

# Please vote.

Every IWA manager should know that if a wrestler has six consecutive holds which are worth more points than those same six hold positions in his or her opponent's strategy, the match ends there and that wrestler is declared the winner.

This "six holds in a row" rule has been in effect since almost the very beginning of the IWA, and was designed to simulate the unpredictable nature of professional wrestling: it rewards underdogs who may be somewhat weaker (have a worse strategy) but get on a roll during a match, by having them pull out a surprise upset.

The rule was also intended to mix things up, and add an extra layer of gameplay, since players would have to be very careful about not leaving too many vulnerabilities in their wrestlers' strategies — but it increases the chance of at least one vulnerability, since being completely safe in a game can often seem completely boring.

Some managers have expressed frustration with the rule. For example, they have had six-man teams with strategies worth 521 points, the highest score possible, but failed to win the league six-man titles because of the rule and, thus, were unable to compete for the World Six-man titles in the *IWA Report*. We think feeling frustrated in such a situation is completely understandable, but still see value in the simulation aspect of the rule.

In short, we're torn between the two sides, and that's why we're putting the matter to a vote. We want our players to experience fun, not frustration, so if the majority agrees that the rule should be removed, then that is what will happen.

Since this rule is so important to our play system, it is equally important that everyone's voice is heard. Please be sure to fill out your ballot and return it to us at your earliest convenience. Your vote really does count!

---

My name is \_\_\_\_\_

Keep the "six holds in a row" rule    or     Remove the rule