Screen

There are three columns of pages:

- The **left column** contains your Playbooks. Your trading partner cannot see your Playbooks. (This column is red.)
- The **middle column** is for the pages you want to offer to trade. You can drag pages from the left column to the middle column. All pages in the middle column are visible to your trading partner. (This column is gray.)
- The **right column** shows the pages your trading partner is offering to trade. (This column is gray.)

Trading Basics

To offer pages for trade:

1. **Drag the pages.** Drag them from the left column to the middle (trading) column. You can drag as many pages as you like.

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- 2. Unlock your pages and pick the ones to trade. Once all of the pages you are offering are in the trading column, click Unlock to allow your partner to rearrange the pages in your trading column. At this point, your partner should also unlock their trading column (the right column) so that you can rearrange these pages.
- 3. Lock your trading column. Once you have both decided which pages you want to trade, lock your trading column.
- 4. **Execute the trade.** To execute the trade, the player who initiated the trade must click on the Trade button in the middle of the trading columns and enter his password. If the other player agrees to the trade, both players get a Confirm button. If both players confirm, the trade is completed and the pages in the two columns switch places.

It is possible to trade pages for no pages in return, if you want.

As soon as you confirm the trade, every page in the middle column is traded for every page in the top column. This includes pages in the scrap pile. Be careful!

Hint: Unsuccessful Trades

In the rare instance where a trade fails to complete, you **must** exit SynamicD, restart, and log in using the **same** manager. The game then connects to the server to either complete or cancel the unresolved trade. Until this is done, additional attempts to trade with that manager will probably fail because the previous trade was not completed.

Match Types and Rings

SynamicD has several different types of matches, but here we will explain only Regular and No DQ matches. Each type of match has unique game effects that you need to know so that you can plan your Playbook.

Regular Match

A regular match ends in one player pinning his opponent, or causing his opponent to submit. A player can also lose a regular match by being disqualified (DQed).

In a regular game, there are no special rules when you and your opponent are **inside** the ring. However, if you ever go **outside** the ring (via pages like Clothesline Over the Ropes), these rules are in effect:

- When outside the ring, all Takedown and Drop moves have a 50% chance of doing **double** damage.
- If you are outside the ring for four or more turns, each turn starting with the 4th there is a 50% chance that the game ends with both players being disqualified.

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No DQ Match

In a No DQ Match, players cannot be disqualified. This also means that players cannot be disqualified by remaining outside the ring for four or more turns.

Pins and Escapes

Whenever you go for a pin, the game uses an equation to see if you succeed. Knowing this equation allows you to maximize the percentage that your pin or escape will work.

Pin Math

The SynamicD pin math is calculated based a series of scenarios.

We start with a base % that is calculated based on how much HP your opponent has left. If your opponent has over 50% HP left, that the base is (0 - (your opponent's HP %)). If your opponent has over 25% of his HP left but less than 51%, then the base is (25 - (your opponent's HP %)). If your opponent has less than 25% of his HP left, then the base is (70 - (your opponent's HP %)).

Then we calculate bonuses.

A Momentum difference is calculated based on how much momentum in total you have more or less than your opponent. The difference is multiplied by 2, and added as a % to the base. If you have less momentum than your opponent, then the difference will be subtracted from the base. Otherwise it will be added.

If your opponent is stunned, you pin your opponent with a +5% bonus. If you have just connected with a Trademark, you pin your opponent with a +10% bonus.

If you have just connected with a Finisher, you pin your opponent with a +20% bonus.

Finally, your bonuses are added to your base %. IF your opponent's HP is above 0, then the maximum % is 95%, regardless of how much bonuses you have stacked up. If the HP is 0, then there is no cap.

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