

“Darn those masks!”

That is not a quote from a UWL wrestler who committed unintentional backstabbing against a stablemate; that is a command from the foreman of our imaginary sweatshop, which is located inside a P.O. box in the Cayman Islands for tax purposes. We're not happy about forcing imaginary people to work in poor, imaginary conditions, but it's the only way we can get such a large quantity of masks repaired and sterilized in time.

Why is everyone so anxious for the next iteration of the Unknown Wrestler League to begin?

Part of the fun is that every wrestler in the UWL wears a mask, and is identified only as Masked Wrestler #23, or Masked Wrestler #118, etc. When you join, you will receive the ID numbers of your wrestlers. *Don't share them with anyone!* The whole point of the league is that you know which numbers your own wrestlers are, but you don't know anyone else's identity. Just imagine how you'd feel if you were feuding with Masked Wrestler #57 and he turned out to be one of your stablemates! (You would probably find yourself shouting, "Darn those masks!")

Each cycle, the bottom 5 wrestlers in the rankings are unmasked and booted from the league. In addition, the league champion gets to eliminate the Unknown Wrestler of his choice. This time, as an experiment, **the league champion won't be required to unmask anyone**, so if he/she is feeling particularly generous, or simply wants the action to continue as long as possible, then only the bottom 5 wrestlers will be eliminated that cycle. We will also be keeping the league open longer than in previous years, instead of shutting down the party when there's still some left in the imaginary keg and the imaginary parents are still at the airport.

Since this round of the UWL will last longer than usual, passing on the league this time will mean a longer wait until your next chance to participate. In other words, make sure you sign up!

The manager of the final UWL champion wins an **engraved championship belt and 25 free matches!** Another aspect which (currently; see this cycle's Johnny B Says) sets this league apart is that the winner of the battle royal receives a free title shot the following cycle.

Wrestlers in the UWL must also belong to another league, and must continue wrestling in that league while they are competing in this one. Their UWL records start at 0-0 so there are no clues to their identities. Once a wrestler is eliminated, his wins (but not losses or ties), imaginary money, and stars are added to his original league stats – another compelling reason to join!

You may enter up to ten of your wrestlers in the UWL. Neatly print the information below on a blank piece of paper, and include the \$2 fee for each wrestler. Once the competition begins, wrestlers will not be allowed to transfer into this league, so make sure you **sign up while you can!**

Notes: The UWL will use the Iron Federation hold values. Since wrestlers in the UWL also belong to other leagues, their UWL strategies are not eligible to compete for major titles. You are advised to choose your words carefully when writing your Trash Talk; if you give away your wrestler's identity, you may find yourself being targeted for elimination by a future league champion.

Final plea: Before you turn the page without signing up, please consider the plight of our sweatshop workers. Don't make us tell them all those long hours spent with imaginary needle and thread were in vein... Enter your wrestlers today!

I'm enclosing \$2. Enter my wrestler in the Unknown Wrestler League!

My wrestler's name _____ League _____ L

Strategy: 1 _____ 2 _____ 3 _____ 4 _____ 5 _____ 6 _____ 7 _____ 8 _____
9 _____ 10 _____ 11 _____ 12 _____ 13 _____ 14 _____ 15 _____

My name _____

Street address _____

City, state, ZIP Code _____

If my wrestler is unmasked (check one): List my name as his/her manager Do not list my name