TNM 7 Second Edition Build 10 Manual
- with TNM TweakCirc Second Edition Manual -
Manual Revision: 6.00   Last Revised: 01/01/2020

1 Introduction

Haven't you always wanted to put your favorite wrestlers in the ring against one another?

"It isn't going to happen... they work for different promotions."

They may very well work for different promotions but with TNM 7 Second Edition, you can put them in the ring against one another anyway!

See Chris Benoit fulfill his destiny and defeat Hollywood Hogan for the WCW World Title.

Match up "Stone Cold" Steve Austin and Hollywood Hogan to find the true world champion.

Have Bret Hart beat Shawn Michaels cleanly.

With TNM 7 Second Edition, only your imagination is the limit.

No more excuses - put anybody in the ring with anyone else and see what happens.

Welcome to wrestling simulation. Welcome to TNM 7 Second Edition.

2 The User Interface

TNM 7 Second Edition is a text-based DOS program.

Nonetheless, it can be operated either via a mouse or via the keyboard. Whatever can be done with one can also be done with the other.

When using the keyboard, the following conventions are used throughout TNM 7 Second Edition:

-   the [TAB] key (located above [CAPS LOCK]) moves the cursor from one button to the next
-   [SHIFT]+[TAB] moves the cursor to the previous button
-   the keys [CURSOR RIGHT] and [CURSOR DOWN] move the cursor to the next button
-   the keys [CURSOR LEFT] and [CURSOR UP] move the cursor to the previous button
-   the [RETURN] key selects the currently highlighted button

Every button has a so-called "hotkey" through which it can also be selected. All buttons are shown in blue with a white label. One letter is always in a different color than white - either red or yellow.

Pressing the corresponding key on the keyboard will select the button.

For instance, the "Circuits" button in the main menu can be selected by pressing "c" on the keyboard because the letter "c" is highlighted.

When using a mouse, simply click any button that is to be selected.

Note: Windows 2000 and Windows XP usually have all console applications in "QuickEdit mode" meaning that using the mouse on a console window will select text. This means you won't be able to click any buttons using the mouse. To remedy that situation, select the console's system menu and bring up "Properties". Uncheck "QuickEdit mode" on the right-hand side and click "OK".

This doesn't only go for buttons, though. Checkboxes and input fields also have hotkeys which operate just like when dealing with buttons.

Many dialogs have a "?" in the upper-left corner of the window. Clicking the question mark or pressing the "?" key on the keyboard will put TNM 7 Second Edition into "Help Mode".

Help Mode is on when the question mark is shown white on red as opposed to red on white.

When Help Mode is on, selecting any element will launch TNM IntelliHelp which displays a small help screen for that element.

For instance, when creating a new referee, activate Help Mode and select "Referee's Name", TNM IntelliHelp will open a window reading:

    Enter the referee's name here.

To turn Help Mode back off, either click the right mouse button or press the "?" key on the keyboard once again. The question mark will then be shown white on red again.

When navigating in listboxes, use the [CURSOR UP] and [CURSOR DOWN] keys to select an item. If multiple selections are allowed, use the [SPACE] bar to toggle an item. Select an item by using the [CURSOR RIGHT] key and deselect it by using [CURSOR LEFT].

When using the mouse in listboxes, double-clicking an item will select it in single listboxes and select/deselect it in listboxes with multiple selections. Use the right mouse button to confirm your selection.

3 The Main Menu
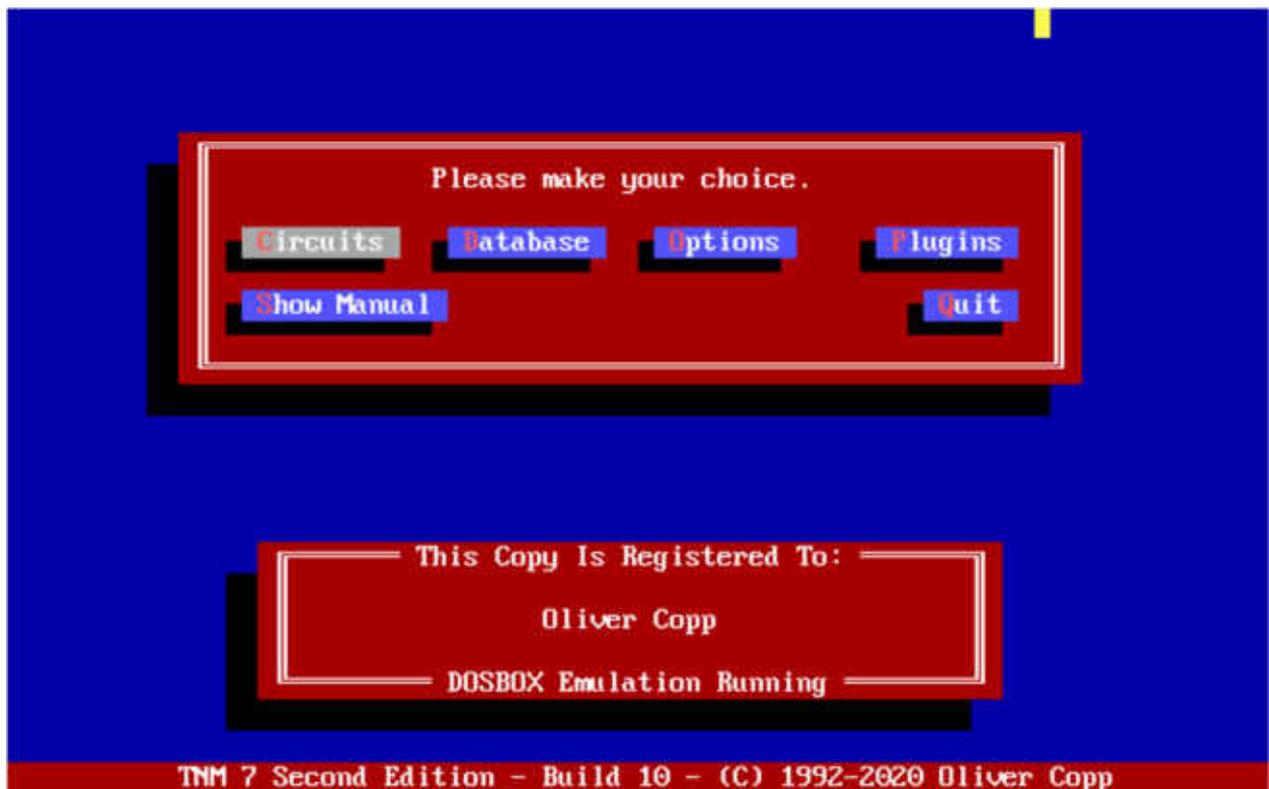
Upon starting up TNM 7 Second Edition, the main menu appears, displaying eight buttons.

Circuits	proceed to the Circuit Menu
Database	proceed to the Database Menu
Options	proceed to the Option Menu
Plugins	proceed to the Plugin Menu
Show Manual	shows you this document
Quit	quits TNM 7 Second Edition

3.1 Circuits Menu

Circuit Menu

Everything in TNM 7 Second Edition revolves around so-called "circuits".

A circuit is a wrestling federation. The World Wrestling Federation is a circuit. So is World Championship Wrestling. So is Extreme Championship Wrestling.

Before wrestlers can be put in the ring, a circuit needs to be created, and this is the place to do it.

The Circuit Menu has a button for each circuit created. In addition, it also has buttons to create a new circuit ("New Circuit"), delete a circuit ("Delete Circuit") or return to the main menu ("Quit").

3.1.1 New Circuit

When creating a new circuit, TNM 7 Second Edition needs some information.

For one, every circuit must have a name. Give the circuit a name which identifies it to you, e.g. Backyard Wrestling Federation.

Next, you will need to assign referees to your circuit. You can't have a match if there is nobody who can officiate it.

You can either use the default referees (provided by TNM) or you can use your own referees in a circuit. To use the default referees, answer the dialog by selecting the "Yes" button. To have your own referees, answer the dialog by selecting the "No" button.

If you selected the "No" button, a form will pop up.

Creating A New Referee

Enter your new referee's name there. Check "Female", "Face", "Heel", "Counts to 10", "Counts to 20" and "Head Referee" if appropriate.

Finally, you need to assign your referee a latitude value.

A referee with a high latitude value will allow more illegal action to go on than one with a low latitude value.

A referee's latitude value must be between 1 and 20.

When everything's set, select the "OK" button to save your referee or "Cancel" to dismiss him/her.

TNM 7 Second Edition will now ask you if you wish to add another referee. Select the appropriate button.

If you then select "Yes", you'll be able to create another referee. If you select "No", TNM 7 Second Edition will ask you if you wish to create titles for your circuit.

Usually, every circuit has one or more titles. For instance, WWE has a World Title, an Intercontinental Title, World Tag Team Titles, a WWE Title, a US Title, WWE Tag Team Titles and the Cruiserweight Title.

Should you not want to create titles for your circuit at this point, answer the question by selecting "No". You will be able to add titles at any time later on.

However, should you select "Yes", TNM 7 Second Edition will show a new window where you need to fill in your title's data. Obviously, every title needs a name. There are different types of titles: singles titles (one holder), tag titles (two holders), six man tag titles (three holders), eight man tag titles (four holders) and ten man tag titles (five holders).

Creating A Title
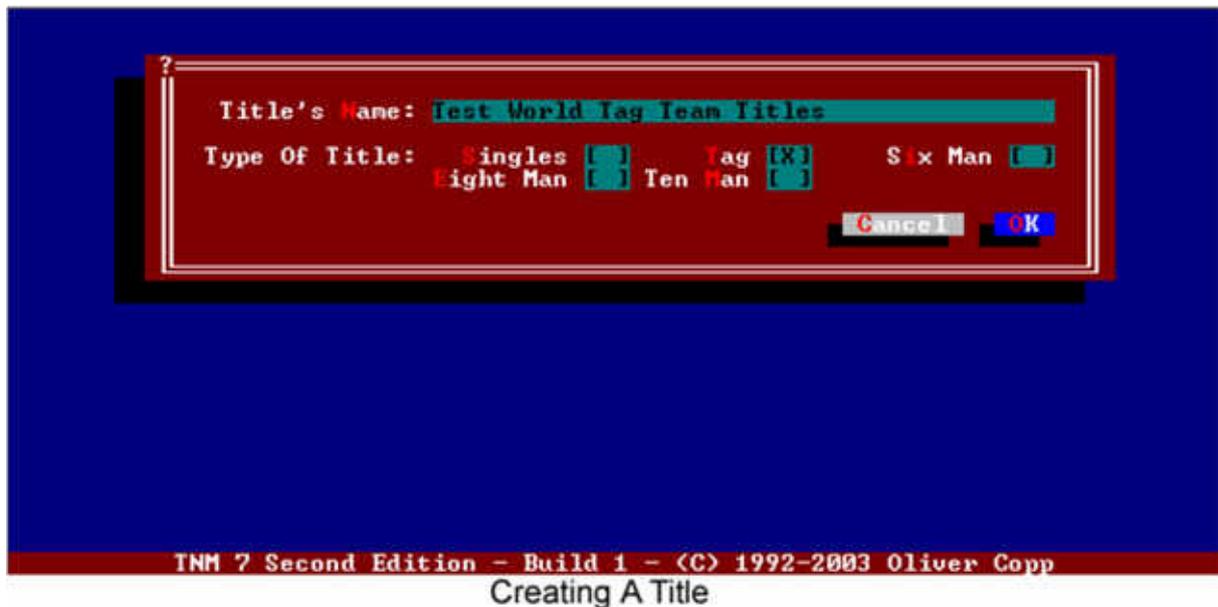
After selecting the appropriate type of title, select "OK" to save the title or "Cancel" to dismiss it.

If you selected "OK", TNM 7 Second Edition will ask you if you wish to add another title. Should you select "Yes", TNM 7 Second Edition will lead you through the same procedure as when you added the first title.

When you're done with adding titles, TNM 7 Second Edition will ask you whether or not you wish to create your circuit.

Now select "Yes".

Congratulations! You just created your first circuit.

3.1.2 Delete Circuit

There may be a time when you don't want to keep a circuit anymore. Use "Delete Circuit" to get rid of unwanted circuits.

After selecting "Delete Circuit", TNM 7 Second Edition will show you a list of all circuits you have.

Select the circuit you wish to delete.

TNM 7 Second Edition will now ask you to confirm your selection.

Should you select "Yes", TNM 7 Second Edition will delete your circuit. Use this option carefully as there is no way of bringing back a deleted circuit!

3.2 Database Menu

Please make your choice !

TNM ControlCenter   Backups   OK

TNM 7 Second Edition – Build 1 – (C) 1992-2003 Oliver Copp

Database Menu
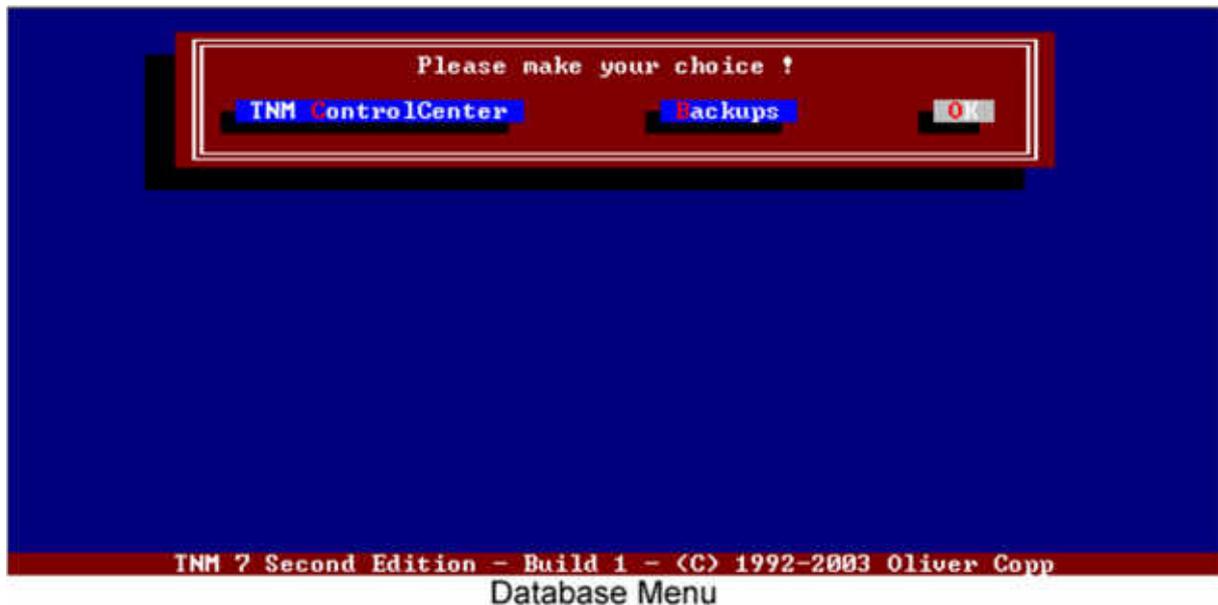
In TNM 7 Second Edition, there are two types of databases, global ones and local ones.

The global ones contain all data common to all circuits, while the local databases only contain data specific to one circuit.

Local databases override global databases.
TNM 7 Second Edition comes with several global databases:
- the Wrestler Database, which contains all information concerning your wrestlers
- the Move Database, which stores all moves and their relations
- the Manager Database, which contains all managers on your TNM
- the Tag Team Database, which TNM uses to keep your tag teams and their finishers
- the Dive Database, which contains all moves which are done from inside the ring to the outside
- the Stable Database, which keeps track of all stables on your TNM 7 Second Edition, for instance Evolution
- the Gimmick Match Database, which stores all gimmick matches
- the Foreign Object Database, which contains all foreign objects which can be used in your matches

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Two of these also exist on a local - i.e., circuit specific - level:

- the Tag Team Database
- the Stable Database

There is one database which **only** exists on a local level: the Referee Database.

3.2.1 The TNM ControlCenter

TNM ControlCenter - Main Menu

The TNM ControlCenter's main menu consists of eight databases:

- the wrestler database ("Wrestlers")
- the move database ("Moves")
- the manager database ("Managers")
- the global tag team database ("Tag Teams")
- the dive database ("Dives")
- the global stable database ("Stables")
- the gimmick match database ("Gimmick Matches")
- the foreign object database ("Foreign Objects")

Each of these buttons takes you to a mask consisting of these options:
- New   will let you create a new record in the database
- Edit   will let you change an existing database record
- Delete   will let you delete a database record

The gimmick match database has one additional option for exporting gimmick matches.

The remaining two buttons in the main menu of the TNM ControlCenter let you import export files ("Import") and create wrestler export files ("Export").

Before you continue, make sure you have read the chapter on the user interface and know and understand the TNM IntelliHelp feature.

We will now go through each of the databases one by one.

3.2.1.1 Wrestler Database

Wrestler Database - Main Form
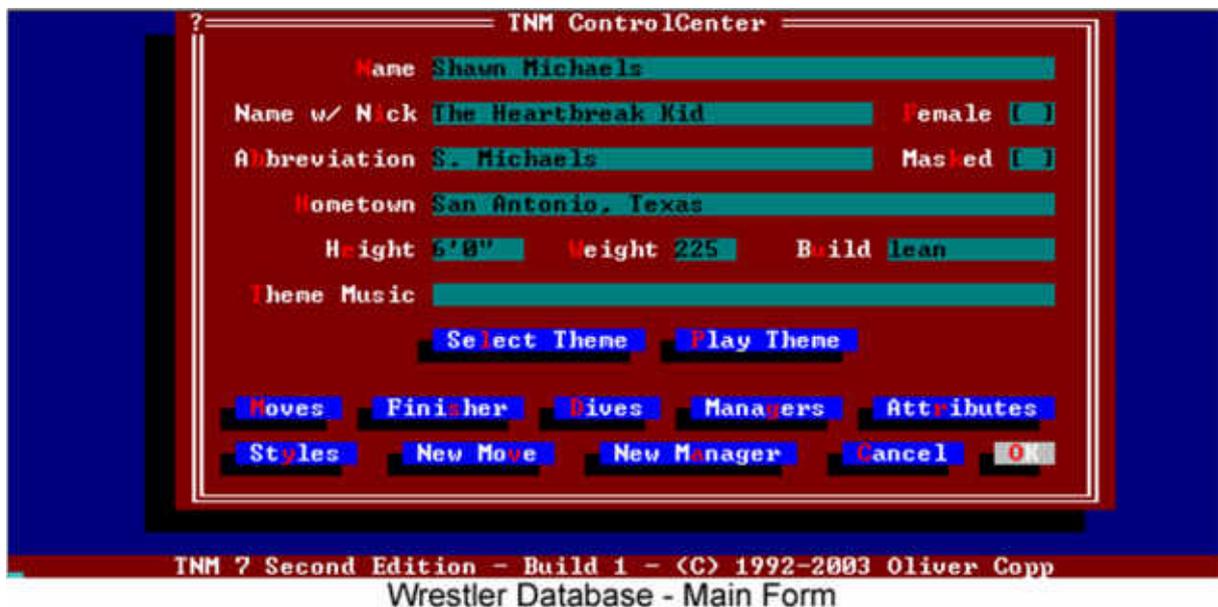
The main form contains the basic overview over your wrestler: his name, his name including the nickname, the gender, an abbreviation for his name, whether or not he wears a mask, his hometown, height, weight, build and theme music.

Most fields are self-explanatory but four are a bit out of the norm:
- Name with Nickname:
  - enter your wrestler's complete name with the nickname part enclosed in double quotes, e.g. "Stone Cold" Steve Austin, Randy "Macho Man" Savage, "The Man They Call" Vader
  - this will be the name used during ring introductions
  - if you fail to enclose the nickname part in double quotes, it will be assumed that the entire field contains the wrestler's nickname; this is provided for backwards-compatibility with TNM 7 Second Edition First Edition

- Height:
    - enter your wrestler's height here in x'yy" notation, e.g. 6'10"
    - the minimum size is 4'0" while the maximum size is 8'11"
    - for us non-Americans: one inch corresponds to 2.54 centimeters, one foot to 30.48 centimeters or 12 inches
- Weight:
    - enter your wrestler's weight in American pounds here; it must be between 50 and 899 pounds
    - one American pound corresponds to 453.6 grams; when converting from kilograms to pounds, it's a good idea to double the kilogram value and add another ten percent to get the weight in pounds
- Build:
    - enter one of these values: muscular, athletic, lean, bulky, obese

In addition to the wrestler's main attributes, you'll find links to all wrestler database subsections: moves, finisher, dives, managers, attributes and styles.

There are two special buttons on the main wrestler form. One, "Select Theme" lets you browse your hard disks for an audio file to use as your wrestler's theme music. Obviously, you could enter the path and filename in the "Theme Music" field but selecting it interactively is more reliable and more user-friendly. "Play Theme" lets you play the wrestler's theme from the ControlCenter.

If you're having trouble with this, be sure to read the "Audio Options" section for troubleshooting advice.

Note: renaming a wrestler or changing his managers in the Wrestler Database will not change the wrestler in circuits you are currently running; they will keep his old data. Changing his moves, his finisher, his dives or his attributes will immediately carry through to the circuits.

3.2.1.1.1 Selecting Moves

Wrestler Database - Selecting Moves
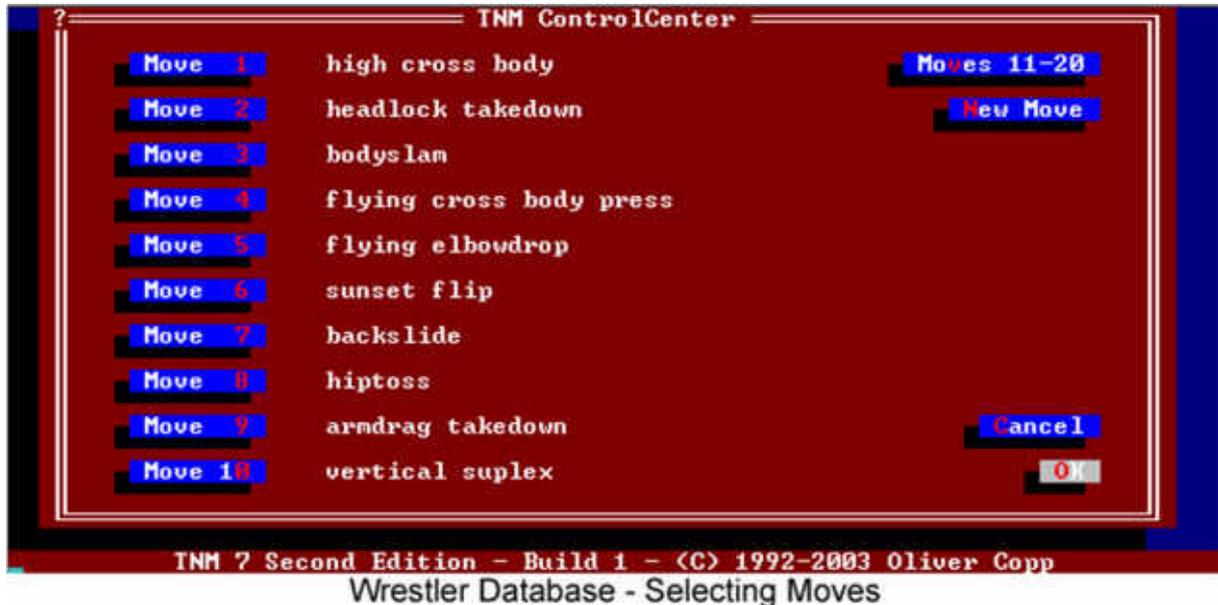
Every wrestler can be assigned up to 50 moves, while he **must** be assigned ten or more moves.

The first move selected **must** be a move that can be done out of the ropes.

To assign a move to one of the 50 slots, select the button next to the slot. A list of all moves will pop up. Double-click the move you want to assign it.

At times you may find that your wrestler needs a move which isn't on the move database yet. In that case, select "New Move". Refer to the section on the move database for details.

Important: It is not a good idea to assign your wrestler the move he does as a finisher. If your wrestler finishes off his opponents with the DDT, then don't give him the DDT as a regular move as it'll lose its effectiveness and specialness in that case.

Notes: Only assign wrestlers **offensive** moves. Never assign moves such as backdrops, roll-aways etc.
Make sure the move list for every wrestler contains his setup move for his finisher as well as for the combo move, otherwise they will not be triggered. The same applies to the wrestler's secondary finisher (formerly called "finisher-like move").

3.2.1.1.2 Finisher Section

Wrestler Database - Finisher

This section contains all necessary information on your wrestler's finisher:

- its name ("Finisher"); enter the finisher's name without an article, i.e. make it "Sharpshooter" instead of "a Sharpshooter" or "the Sharpshooter"
- if you leave the finisher field empty, the wrestler will be considered a jobber and will be unable to defeat others via pinfall or submission!
- to which weight class an opponent may belong for the move to work ("Opponent's Max Weight"); if a wrestler belongs to a weight class less or equal to the one specified in this field, your wrestler will be able to perform his finisher; the weight classes are:
    - 1:   less than 220 lbs
    - 2:   less than 245 lbs
    - 3:   less than 280 lbs
    - 4:   less than 320 lbs
    - 5:   less than 360 lbs
    - 6:   less than 400 lbs
    - 7:   less than 450 lbs
    - 8:   over 450 lbs
- whether it's a submission move
- if it is breakable via the ropes (only applies to submission finishers)
- whether it can be done while one party is running ("Out Of Ropes"); if checked, please go into detail: check "Opponent Runs" when the opponent is running or "Wrestler Runs" if the wrestler himself is the one running
- whether your wrestler signals for his finisher before executing it
- whether the finisher can be done outside the ring (this is overridden in Falls-Count-Anywhere Matches were all finishers can be done outside the ring)
- whether the move can be done through a table
- whether the opponent needs to be on the mat (moonsault) or...

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- ... on the top turnbuckle (superplex)
- whether the wrestler can be thrown off of the top rope by an interferer when going for his finisher
- whether the wrestler signals for his secondary finisher (as assigned through "Secondary Finisher" – formerly called "Finisher-Like Move")[1]

Every wrestler may have one additional move aside from his finisher which will get him the pinfall victory more easily than other moves. The move is called his "Secondary Finisher".

For example, The Undertaker uses the Tombstone as his finisher and the choke slam as his secondary finisher. Please note that the secondary finisher must be part of the wrestler's move list. Otherwise it won't be performed.

Like the wrestler's original finisher, the secondary finisher may also be signalled for.

If your wrestler's finisher is similar to a move from the move database, select "Similar To" and select the move. For instance, Big Show's "Show Stopper" is a choke slam. If the "Similar To" field is filled, the wrestler will be able to counter opponents' moves with his finisher.

Using the "Big Show" example, say Big Show's opponent tries a move which has the choke slam listed as a possible counter. If Big Show's "Similar To" field is filled correctly ("a choke slam" being selected), TNM will know that instead, it can call for Big Show's finisher, the Show Stopper.

However, the "Similar To" field doesn't mean you need to find a literal match for your wrestler's finisher in the move database. Its purpose is to tell TNM 7 SE what moves to look for when trying to counter a move with your wrestler's finisher.

Let's take Goldberg. His Jackhammer can be done in any situation where Goldberg could counter an opponent's move with a vertical suplex. The vertical suplex is used as a counter for many moves. Hence, it would make sense not creating a move in the move database with a technical name for the Jackhammer but using the vertical suplex as Goldberg's secondary finisher (formerly "Finisher-Like Move"). Try to picture it, you'll immediately realize how to properly use this field.

Every finishing move may have up to three counters. If a finisher is blockable, select "None" for "Counter 1" which will then appear as "Block".

Also, many wrestlers have moves they always do prior to going for their finisher. For instance, The Great Muta always uses a backbreaker before doing his Moonsault finisher. Therefore, Muta's "Setup Move" is a backbreaker. For Chris Benoit's Crippler Crossface, he almost always uses an armbar takedown before going for it, hence Benoit's "Setup Move" would be the armbar takedown.

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[1] New feature in TNM 7 SE Build 2

3.2.1.1.3 Selecting Dives

Wrestler Database - Selecting Dives

Every wrestler can be assigned up to five dives. A dive is a move done from inside the ring to a wrestler standing outside the ring.

The most well-known dive is the plancha which is a cross-body block either through the top and second rope or over the top rope.

To assign a dive to one of the five slots, select the button next to the slot. A list of all dives will pop up. Double-click the dive you want to assign it.

At times you may find that your wrestler needs a dive which isn't on the dive database yet. In that case, select "New Dive". Refer to the section on the dive database for details.

3.2.1.1.4 Selecting Managers
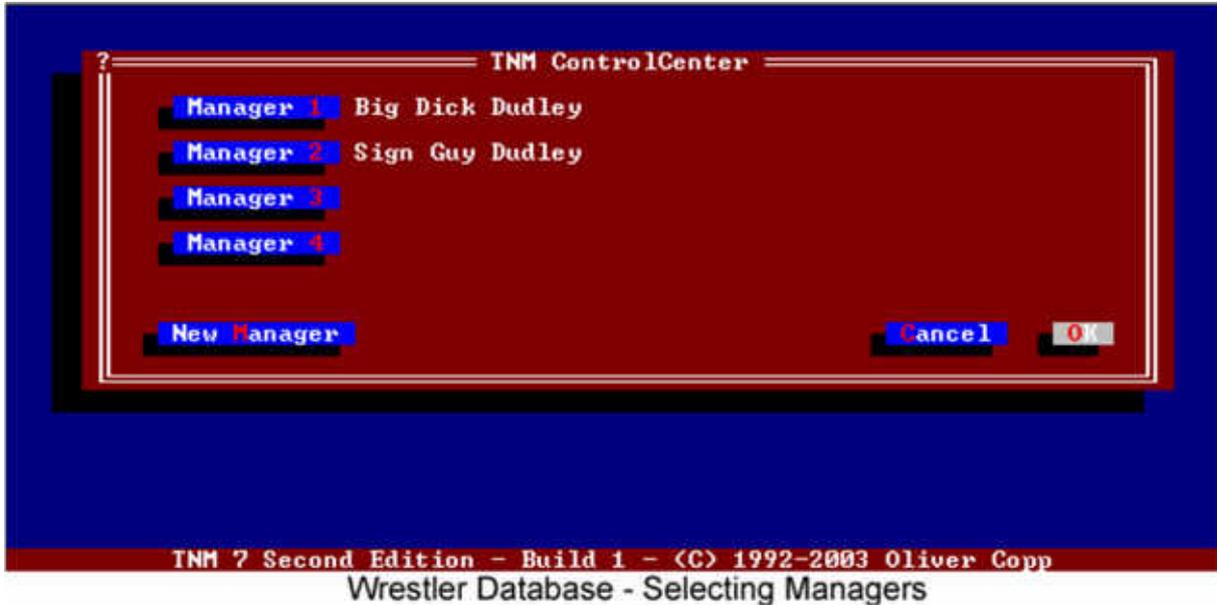
Wrestler Database - Selecting Managers

Every wrestler can be assigned up to four managers.

To assign a manager to one of the four slots, select the button next to the slot. A list of all managers will pop up. Double-click the one you want to assign it.

At times you may find that your wrestler has a manager which isn't on the manager database yet. In that case, select "New Manager". Refer to the section on the manager database for details.

3.2.1.1.5 Wrestler Attributes

Wrestler Database - Attributes Form

Every wrestler has certain so-called attributes which set him apart from other wrestlers.

Let's go through them one by one:

- Work Rate
    a value between 1 and 100 which indicates how good your wrestler is at what he does; higher means better; be reasonable when assigning this value and compare it against those assigned to various wrestlers in the program; you should try to have new creations "fit in", otherwise the carefully balanced system will be adversely affected.

- Push:
    indicates how much your wrestler is supposed to win; on a scale from 1 to 100, a low value means that your wrestler doesn't win often while a high value means your wrestler does win often; to force TNM 7 Second Edition to honor this attribute, you will have to have Options | General Options | Strict Pushes checked; be reasonable when assigning this value and compare it against those assigned to various wrestlers in the program; you should try to have new creations "fit in", otherwise the carefully balanced system will be adversely affected.

- Stamina:
    indicates how much punishment your wrestler can take before tiring; higher is better on a 1 to 100 scale; be reasonable when assigning this value and compare it against those assigned to various wrestlers in the program; you should try to have new creations "fit in", otherwise the carefully balanced system will be adversely affected.

- Charisma:

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the higher a wrestler's charisma (1-100), the more he will be able to get fans to cheer or boo him and the better his matches will "feel"; after all - is there something more dull than a match where you could hear a pin drop? Be reasonable when assigning this value and compare it against those assigned to various wrestlers in the program; you should try to have new creations "fit in", otherwise the carefully balanced system will be adversely affected.

- Heel Tactics:
  - check if your wrestler pulls tights and uses the ropes when going for a pinfall
- Foreign Object:
  - some wrestlers have a foreign object at ringside which they will use in desperate times - for instance The Sandman and his Singapore Cane; enter the object's name without an article
- Uses Chairs:
  - check if your wrestler hits other wrestlers with chairs
- Sits Up:
  - check if your wrestler will sit up from moves from time to time; the Undertaker is an example
- No-Sells:
  - check if your wrestler ignores moves he was hit with from time to time; Bill Goldberg is the perfect example
- Cocky:
  - check if your wrestler is supposed to be extremely confident; this has a certain positive effect on his charisma but comes at the cost of him at times not playing his cards right and ignoring sure three-counts
- Juices:
  - check if your wrestler is allowed to bleed
- Hard To Pin:
  - check if your wrestler is harder to pin than your regular wrestler
- Hulk-Up:
  - check if your wrestler will power out of a certain pinfall from time to time
- Doesn't Submit:
  - check if your wrestler will not submit; example: Undertaker
- Rarely Submits:
  - check if your wrestler will submit but only rarely; example: Scott Hall
- Does Moves Through Tables:
  - check if your wrestler drives his opponents through tables with certain moves
- Hardcore Wrestler:
  - check if your wrestler uses everything that isn't nailed down in a match
- Walks Out:
  - check if your wrestler heads back to the dressing room rather than suffering a pinfall loss from time to time
- Begs Off:
  - check if your wrestler begs for mercy
- Springs Up:

check if your wrestler springs to his feet with a kip-up from time to time
- Springs Off Chairs:
  check if your wrestler will use a chair to spring off of for certain moves
- Skins The Cat:
  no, this has nothing to do with our feline friends despite the name
  indicating so; check this box if your wrestler can hold on to the top rope
  after being thrown over and might pull himself back in

But... there's "More": every wrestler can have a few advanced attributes which are in the "More" section of "Attributes".

Wrestler Database - Attributes/More Form
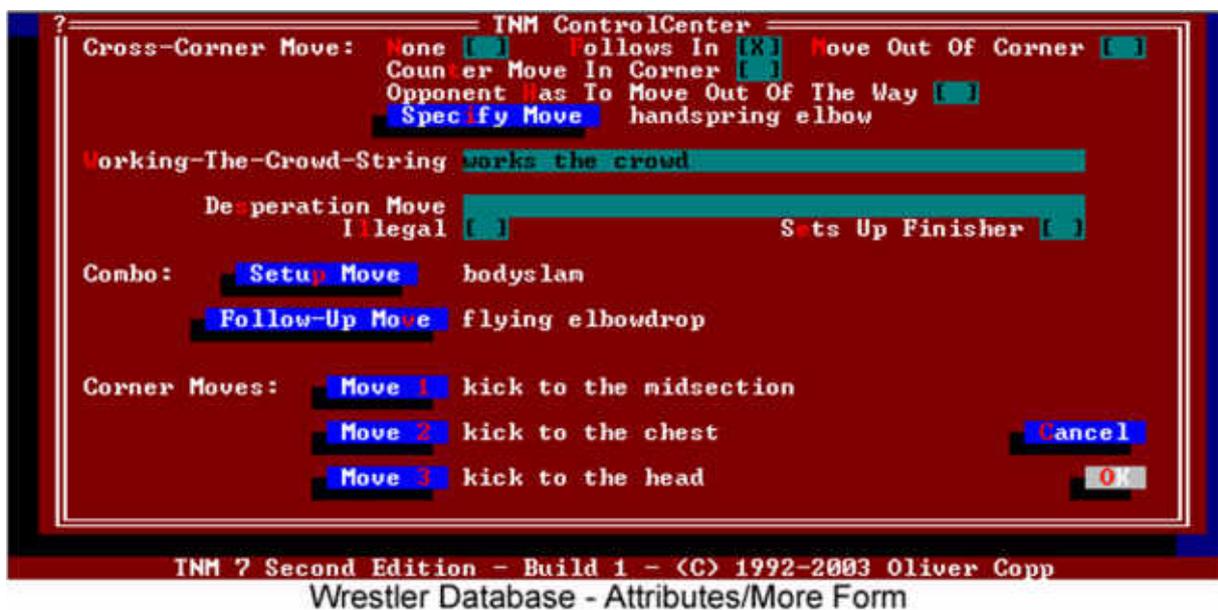
Some wrestlers do so-called "Cross-Corner Moves" after whipping their opponent into a turnbuckle. The Great Muta, for instance, does a handspring elbow as a cross-corner move.

Normally, "None" is checked. If you want your wrestler to do a cross-corner move, check either "Follows In" (if your wrestler follows his opponent into the turnbuckle with this move, e.g. a clothesline), "Move Out Of Corner" (if your wrestler is whipped into the turnbuckle, he may come back with a move) or "Counter Move In Corner" (if your wrestler does a move after being whipped into the turnbuckle when the opponent is charging at him).

The distinction between "Move Out Of Corner" and "Counter Move In Corner" has to be made due to the nature of what can follow. A move coming out of the corner typically is a charging move – such as a lariat, while counter moves in the corner are almost always moves performed from the second or third turnbuckle by grabbing the opponent as he is charging in, such as a swinging DDT or a sunset flip.

Select "Specify Move", then select the move you want.

At times, a wrestler will interact with the crowd. Not all wrestlers will but most that do have a specific way of interacting. Sabu, for instance, lowers his body and points at the ceiling. Bradshaw bellows to the crowd. Steve Austin may give his opponent the finger.

All of these examples are done by changing the "Working-The-Crowd-String". In the case of Steve Austin, the matches read:

Steve Austin gives his opponent the finger.

You would enter

gives his opponent the finger

into the "Working-The-Crowd-String" field. Do not include the wrestler's name or the period at the end.

Some wrestlers also have so-called desperation moves. A "Desperation Move" is a move the wrestler only resorts to in desperate situations, inflicting considerable damage on the opponent. Use this field carefully and very scarcely. Do not use it as an additional finisher-like move as that will adversely affect your wrestler's performance and overall simulation accuracy.

For instance, the Great Muta sprays his opponent with green mist - which, if seen, causes a disqualification ("Illegal"). If not seen, Great Muta will go for his finisher ("Sets Up Finisher").

Like with the "Working-The-Crowd-String", don't include the wrestler's name or the period at the end.

For instance, The Great Muta's "Special Move" is

sprays green mist into his eyes

which will appear as

The Great Muta sprays green mist into his eyes.

in the matches.

Staying with The Great Muta, he also has a so-called "Combo Move" which allows wrestlers to chain two moves. For instance, Muta always follows his handspring elbow up by bringing the opponent to his knees with a faceslam.

In Muta's case, the "Setup Move" in the "Combo" section would be the handspring elbow with the "Follow-Up Move" being the faceslam. In fact, combining a cross-corner move with a combo allows your wrestler to chain moves.

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Muta could whip his opponent into the turnbuckle and follow in with a handspring (cross-corner move) and then finish it by executing a faceslam (combo).

If you assign a "Setup Move" and do not assign a "Follow-Up Move", the move will be performed as a series of three – such as Eddie Guerrero's series of three vertical suplexes.[2]

The "Setup Move" here has nothing to do with the "Setup Move" which is part of a wrestler's finisher tab.

Finally, there's a "Corner Moves" section. If a wrestler's opponent has been whipped into the turnbuckle, there's an option of doing up to three moves to him. These moves are called "Corner Moves". For Toshiaki Kawada, a mainstay for All Japan Pro Wrestling, "Move 1" is a kick to the thigh, "Move 2" is a kick to the midsection and "Move 3" is a kick to the head.

This means that Kawada may - if his opponent is trapped against the turnbuckles - hit him with a kick to the thigh, then a kick to the midsection (if the first kick succeeded) and finally a kick to the head (if both preceding kicks succeeded). Obviously, if the opponent counters either of those moves, the chain is broken.

3.2.1.1.6 Selecting Styles
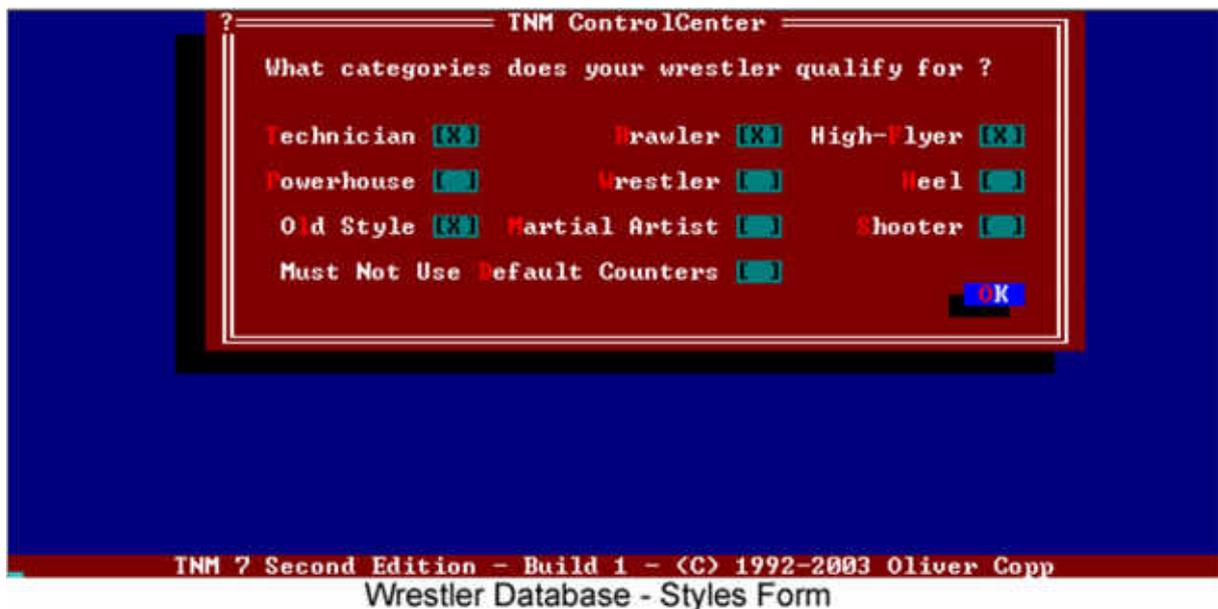
Wrestler Database - Styles Form

Normally, every wrestler has a certain wrestling style. Depending on their styles, different wrestlers counter the same move by doing different counters.

[2] New feature in TNM 7 SE Build 2

For instance, if Chris Benoit were to try a power bomb against Ken Shamrock, Shamrock would be a lot more likely to counter the move with a kneebar or a backdrop than, say, Rey Misterio Jr. - a high-flyer - who would rather counter it with a rana or Kurt Angle - a technician - who'd likely counter it with a small package or a backdrop.

A powerhouse wouldn't be likely to counter a lariat with a kick to the head, while a martial artist would be. Conversely, the martial artist wouldn't counter the lariat with a gorilla press - a viable tactic for the powerhouse.

Essentially, I strongly recommend paying considerable attention to giving a realistic style setting to your wrestlers. You're not limited to one style either.

Ken Shamrock, for instance, has "Technician", "Brawler", "Wrestler" and "Shooter" checked meaning that he can counter all moves with techniques reserved for either of the four groups. Shamrock would not counter a move with a martial arts technique.

Obviously, for this to work, moves need to have so-called "Style-Specific Counters" which are explained in detail in the section on the move database. Only moves created with TNM 7 Second Edition have these "Style-Specific Counters" as those are a new feature of TNM 7 Second Edition.

When there are no style-specific counters to a move, the standard counters will be used.

Even if style-specific counters exist for a move, the standard counters can also be used by any of the styles. Therefore, I recommend limiting default counters to such that every wrestler can use.

If for some reason you don't want your wrestler to use these default counters if style-specific counters exist for a move (may be sensible when you do a submission fighter who's only supposed to use shooter counters whenever possible), check "Must Not Use Default Counters".

Again, if no style-specific counters exist for a move, the "Must Not Use Default Counters" flag is ignored.

3.2.1.2 Move Database

Move Database - Main Form

What would a wrestling simulator be without wrestling moves? Probably very little.

Every move has a name. Unlike in the wrestler database, you absolutely MUST include the proper article to use with your move's name.

For instance,

> a bodyslam

is right and

> bodyslam

is wrong.

Next, you need to enter a "Damage" value for the move. A damage value may be between 1 and 200. The higher the damage value, the more damage your wrestler will do to his opponent if/when he hits the move.

Check "Blockable" if the move you're creating can be blocked. Check "May End Match" if the move you're creating may be the one to end a match with. Maybe it can also be done "Outside The Ring".

When a wrestler is rebounding from the ropes, there are two situations: a) the wrestler running is trying to do something or b) the wrestler standing is trying to do something.

If the standing wrestler can do this move, check "Opponent Is Running". If the running wrestler can do it, check "Wrestler Is Running".

There are up to two generic counters for each move. Select them by clicking either "Counter 1" or "Counter 2".

"Counters 3-??" will take you to the so-called "Style-Specific Counters".

Normally, every wrestler has a certain wrestling style. Depending on their styles, different wrestlers counter the same move by doing different counters.

Move Database - Style-Specific Counters

For instance, if Chris Benoit were to try a power bomb against Ken Shamrock, Shamrock would be a lot more likely to counter the move with a kneebar or a backdrop than, say, Rey Misterio Jr. - a high-flyer - who would rather counter it with a rana or Kurt Angle - a technician - who'd likely counter it with a small package or a backdrop.

A powerhouse wouldn't be likely to counter a lariat with a kick to the head, while a martial artist would be. Conversely, the martial artist wouldn't counter the lariat with a gorilla press - a viable tactic for the powerhouse.

Move Database - Style-Specific Counters - Power Bomb, High-Flyer

This is where style-specific counters come into play. After selecting "Counters 3-??", you are taken to a screen where you can select the wrestling style for which you wish to add style-specific counters to a move. Assign up to two different counters for that move and style or use the "Copy Other Move" button to copy all style-specific counters from a similar move.

For instance, if the power bomb is configured correctly and you create the Jackknife Power Bomb, simply copying the regular power bomb's style-specific counters will do.

When there are no style-specific counters to a move, the standard counters will be used.

I definitely recommend taking the extra minute and adding style-specific counters for all moves you create (if they are sensible). The matches will become *that* much better if people stay within their styles.

Another note on counters: whenever possible, always assign moves at least the generic counters and/or make them blockable. Never create a move that is neither blockable nor has counters assigned. Otherwise you will end up with a move that will always work – not a realistic prospect at all.

Back to the main sheet:

- May End Match
        check if you're creating a move which may be the finish in a match as
        opposed to just a transitional move
- Outside The Ring
        check if the move you are creating can be performed outside the ring
- Automatic Pinfall Attempt:

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check if this move will lead to a pinfall attempt after being done
- Submission Move:
  check if the move is a submission move
- Neither:
  check if neither "Automatic Pinfall Attempt" or "Submission Move" apply
- May Pin Yourself:
  when doing certain submission moves, wrestlers risk getting both of their shoulders on the mat; a perfect example is the surfboard; check this box if the move you're creating may see the person executing it inadvertedly pin himself
- Pinfall Attempt While In Hold:
  some submission moves, e.g. the figure four leglock, may see the person on the receiving end get both his shoulders on the mat leading to a pinfall attempt
- Throw Off Turnbuckle:
  check if the wrestler executing the move can be thrown off of the turnbuckle by an interferer while doing the move
- Brings Down Opponent:
  check if the wrestler on the receiving end will find himself on the mat after the move
- Opponent Must Be On:
  check the category that applies
- Opponent's Max Weight:
  if a wrestler belong to a weight class less or equal to the one specified in this field, your wrestler will be able to perform the move; the weight classes are:
    1:    less than 220 lbs
    2:    less than 245 lbs
    3:    less than 280 lbs
    4:    less than 320 lbs
    5:    less than 360 lbs
    6:    less than 400 lbs
    7:    less than 450 lbs
    8:    over 450 lbs
    NA: not applicable (doesn't matter)
- Max Weight Class Difference:
  How high may the weight class difference between the person taking the move and the person executing it be? For instance, wrestler X is in weight class 2, wrestler Y is in weight class 4 and wrestler Z is in weight class 5. If you create a move with a max. weight class difference of 2, wrestler X will be able to do that move to wrestler Y but not to wrestler Z while wrestler Y will be able to do it to wrestler X and wrestler Z and wrestler Z will be able to do it to both others.
- Breakable With:
  Some submission moves can be broken with a move while they're being executed. For instance, if a sleeper is being applied, it can be broken with a jawbreaker.

Move Database - Main Form / More

And there's "More":
- Max Height Difference:
  There are moves which aren't sensible if the opponent is considerably taller than the wrestler executing the move. For instance, you won't see Rey Misterio Jr. doing a vertical suplex with Kevin Nash. Enter the maximum height difference in inches into this field.
- Illegal:
  Check if your move is a submission move which is illegal, e.g. a choke lift. The referee will count to five unless DQs are turned off in which case the move becomes a submission move.
- Double Team Move:
  Check if the move can be done by two tag team partners at the same time, e.g. a dropkick which can be done as a double dropkick.
- Setup For Aerial Move:
  In tag team matches, partners can double-team their opponents. One spot is one partner planting the opponent in a corner while the partner nails a move off of the top rope. The "planting" move is called "Setup For Aerial Move". A popular example is a bodyslam.
- Double Team Setup Move/Double Team Followup Move:
  A different spot is one partner hitting a move with the partner then doing another move. For instance, one partner could hit the opponent with a lariat and the other one could then execute a German suplex. The lariat is the "Double Team Setup Move", the German suplex the "Double Team Followup Move". Obviously, a setup move can be used with any followup move and every followup move can be done after every setup move. It is important to note that both these moves are done standing.
- Can Be Done With A Chair:
  Check if the move can be done with the aid of a chair, e.g. a moonsault.
- Can Be Done Onto A Chair:

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Check if the move can be done onto a chair, e.g. a piledriver.
- Recipient May Bump Info Referee:
    Check if the wrestler on the receiving end may end up sailing into the referee after taking the move. For instance, after being hit with a dropkick, a wrestler could run into the ref.
- Move Must Be Sold:
    Wrestlers can no-sell moves, i.e. they can ignore them. For some moves, this is not sensible. No-selling a small package serves no purpose. For the small package, this flag would be checked.
- Can Be Done Through Table:
    Check if the move can be done through a table.
- No Rope Break:
    Some submission moves are such that they can't be broken by reaching for the ropes. Lex Luger's Torture Rack is the prime example. Check if your move can't be broken by going to the ropes.
- Can Knock Over Ladder:
    In ladder matches, wrestlers can bring down a wrestler climbing the ladder by knocking over the ladder with a move. Check if this move can tip over a ladder.
- Can Be Done From:
    Check if your move can be done from the top of a cage, from the top of a ladder, from a staircase or from a chair.
- When Pinning After Move Wrestler May:
    Some moves by their nature preclude a wrestler from pulling tights and using the ropes for leverage when going for the pin. When a wrestler nailed his opponent with a backslide, it's hard to picture him pulling tights.
- Move Can Be Done From Behind Opponent/Person Doing Move May End Behind Opponent:
    This combination needs an explanation. There are certain so-called "transition moves" which enhance match flow. For instance, the TNM 7 Second Edition move database has a move called "a go-behind". This move is a move which has "Person Doing Move May End Up Behind Opponent" checked. Many moves like the German suplex have the go-behind as a counter. When a wrestler counters a German suplex with a go-behind, he will end up behind his opponent. TNM 7 Second Edition will then call for a move from the wrestler's repertoire which can be done "From Behind [the] Opponent", for instance a German suplex or a clothesline to the back of the head.
    Again: 1) Check "Move Can Be Done From Behind Opponent" if the move can be done when standing (!) behind a standing (!) opponent.
              2) Check "Person Doing Move May End Up Behind Opponent" if after performing the move, the wrestler on the offense will be standing (!) behind his standing (!) opponent

3.2.1.3 Manager Database

Manager Database - Main Form
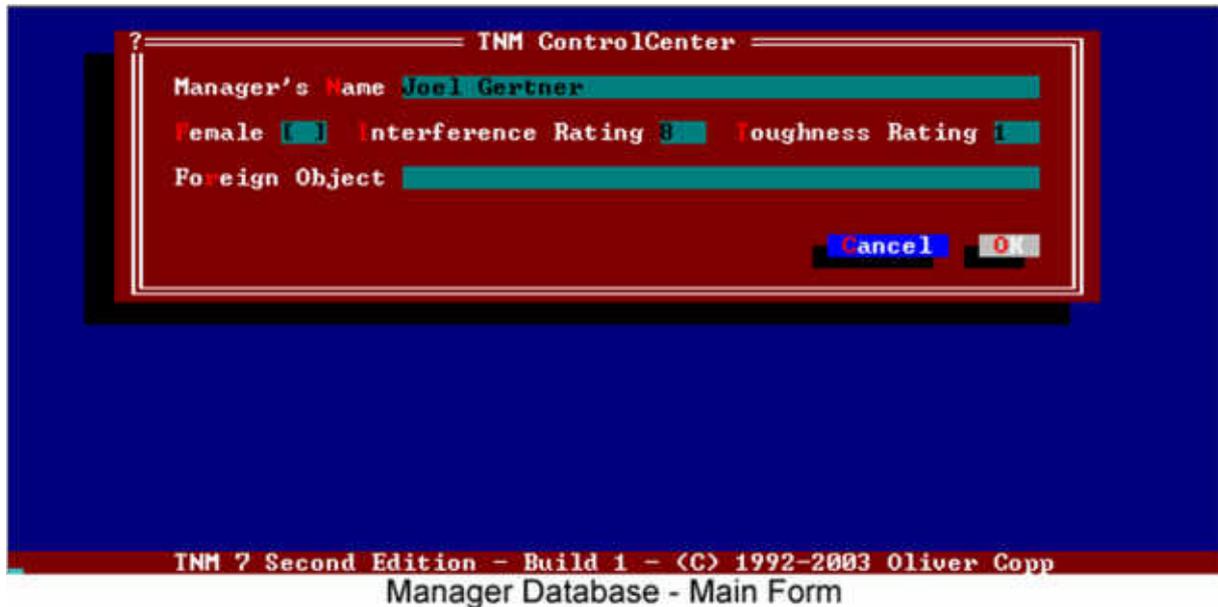
Every manager record has the following fields:

- Manager's Name
- Female:
      Check if the manager is female
- Interference Rating:
      A number between 0 and 10 which specifies how often a manager
      interferes. 0 means "manager doesn't interfere at all" while 10 means
      "interferes whenever remotely possible".
- Toughness Rating:
      A number between 0 and 10 which specifies how tough a manager is.
      Managers along the lines of Jim Cornette and Jimmy Hart would score
      very low, while a former wrestler who still is tough as nails would score
      very high.
- Foreign Object
      If your manager has a foreign object of his own, enter its name without an
      article. For Jim Cornette, this field has
         tennis racket

3.2.1.4 Tag Team Database

Tag Team Database - Main Form

A tag team consists of two wrestlers, a collective name and a tag team finisher.

Not every team needs a name and a finisher but I don't recommend creating tag teams which have neither. They only take up space and serve no real purpose.

Enter the team's name in the "Team Name" field. There are a few things to watch out for:

- if your team is called "Los Guerreros", enter "Los Guerreros" and not just "Guerreros"
- don't use " and " in a team name; it'll automatically be changed to " And " anyway because otherwise there'd be problems with recognizing the team

As far as tag finishers go, there are three different types:

- Simple Finisher (Any Wrestler Pins):
    This is a finisher which is done by both at the same time with any of the partners going for the pin, for instance the Dudleys' 3D.
- Simple Finisher (Specific Wrestler Pins):
    Same as above only that one specific wrestler always goes for the pin.
- Combination Of Moves:
    One partner does a move and then his tag team partner does another move. This combination of moves is their collective tag team finisher. Actually, this is the most common and most flexible tag team finisher type. Take the team of Charlie Haas and Shelton Benjamin for instance. Benjamin hits the opponent with a superkick and Haas then performs a German suplex for the pin. If a move is not from the list of moves, be sure to enter it with the proper article ("a", "an" or "the").

3.2.1.5 Dive Database

Dive Database - Main Form
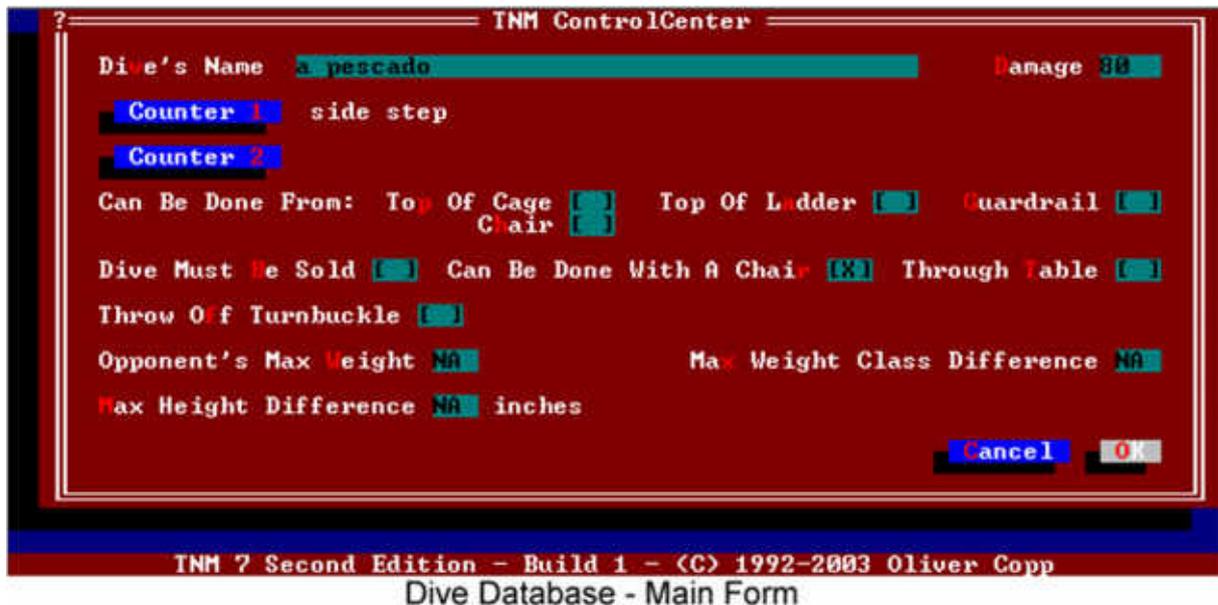
As mentioned before, a dive is a move done from inside the ring to an opponent standing on the outside.

Every dive has a name. Unlike in the wrestler database, you absolutely MUST include the proper article to use with your dive's name.

For instance,

    a plancha

is right and

    plancha

is wrong.

Next, you need to enter a "Damage" value for the dive. A damage value may be between 1 and 200. The higher the damage value, the more damage your wrestler will do to his opponent if/when he hits the dive.

There are up to two counters for each dive - in addition of the default counter of moving out of the way. Select them by clicking either "Counter 1" or "Counter 2".

The other attributes are:

- Can Be Done From:
    Check if your dive can be done from the top of a cage, from the top of a ladder, from the guardrail or from a chair.
- Dive Must Be Sold:
    Wrestlers can no-sell dives, i.e. they can ignore them. For some dives, this is not sensible. No-selling a diving rana serves no purpose. For the diving rana, this flag would be checked.
- Can Be Done With A Chair:
    Check if the dive can be done with the aid of a chair, e.g. a plancha.
- Through Table:
    Check if the dive can be done through a table.
- Opponent's Max Weight:
    if a wrestler belong to a weight class less or equal to the one specified in this field, your wrestler will be able to perform the dive; the weight classes are:
    - 1:   less than 220 lbs
    - 2:   less than 245 lbs
    - 3:   less than 280 lbs
    - 4:   less than 320 lbs
    - 5:   less than 360 lbs
    - 6:   less than 400 lbs
    - 7:   less than 450 lbs
    - 8:   over 450 lbs
    - NA: not applicable (doesn't matter)
- Max Weight Class Difference:
    How high may the weight class difference between the person taking the dive and the person executing it be? For instance, wrestler X is in weight class 2, wrestler Y is in weight class 4 and wrestler Z is in weight class 5. If you create a dive with a max. weight class difference of 2, wrestler X will be able to do that dive to wrestler Y but not to wrestler Z while wrestler Y will be able to do it to wrestler X and wrestler Z and wrestler Z will be able to do it to both others.
- Max Height Difference:
    There are dives which aren't sensible if the opponent is considerably taller than the wrestler executing the dive. Enter the maximum height difference in inches into this field.

3.2.1.6 Stables Database

Stable Database - Main Form
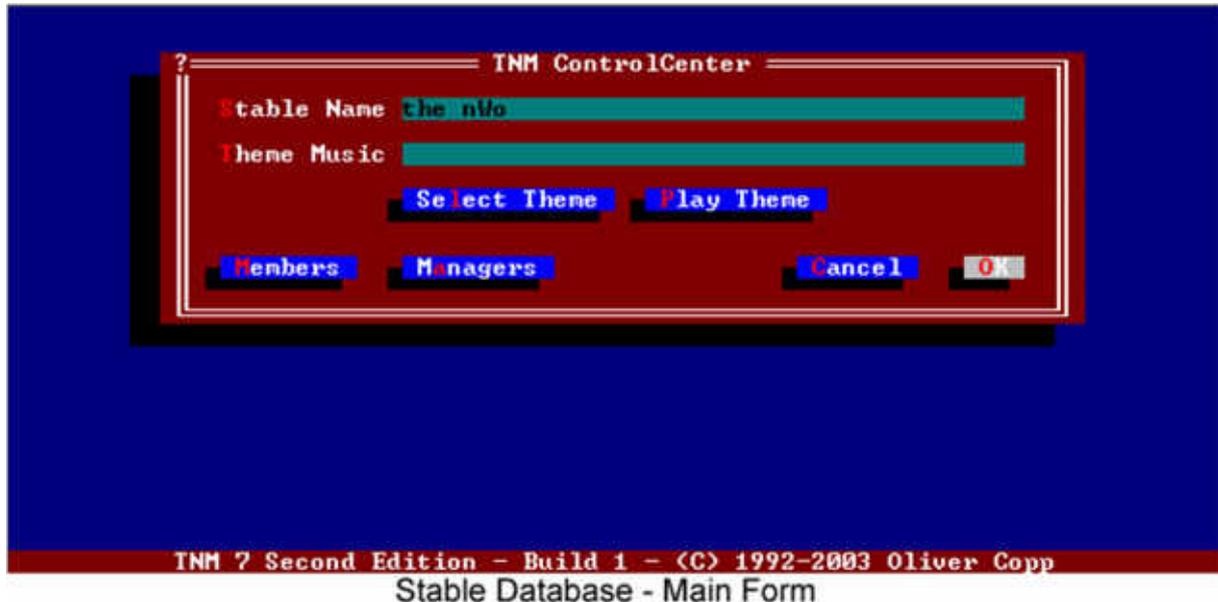
Stables have become an integral part of the wrestling business over the past several years although they've been around forever.

Evolution, the nWo, DX, Kaientai, the Wolfpack... you name it.

A stable consists of up to 100 wrestlers and up to four managers.

For the stable's name, you need to supply the article if you choose to use one.

Valid examples are:
Evolution
Degeneration X
the New World Order
the Wolfpack
the Nation

Select "Members" and you will be shown the members of your stable. To change the members, select "Change Members" by moving the cursor there and hitting [RETURN].

This will bring up a list of all wrestlers with all members of your stable shown in yellow and everybody else shown in white. To toggle a wrestler between selected (yellow) an unselected (white), use the space bar or double-click his name with the left mouse button. When finished, double-click "OK" or hit [RETURN].

You will then be presented with the updated list of all wrestlers in your stable. Select "OK" to return to the main stable form.

Every stable can be assigned up to four managers.

To assign a manager to one of the four slots, select the button next to the slot. A list of all managers will pop up. Double-click the one you want to assign it.

At times you may find that your stable has a manager which isn't on the manager database yet. In that case, select "New Manager". Refer to the section on the manager database for details.

3.2.1.7 Gimmick Match Database

Gimmick Match Database - Main Form

TNM 7 Second Edition enables the user to create a wide variety of gimmick matches.

Every gimmick match has the following attributes:

- Match Name:
    This is how the match will be referred to. Make sure the name includes the "Match" part, i.e. "Barbed Wire Match" is right, "Barbed Wire" is wrong.
- Foreign Object:
    If there's a special foreign object in your match, enter its name here. Do not use an article. In matches where the opponent has to be put on something or stuffed into something, the "something" must be used as the foreign object. Example: in a Casket Match, the casket would be the foreign object
- Whip/Use/Choke:
    Check if a wrestler can use the foreign object to whip his opponent, can use it on his opponent or can choke his opponent with it.
- Mobility:

If the wrestlers are tied to another, they can either have no mobility, limited mobility or full mobility. Check the appropriate box. If the wrestlers aren't tied to one another, check "Not Bound".

- Match Ends By:
    - Pinfalls:
        Allows for pinfalls/submissions to happen
    - Ten Count:
        After each decision, the referee will count to ten; if ten isn't reached, the match continues
    - First Blood:
        Match will end if a wrestler bleeds
    - Stuffing In:
        Match will end if a wrestler stuffs his opponent into the "Foreign Object"
    - Putting On:
        Match will end if a wrestler stuffs his opponent onto the "Foreign Object"
    - Hitting Four Turnbuckles:
        Match will end if a wrestler hits all four turnbuckles in succession
    - Putting Through Table
        Match will end if one wrestler puts another through a table (or if a wrestler puts himself through a table from a missed move)
- Ropes Replaced By Barbed Wire:
    Check if the ring ropes are to be replaced by barbed wire; if this option is checked, the First Blood option can't be used for obvious reasons.

Then there's "More":
- Match Starts Somewhere In Arena/In Ring:
    Specifies where your gimmick match starts
- Taped Fists:
    If checked, the wrestlers' fists will be taped
- Object On A Pole:
    If checked, the foreign object will be put on a pole and only after it is retrieved from there, it can be used

3.2.1.8 Foreign Object Database

Foreign Object Database - Main Form

TNM 7 Second Edition also has a customizable array of foreign objects that can be used in your matches.

When creating a foreign object, you **must** assign it an article. If you, for instance, want to create the Singapore can, make it

     a Singapore cane

       or

     the Singapore cane

Foreign objects can be used in different ways; for each applicable way it can be used, you will have to enter the damage it causes the wrestler it is being used against.
- Throw Through Object:
    Damage inflicted if a wrestler is thrown through the object (e.g a glass plate)
- Ram Into Object:
    Damage inflicted if a wrestler is rammed into the object
- Whip Into Object:
    Damage inflicted if a wrestler is whipped into the object
- Hit With Object:
    Damage inflicted if a wrestler is hit with the object
- Use Object:
    Damage inflicted if the object is used on a wrestler; a wrestler can't be hit with some objects (e.g. a fireball) but they may very well be used on him
- Choke With Object:

Damage inflicted if a wrestler is choked with the object
- Stab With Object:
    Damage inflicted if a wrestler is stabbed with the object
- Slash With Object:
    Damage inflicted if a wrestler is slashed with the object
- Whip With Object:
    Damage inflicted if a wrestler is whipped with the object
- Hang With Object:
    Damage inflicted if a wrestler is hung with the object
- Move Onto Object:
    Damage inflicted if a wrestler is hit with a move onto the object
- Object May Break:
    Check if the object could break when used
- Object May Draw Blood:
    Check if a wrestler the object is being used on may start bleeding
- Wrestlers Can Be Tied To The Object:
    Check if a wrestler can be tied to the object
- Can Be Used To Tie To Other Object:
    Check if a wrestler can be tied to another object with the object
- Object Worn On:
    Check all that apply

Please note that not all fields are actually used by TNM 7 Second Edition.

3.2.2 Backups
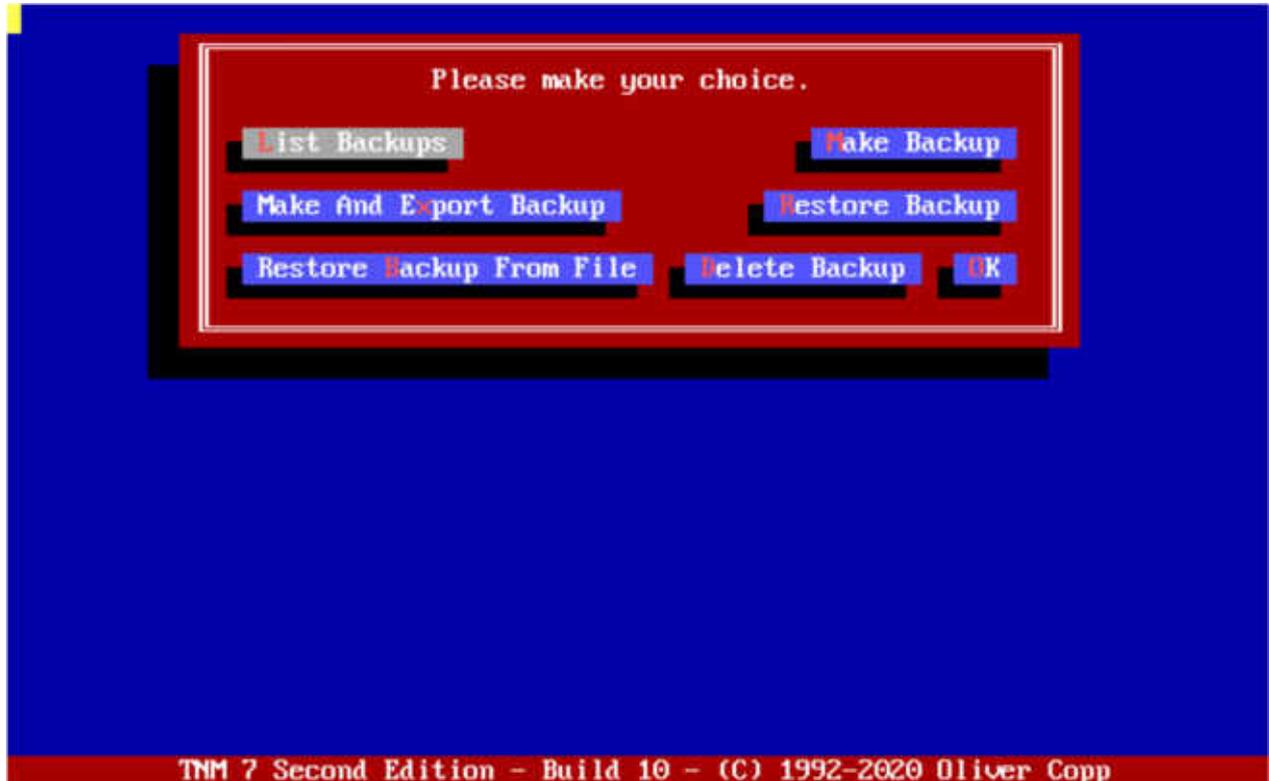
"Is TNM 7 Second Edition so buggy that you need to make backups all the time?!?"

The answer to that question is "no".

TNM 7 Second Edition went through three months of beta testing and therefore runs very stable.

However, while we here at TNM Software believe in our products and are behind them 100 percent, we know from experience that there is no such thing as a completely bug-free program.

This is one reason why the Backup feature exists.

Secondly, knowing you have a working backup **does** give you a certain level of security. Sometimes a match doesn't go like you'd want it to, and what better way to give your luck another try than restoring a backup you made directly before running the match?

Finally, things do happen. At times, your computer may run out of free memory for whatever reason. As Murphy's Law would have it, this only happens when you're currently manipulating an essential database. All of a sudden, you go from a fully functional TNM 7 Second Edition to one with a major problem.

And wouldn't it be nice to just be able to restore a working backup in that situation? In fact, it would.

3.2.2.1 List Backups

This option shows you a list of all backups you made with the dates when they were made.

3.2.2.2 Make Backup

Select "Make Backup" to create a backup of your important data. TNM 7 Second Edition will ask you for a description for your backup, and once you entered that, you created your first backup!

3.2.2.3 Make And Export Backup (New in Build 10)

Selecting this option will create a backup and copy it to the share folder C:\TNM_XCHG to which all copies of TNM on your system have access from DOSBOX as the T: drive.

3.2.2.4 Restore Backup

Should you wish to restore a backup you made at any point, select "Restore Backup".

Then select the backup you wish to restore from the listbox which TNM 7 Second Edition shows you.

TNM 7 Second Edition will then give you three options:

-   Restore Backup:
        deletes your current data and replaces it with the one from the backup
-   Backup, Then Restore:
        makes a backup with your current data and then replaces it
-   Cancel:
        return to the Backup Menu

3.2.2.5 Restore Backup From File (New in Build 10)

This option should be used when you would like to restore a backup that hasn't been created in this installation of TNM. Just select any *.TBU file, and you can restore it in any copy of TNM.

3.2.2.6 Delete Backup

At some point, you may want to delete one or more of the backups you made.

Select the backup you wish to delete from the list and confirm you really wish to delete it.

There is no way of bringing back deleted backups!

3.3 Options Menu
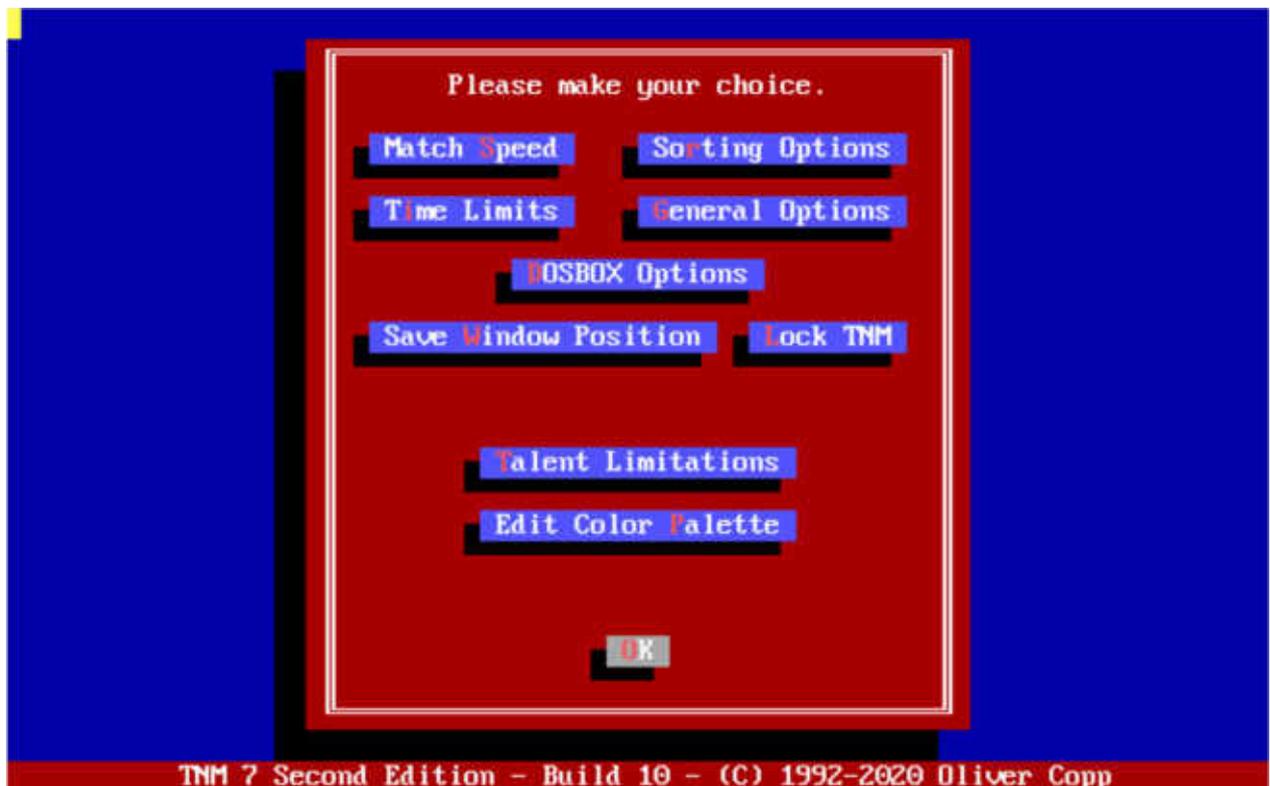
TNM 7 Second Edition lets you adjust many things to your likings, and the Options Menu is where it is done.

3.3.1 Match Speed

As you may already have found out, TNM shows you the matches move for move.

In between moves, TNM waits so the user can follow the flow. Some users may want the matches to run more quickly, while others need more time to enjoy the action.

If you select "Demonstration At Current Delay", you'll see how quickly the action takes place with the current settings.

To change the time TNM waits after every move, select "Change Delay". TNM 7 Second Edition will then show you your current delay. The higher the value is, the longer TNM 7 Second Edition will wait in between moves.

3.3.2 Time Limits

Options - Time Limits

In TNM 7 Second Edition, all matches have default time limits. You can override these for single matches but you can also change these default time limits, and Options | Time Limits is the place to do it.

All time limits are entered in seconds.

You can change the lime limit for:

- one fall matches (default is 1200 seconds or 20 minutes)
- two of three falls matches (default is 2700 seconds or 45 minutes)
- Iron Man matches (default is 3600 seconds or one hour)

You may also adjust the periods for WarGames and Royal Rumbles.

When a WarGames match starts, two wrestlers start out for a certain period of time (default: 300 seconds or five minutes). Then new wrestlers enter the cage every x seconds (default: 120 seconds or two minutes).

In Royal Rumbles, a new wrestler enters the fray every 120 seconds (default).

All these numbers can be changed.

Please note that to change time limits for different match types (as opposed to number of falls), you need the TNM TweakCirc SE plugin which lets you adjust time limits per circuit.

3.3.3 Sorting Options

When scheduling cards, the left side of the screen displays a list of all wrestlers in your database.

There are three ways of having it sorted.

TNM 7 Second Edition can either display all wrestlers in alphabetical order, in alphabetical order with the wrestlers who've been hired for your circuit listed first or in the order they are listed in the TNM 7 Second Edition wrestler database (non-alphabetical).

3.3.4 General Options
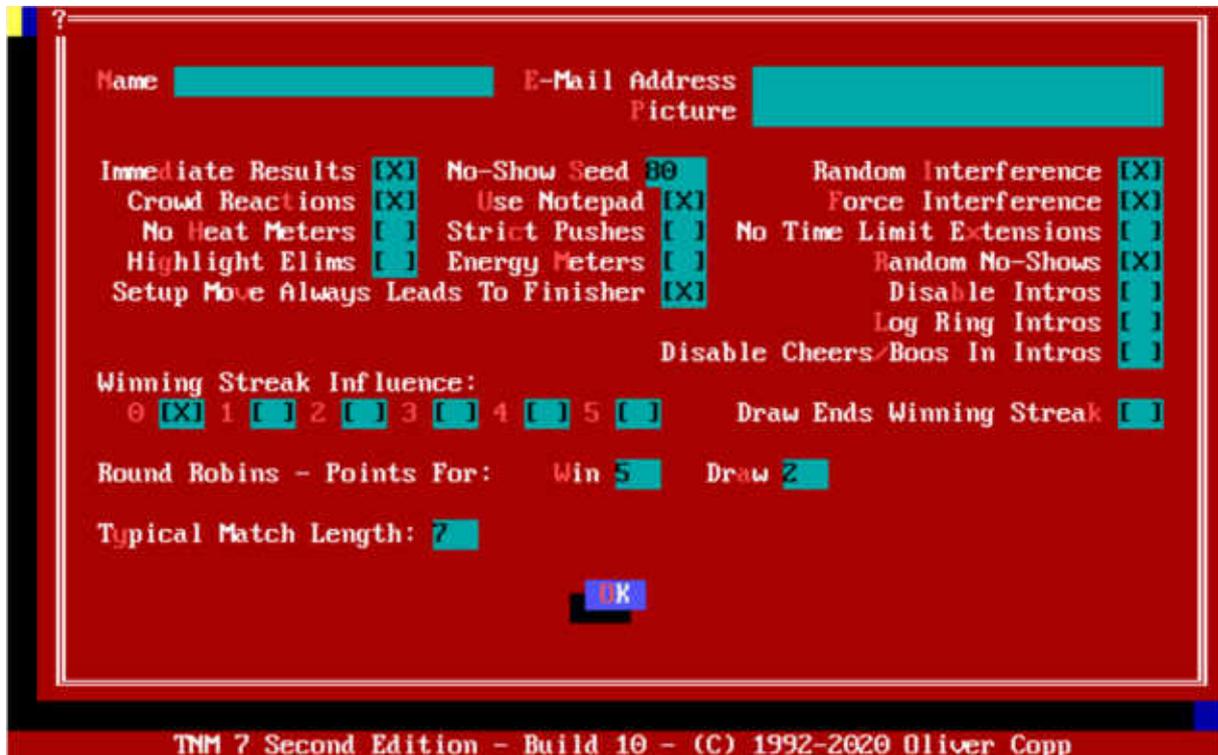
There are five main blocks of information in this menu.

The first block contains fields for your name, your e-mail address and a picture. These three are used when you invoke the "HTML Tree" feature discussed later. The picture appears on top of every HTML page TNM 7 Second Edition generates.

The second block is a bit more complicated, as it contains many options which change the way TNM behaves during cards and during matches.
- Immediate Results
     if checked, you will see every match's result at its conclusion (note: this only applies to matches you watched)
- No-Show Seed
     a number between 1 and 100 which tells TNM 7 Second Edition how often wrestlers no-show; a number of 80 (the default) means that one wrestler out of 80 will no-show
- Random Interference
     if checked, TNM 7 Second Edition will schedule random interference to happen from time to time
- Crowd Reactions
     if checked, the crowd will react to the wrestlers during matches
- Use Notepad
     if you're running in Windows 95, Windows 98 or Windows NT 4, TNM 7 Second Edition can use Notepad when there's the need for an editor; if this

box is unchecked, TNM 7 Second Edition will always use its built-in mini editor - even if you're running in 32-bit Windows

- Force Interference
    if checked, TNM 7 Second Edition will not have a match end until the scheduled outside interference has taken place
- No Heat Meters
    TNM 7 Second Edition displays small bars under the wrestlers' names during most matches; these meters indicate how much the crowd is cheering/booing the wrestlers; checking this box will turn them off
- Strict Pushes
    TNM 7 Second Edition doesn't rely heavily on stats; a wrestler with a push of 70 still is likely to beat a wrestler with a push of 100 if his style is much better than that of the wrestler pushed far more; checking this box will tell TNM 7 Second Edition that you would rather determine who wins and loses by their pushes; even if checked, a wrestler with a push of 70 still may occasionally beat a wrestler with a 100 push but it happens scarcely
- No Time Limit Extensions
    referees have the authority to waive the time limit if time runs out; check if you *don't* want this to happen
- Highlight Elims
    when a wrestler enters the ring in Royal Rumbles or is eliminated in either a Battle Royal or a Royal Rumble, TNM will show these actions on screen lead off by two asterisks ("**") so they are found more easily if this box is checked
- Energy Meters
    TNM 7 Second Edition will show you the percentage of energy remaining for the wrestlers during the matches if this option is checked
- Random No-Shows
    if checked, wrestlers will not show up for matches from time to time
- Setup Move Always Leads To Finisher
    if checked, a wrestler will ALWAYS perform his finisher if he hits his setup move; for instance, Bill Goldberg ALWAYS follows his spear with the Jackhammer
- Disable Intros
    TNM 7 Second Edition includes full ring introductions for all matches but Battle Royals; if you'd rather not see ring intros, check this option
- Log Ring Intros
    if checked, TNM 7 Second Edition will include the ring introductions in any logfiles it generates
- Disable Cheers/Boos In Intros
    If checked, crowd reactions during ring intros will be disabled

The third section influences the wrestler ratings TNM 7 Second Edition generates if a wrestler is on a winning streak. You can select values between 0 and 5. If 0 is checked, TNM 7 Second Edition ignores winning streaks when compiling the ratings while winning streaks play a major role in a wrestler's rating if 5 is checked.

There are two schools of thought on draws. Some people think a draw should end a winning streak. Others believe that anything but a true loss should not end a winning streak. To accommodate both parties, you can check or uncheck "Draw Ends Winning Streak".

When running Round Robin tournaments (tournaments where every wrestler has to wrestle every other wrestler), a wrestler will be awarded a certain number of points for a win (default: 5) and a different number of points for a draw (default: 2). The wrestler who has the most points when the Round Robin is finished, wins the tournament. At times, the number of points you award for a win or a draw may very well spell the difference between being number one and being number two. In other words, changing the points wrestlers get for a win or a draw gives you a certain amount of control over who wins the Round Robin tournament.

Finally, TNM 7 Second Edition also lets you adjust the average time the matches run. Some users may want short matches while other will prefer classic 20+ minute Japanese style matches. You can adjust the "Typical Match Length" to a value which suits you best. The higher it is, the longer the matches take.

This, however, does not mean that matches can't end quickly if you set the "Typical Match Length" to 10. Some will. It also doesn't mean that a value of 1 will always give you short matches.

3.3.5 DOSBOX Options
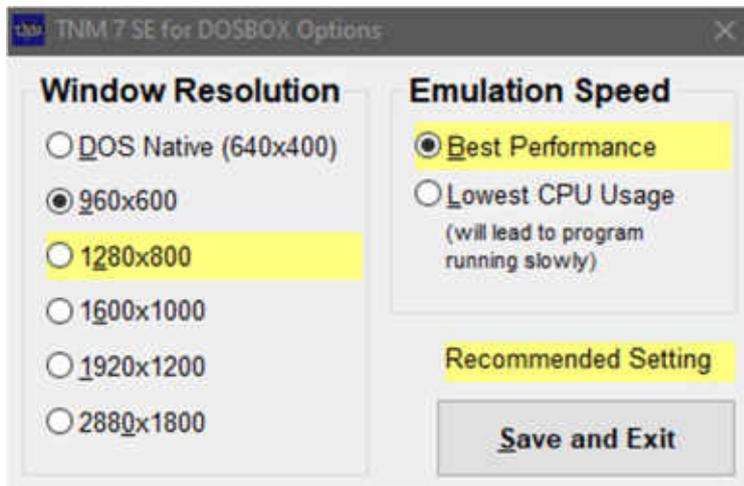
TNM originated in the world of DOS, programs which Windows no longer runs natively as of Windows 8. For this purpose TNM is shipped wrapped in an emulator called DOSBOX.

You are able to change the size of the DOSBOX window from original (640x400) all the way up to 2880x1800.

You can also decide between either running the emulator as fast as possible (could cause your system fan to run) or with the lowest CPU usage possible.

Both have advantages and disadvantages but we recommend going with the "Best Performance" option. "Lowest CPU usage" will lead to long wait times.

If output during matches is too slow, please refer to section 3.3.1 – most likely the delay is set too high.

3.3.6 Save Window Position

If you click this button, your TNM 7 SE window's current position will be saved. If you open TNM at a later point, the program window will revert to the saved position.

3.3.7 Lock TNM

At times, you may want to be the only one who can get into your TNM 7 Second Edition. Little brothers may find great passion in booking a few completely useless cards in your perfectly-booked circuit.

Therefore, you can lock your TNM 7 Second Edition with a password if desirable.

To do so, enter the same password in the "Password" and "Confirm Password" fields and click "OK".

Confirm your request, and your TNM 7 Second Edition will be locked permanently.

Should you later wish to unlock your TNM and make it accessible by everybody once again, simply click "Unlock".

3.3.8 Talent Limitations

Options - Talent Limitations

Using the "Talent Limitations" option field, you can force any number of circuits to share a common talent pool meaning that each wrestler will only be available to one of the circuits at any given time.

3.3.9 Edit Color Palette
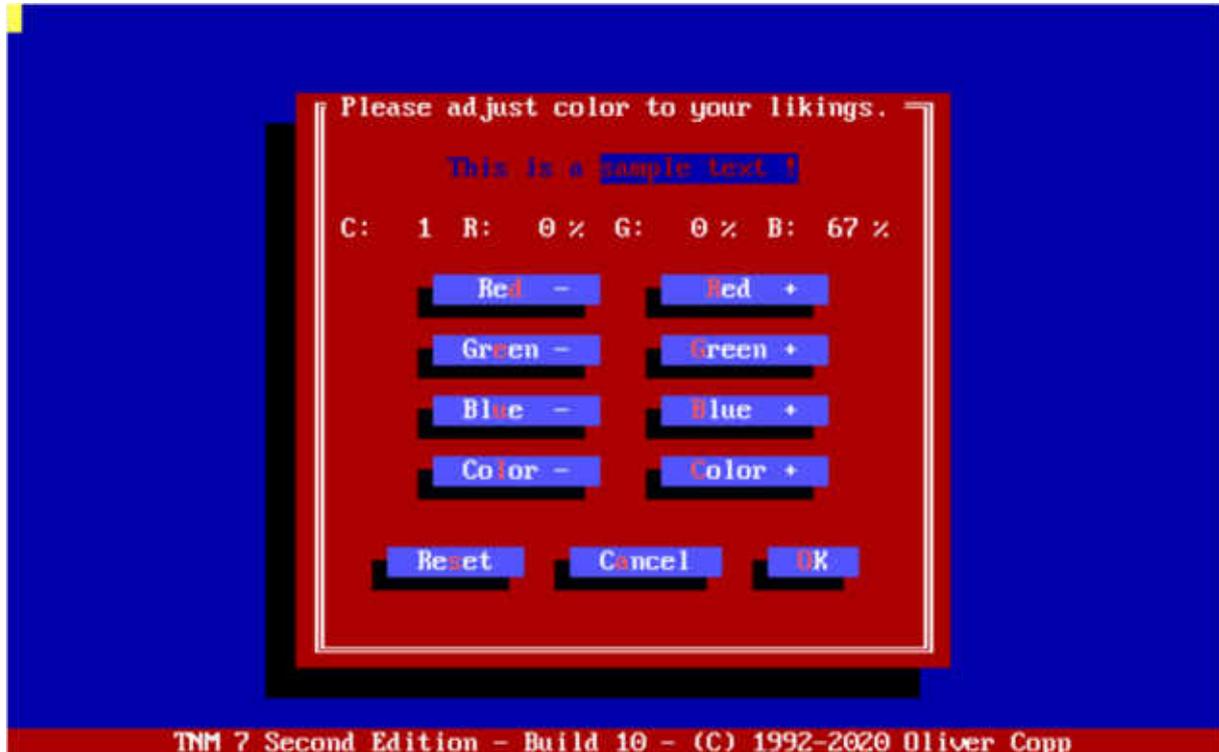
The DOS color palette consists of 16 colors, many of which are used within TNM. Should you wish to change TNM's color palette, you can do this here by changing individual colors to suit your taste.

Example:
You'd like to exchange the dark red/brownish color TNM uses in its menus into a lighter grey color.

TNM uses color 4 for its backgrounds. Press "C" until the line above the buttons reads "C: 4".

You see that color 4 is 67% Red and no Blue or Green. To get a grey color, you need to have equal amounts of Red, Blue and Green in your color. Set all three to 67% and you will end up with this:

Feel free to play around with the colors as much as you wish. Should things get awful, you can click "Reset" at any time to restore the default colors.

3.4 Plugins Menu

TNM 7 Second Edition is able to run so-called "plugins".

Plugins are programs developed by TNM Software or by a third party which extend the capabilities of TNM 7 Second Edition.

Users can download and install plugins one-by-one.

Plugins are installed by copying them (and unzipping them if necessary) to the NEWPLUGS directory underneath TNM 7 Second Edition's main directory. When TNM 7 Second Edition is started up the next time, it will show you a list of all new plugins it found, and you can select those you want via the space bar.

You can invoke a plugin either through the Plugins menu beneath TNM 7 Second Edition's main menu (general plugins) or through a circuit's menu (circuit plugins). So-called "match plugins" such as the Brawl For All Match can neither be run through the main menu's Plugins button nor the one in the Circuit Menu but only by clicking "Plugin" when scheduling a card.

If you wish to look up information on a plugin like where to get support, how much it costs, how long you can test it for free, methods of payment, where to order and copyright information.

Clicking "Delete Plugin" will allow you to delete a plugin which you no longer need.

New plugins are released on TNM7.COM regularly.

3.5 Show Manual

No need to explain, as you already discovered the purpose of that button <g>.

4 Circuits

Circuits - Main Menu
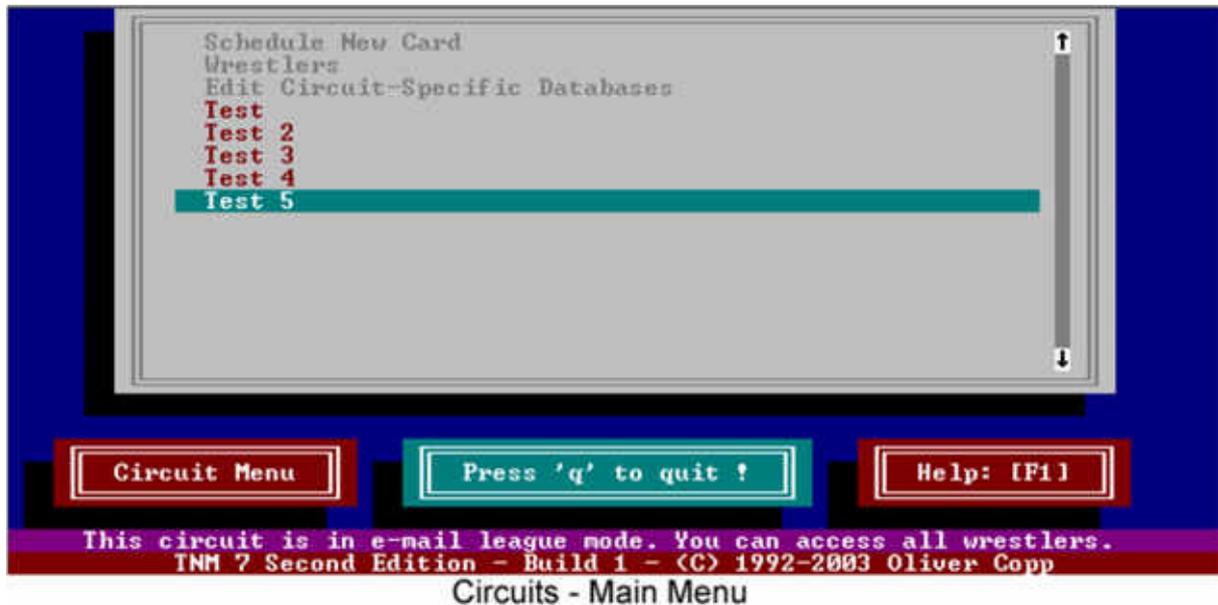
The concept behind circuits isn't hard to understand because it comes naturally.

A circuit is made up of a set of wrestlers and a list of cards which in turn consist of one or more matches each.

The matches themselves consist of two or more wrestlers who in turn are from the available set of wrestlers.

Every circuit can be in one of two modes, regular mode (the default) and e-mail mode. If it is in regular mode, you can only use the wrestlers you have hired. In e-mail mode, you don't have to hire anybody and can use all the wrestlers from the main database.

After creating a circuit and entering it for the first time, you'll see a grey window in the upper two thirds of the screen and three buttons on the lower third.

The grey window currently only contains three items:

- Schedule New Card
- Wrestlers
- Edit Circuit-Specific Databases

Later on, after scheduling your cards, their names will appear below these items.

If your circuit is in "regular mode", you will have to hire wrestlers by selecting the "Wrestlers" line in the light grey box. For simplicity's sake, we'll put your circuit into

"e-mail mode" right now so you can try scheduling your first card without having to hire wrestlers first.

To put your circuit into e-mail mode, do one of the following:

- press "a", "c" and then "o"
- click "Circuit Menu", then select "About Circuit", then "Change Configuration" and finally "OK"
- press "m", then select "About Circuit", then "Change Configuration" and finally "OK"

If you want to take a quick start, skip our next section on the "Circuit Menu" and commence at "Schedule New Card".

4.1 Circuit Menu

Circuits - Circuit Menu

The "Circuit Menu" is the heartbeat of your circuit. Unless you only want to run a barebone circuit, you won't get around using it so you might as well want to get to know it right now.

We'll go through the options one by one, and if a particular option is also available from outside the circuit menu (many are as you just saw in our little example of switching your circuit into e-mail mode), the hotkey will be mentioned.

4.1.1 Champions Menu

Circuits - Champions Menu

If you ever want to create a title, delete a title, take a title away from a champion or give a title to somebody, this is the place to do it.

You can reach the "Champions Menu" from outside the "Circuit Menu" by pressing "c" on your keyboard.

- Vacate Title:
    - Select the title you wish to vacate (i.e. take away from the current champion) and confirm your selection.
- New Title:
    - Enter the name of the title you wish to create; then select the type of title it is supposed to be (singles, tag, six man, eight man, ten man) and confirm.
- Delete Title:
    - Select the title you wish to delete and confirm your selection. Be extremely careful here because a title which has been deleted is gone for good.
- Move Title:
    - Titles are prioritized with the first title being the highest one, the one with the most prestige.
    - To change a title's standing, use this function to move it to another place in the list. (SE)

- Hand Over Title:
  - Select the title you wish to hand over (i.e. take away from the current owner and give it to someone else) and confirm your decision. Then you will have to enter the name of the new champion. You need to enter his name exactly like he appears in your circuit's wrestler database. For instance, if you enter "Steve AUstin" and the wrestler really is called "Steve Austin", TNM 7 Second Edition will not let you defend the title.

4.1.2 Ratings

Circuits - Champions Menu

The hotkey to reach "Ratings" from outside the "Circuit Menu" is "s".

Long-time users of TNM will know that prior to TNM 7 Second Edition, there was one type of ratings: overall ratings. All matches for all wrestlers were thrown into one big ratings pot.

TNM 7 Second Edition comes with three different types of ratings: singles ratings, tag team ratings and six man tag team ratings. Basically this means that a wrestler who is in a tag match will not change his standing in the singles or six man tag ratings if he and his partner win the aforementioned tag match. In the same light, a tag team champion who wrestles a singles match also will not see it affect his tag team's rating.

Besides these three, TNM 7 Second Edition also has so-called "Overall Ratings". Basically, these are the ratings that you would have gotten in an older version of TNM. However, there's one distinct difference: TNM 7 Second Edition generates them from your current singles, tag and six man tag ratings --- on the fly.

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After selecting "Ratings", select the type of ratings you wish to see. TNM 7 Second Edition will then start working. Depending on the size of your circuit and how many cards you have held, it may very well take TNM 7 Second Edition several seconds to deliver the ratings.

Why does it take so long? Let's just say TNM 7 Second Edition makes sure that nobody who doesn't belong in the ratings gets in there. For instance, if somebody quits your circuit or you fire him, he will disappear from the ratings. Yet, if you ever rehire him, his old rating will be right back there. Also, TNM 7 Second Edition invests a certain amount of time into intelligence.

Let's say Chris Candido and Shane Douglas became your tag team champions in a surprise win. Now you decide to give them a tag team name - "The Triple Threat". In earlier versions of TNM, that would have meant having to hand over the titles manually because "Chris Candido and Shane Douglas" and "The Triple Threat" were separate entities. TNM 7 Second Edition, on the other hand, knows that they are one and the same. Obviously, the more intelligence a program has, the more it needs to do and the longer it takes to do it.

```
                    Your current ratings:
                                    WINS LOSS DRAW STREAK
    1. Shawn Michaels                 0:   1:   0:    0
       * World Heavyweight Title
    2. Goldberg                       4:   0:   0:    4
    3. Rob Van Dam                    4:   1:   0:    2
    4. Randy Orton                    2:   1:   0:    0
    5. Kane                           3:   2:   0:    0
    6. The Hurricane                  1:   1:   0:    0
    7. Bubba Ray Dudley               1:   1:   0:    0
    8. Booker T                       1:   2:   0:    0
    9. Triple H                       1:   2:   0:    0
   10. Batista                        1:   1:   0:    0
   11. Bradshaw                       0:   1:   0:    0
   12. Ric Flair                      0:   1:   0:    0
   13. D-Von Dudley                   0:   1:   0:    0
   14. Scott Steiner                  0:   1:   0:    0
   15. The Rock                       0:   1:   0:    0
   16. Kevin Nash                     0:   1:   0:    0

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```

Circuits - Singles Ratings Example

After all the work is done, your ratings will appear on screen. The wrestlers/teams will be ranked by a number which indicates their place in the ratings. In addition, the wrestler/team's wins, losses and draws are shown.

The final number of every record, the "STREAK" indicates how long the wrestler's winning streak has been, i.e. how long it's been since he lost a match. In TNM 7 Second Edition, winning streaks have an influence on the ratings. Please refer to the chapter on "General Options" if you wish to influence just how much winning streaks are supposed to mean in the big picture.

4.1.3 Save Ratings To File

In some cases, you may not want to see the ratings displayed on your monitor but would rather save them to disk.

This can be done with the "Save Ratings To File" option.

4.1.4 Roster
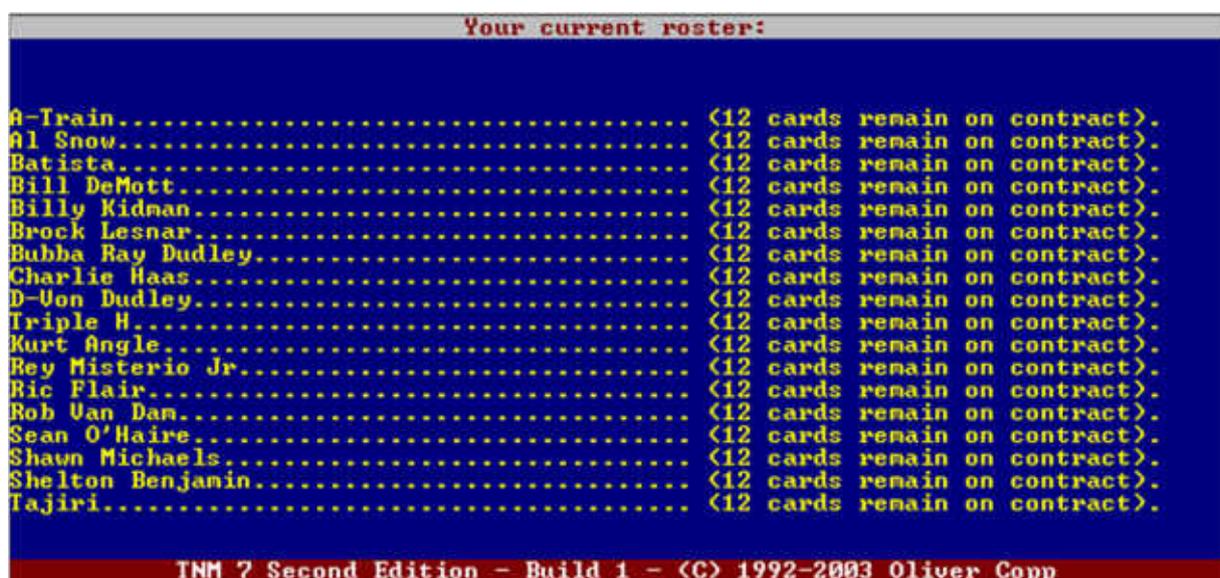
Circuits - Roster Example

If you're running your circuit in regular mode, your wrestlers are only under contract for a certain amount of time after which they either renew or quit... or you don't renew them. At times, a wrestler sees fit to "give notice" which means that he will stop working for you, in which case you will only be given one more card to write him out of the storyline.

The "Roster" feature, which is accessible from outside the "Circuit Menu" by pressing "r", gives you a detailed report on whom you've hired and who is on his way out (after giving notice, not renewing or not being renewed).

Injuries also happen in TNM 7 Second Edition like in real life. While your wrestlers will work injured if you force them to, it's always a good idea to let them heal.

The "Roster" feature also always displays your circuit's current injured list which contains all names who are currently injured. These names do not appear on the roster itself anymore during the time of their injury.

4.1.5 Save Roster To File

In some cases, you may not want to see your circuit's roster displayed on your monitor but would rather save it to disk.

This can be done with the "Save Roster To File" option.

4.1.6 Managers' Stables

In your circuits, a certain number of wrestlers will likely be under the tutelage of one or more managers. If you need a small overview of who is managed by whom, call the "Managers' Stables" feature.

It will scroll through all managers and only pause for the ones who actually have one or more clients in your circuit.

4.1.7 Logfile Menu

When you run a scheduled card in TNM 7 Second Edition, you'll either be able to see the matches on screen or you will be presented the results after the card is finished.

At times, you may however want to keep the action that happened in a file - possibly for reasons of later sending out the file to the members of your e-fed.

TNM 7 Second Edition has a feature which will let you do exactly that, and it's called a "Logfile".

Obviously, such a logfile tends to take up considerable hard disk space if you're an avid user of TNM 7 Second Edition, and that is the reason why it is turned off by default.

After opening the "Logfile Menu", you can turn it on, though. To turn it on, simply check the "Generate Logfile" box.

While it is not recommended to print logfiles (which can be pretty big, remember?) directly from TNM 7 Second Edition, some users still want to do it so the feature is there. TNM 7 Second Edition can only print your logfile if you specified the port your printer is on correctly.

Usually, all printers are on LPT1 (the default) but in case your configuration differs, check the appropriate box for your printer port.

After you've run one or more cards with your logfile switched on, you will be able to use the "Logfile Menu" to either show the logfile on screen, send it to your printer or delete it.

A deleted logfile cannot be recovered, so use the "Delete Logfile" option with care.

4.1.8 Title Histories

Circuits - Title History Example

The titles one has in his circuit tend to change hands every now and then. The more frequent title changes are, the more likely one is to lose track of who held the title in the past, from whom the title was won and to whom the title was lost.

This is where the "Title Histories" feature comes in handy. Besides from the Circuit Menu, you can also access the "Title Histories" screen by pressing "h".

After you selected the title you're interested in, TNM 7 Second Edition will go through all the cards you scheduled in your circuit and gather all title changes within the blink of an eye.

Once the work is done, TNM 7 Second Edition will present you with a detailed history of the title you selected.

All items include the name of the card, the actual match and even the match rating!

If you're familiar with the old title history handler from TNM V6.2 and TNM V6.2plus, you'll probably love the new one. The weaknesses of the old title history handler (if A beat B and C then beat A in one card, the history showed C beating B etc.) have been avoided and the strengths have been capitalized upon.

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4.1.9 About Circuit

Circuits - About Circuit
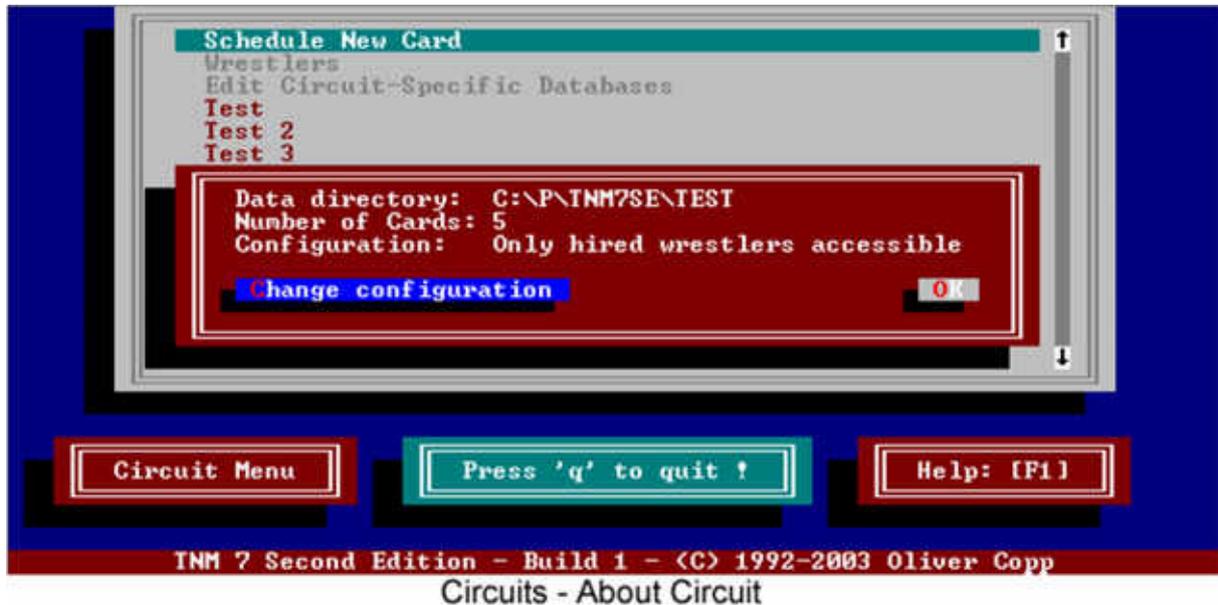
The "About Circuit" menu has three key features:

-   it lets you see where your circuit physically is located on your hard disk
    (comes in handy when you're looking for the right logfile)
-   it shows you how many cards you've already held
-   it lets you toggle between "regular mode" and "e-mail mode".

The first two features are self-explanatory but the third one needs a few words.

When you create a circuit, it's in "regular mode" by default which means that you can only use wrestlers that you have hired. Everything is based upon contracts. Wrestlers come and go and if they don't want to work for you, there is nothing you can do about it. "Regular mode" could also be called "real-life mode". If your circuit is in "regular mode", the "Configuration" line will read "Only hired wrestlers accessible".

Then there's a second mode commonly referred to as "e-mail mode". It allows you to use all the wrestlers in the database without having hired anybody. Obviously, e-feds need such a mode. You could probably also call it "perfect world mode".

Which one is more fun?

I guess the answer depends on your needs. If you want to put some pressure on yourself (not knowing if your wrestlers are going to be around in a few months, not knowing if you can eventually sign that big star who's been turning you down for years and so on) and you enjoy the challenge of booking around unexpected changes, "regular mode" is the way to go for you.

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If you'd rather do what you want when you want, "e-mail mode" is the perfect choice. In my opinion, never running into trouble takes the fun out of booking a promotion but everyone else's mileage may vary.

4.1.10 HTML Tree

"HTML Tree"... a mighty big name for an extremely useful feature.

If you recall, every circuit consists of cards which in turn consist of matches.

Wouldn't it be great to show off your booking prowess and your five-star matches to your friends? Sending over your entire TNM 7 Second Edition is a chore, time-consuming and - this has to be mentioned - not allowed under the License Agreement.

Thankfully there's a better, more efficient and more intelligent way - and that is using the "HTML Tree" feature which refers to TNM 7 Second Edition's built-in HTML gateway.

It takes your personal data from "General Options" and the card results, finishes and comments from your circuit and builds a collection of HTML files in the HTML directory underneath your circuit directory (which you, BTW, can find out by going to the "About Circuit" dialog).

Your entry point to the circuit is HTML\WELCOME.HTM, and you can upload the entire contents of the HTML directory to a web server of your choice and your circuit will immediately be available for all to see!

Example: your WWF Circuit is in the C:\TNM\WWF directory. You then use the HTML gateway which creates an HTML representation of your circuit in C:\TNM\WWF\HTML. Opening C:\TNM\WWF\HTML\WELCOME.HTM will let you navigate your circuit's results.

Let's say that you have an account on GeoCities and want to upload your HTML files there.

Open ftp.geocities.com in an FTP client of your choice and log in with your personal data. Then create a directory (folder), for instance, WWF. Change to the WWF folder on GeoCities and upload the contents of C:\TNM\WWF\HTML to that folder.

Close the FTP client.

Assuming your GeoCities address is

> http://www.geocities.com/TimesSquare/4420

your circuit will be accessible at

http://www.geocities.com/TimesSquare/4420/WWF/WELCOME.HTM

For more control over the look of your HTML pages, please refer to the TNM TweakCirc SE plugin and its documentation.

4.1.11 Reset Ratings

Should you ever want to get rid of your current ratings and start fresh, this is the way to do it.

Confirm that you really do want to reset your ratings and TNM 7 Second Edition will accommodate your wish.

Use this option with care because deleted ratings cannot be brought back.

4.1.12 Delete Last Card

TNM 7 Second Edition allows you to delete the last card you had which you may want to do if something didn't go as planned.

Deleting a card will make it disappear. However, it will not restore the ratings (which will stay as if the card took place) or any titles that changed hands.

Under no circumstances should you delete a card which has not yet been run.

4.1.13 Toggle Hardcore Mode

If your circuit is running in "Hardcode Mode", the Circuit Menu will show "Hardcore Mode is On" in the top line. Use the "Toggle Hardcode Mode" button to turn Hardcore Mode on or off.

If it is on, wrestlers will use foreign objects far more frequently and disqualifications become a rarity.

Some users may not like it that way and that's why you have the option of turning Hardcore Mode off. It is on by default.

4.1.14 Detailed Wrestler Record


```
Test:
[Round 1]
Goldberg pinned Booker T with the Jackhammer in 0:15:03.
Rating: ***

Test:
[Round 2]
Goldberg pinned Triple H with the Jackhammer in 0:06:54.
Rating: 3/4*

Test:
[Semi-Finals]
Goldberg pinned Rob Van Dam with the Jackhammer in 0:15:52.
Rating: ** 3/4

Test:
[Finals]: Match for the vacant World Heavyweight Title
Goldberg pinned Kane with the Jackhammer in 0:08:04.
Rating: * 1/2
(Goldberg won the World Heavyweight Title.)

                                              Press a key...

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```

Circuits - Detailed Wrestler Record Example

At times you may be interested in how a wrestler has fared in your circuit. Sure, you can simply look at the Overall Ratings but those only give you an overview.

If you want to see - in detail - what matches your wrestler was involved in, use the "Detailed Wrestler Record" feature.

Enter the name of the wrestler you want to check on and press [RETURN].

TNM 7 Second Edition will then go through all cards and search for matches involving that wrestler.

Please note that the name of the wrestler *must* appear somewhere in the results. Otherwise TNM 7 Second Edition will not recognize the match. For instance, if you search for "Bret Hart", Hart Foundation matches will not count.

Hint: you're not limited to entering wrestler names. You could just as well search for "DDT" if you want to see all matches that ended with the DDT or "disqualification" if you want to see all DQs.

4.1.15 Toggle Booing Of Heels

These days, there is no real distinction between faces (good guys) and heels (bad guys) anymore. This is the way it's been in Japan for a long time - the fans cheer both wrestlers if they carry their load.

However, in some cases you may want traditional crowd reactions to faces, heels and tweeners (neutrals). In that case, use "Toggle Booing Of Heels" until "Heels are booed" appears in the top line of the Circuit Menu.

From that point forward, the fans will decidedly play favorites when you run your matches.

If the option is turned off, all wrestlers are cheered - some more, some less.

4.1.16 (Circuit) Plugins

First of all, please refer to the main "Plugins" section for general information on plugins and their purpose.

Certain plugins can only be invoked from within one of your circuits because they perform an action which is only sensible when applied to a circuit.

Use the "Plugins" button in the "Circuit Menu" or the "p" key to run a circuit plugin.

4.1.17 Circuit Notes

This button brings up the file CNOTES.TXT from your circuit folder. You can use it as a notepad for ideas, booking progress and notes on past, current and future developments. You can also get this file to open by pressing the "u" key when at the main circuit screen.

4.1.18 Additional Hotkeys

There are some additional things you can do in your circuit which can not be done via the Circuit Menu:

- Pressing "d" will let you save the results and comments of the card the cursor is on to a file
- Pressing "e" will load the results and comments of the card the cursor is on into Notepad
- Pressing [CTRL]+"r" will let you rename the card the cursor is on
- Pressing [CTRL]+[<---] will let you delete all cards ever held in your circuit

4.2 Wrestlers

Circuits - Wrestlers - Hiring And Maintenance

When starting it up, you will see five windows. This may look confusing but it isn't once you get used to it.

The top three windows contain your circuit's "Faces" (good guys), "Heels" (bad guys) and "Neutrals" (tweeners) in alphabetical order.

The lower left window contains a list of all wrestlers in your main database with a yellow "F" (face), "H" (heel) or "N" (tweener) next to their names.

Wrestlers who are currently working for you or who won't speak to you at the moment are shown in dark grey. All other wrestlers are shown in white.

The lower right window contains buttons to put a wrestle into one of the three categories, hire him, fire him and edit his circuit data.

If you are working with the keyboard rather than a mouse, you can change from one window to another with the [TAB] key. [SHIFT]+[TAB] will move you one window back.

Regardless of what window you currently are in, select the "-> Faces" button to add the wrestler who is currently being highlighted to the group of good guys, the "-> Heels" button to move him to the bad guys and the "-> Neutral" button to turn him into a tweener.

Selecting the "Hire" button will let you hire a wrestler. If TNM 7 Second Edition knows his tag team partners, it will alternatively let you hire their team instead of the wrestler by himself.

Example: if you're hiring Bret Hart, TNM 7 Second Edition will know that he
teamed with Jim Neidhart as the Hart Foundation and with Owen Hart
as the Hart Brothers. Consequently, TNM 7 Second Edition will let you
select either of the two as Bret's tag partner for the hiring process - if
you want to hire a team, that is.

Wrestlers may not want to work for you in which case they will let you know in no
uncertain terms.

If a wrestler's name is shown in grey, you can't hire him because he either has
already been hired or is unavailable.

A wrestler can be hired for 52 cards at the most. Using the optional TweakCirc SE
plugin, this number can be upped to 99 cards, using TweakCirc's "Card Multiplier"
feature, you can conceivably up the number of cards the wrester is hired for to as
high a number as you wish. Please check the chapter on TweakCirc SE for a detailed
description.

Firing works the other way round - using the "Fire" button will only work in one of the
upper three windows or in the "Wrestlers" window on wrestlers shown in dark grey.
Firing a wrestler lets you get rid of him.

Circuits - Wrestlers - Editing Example
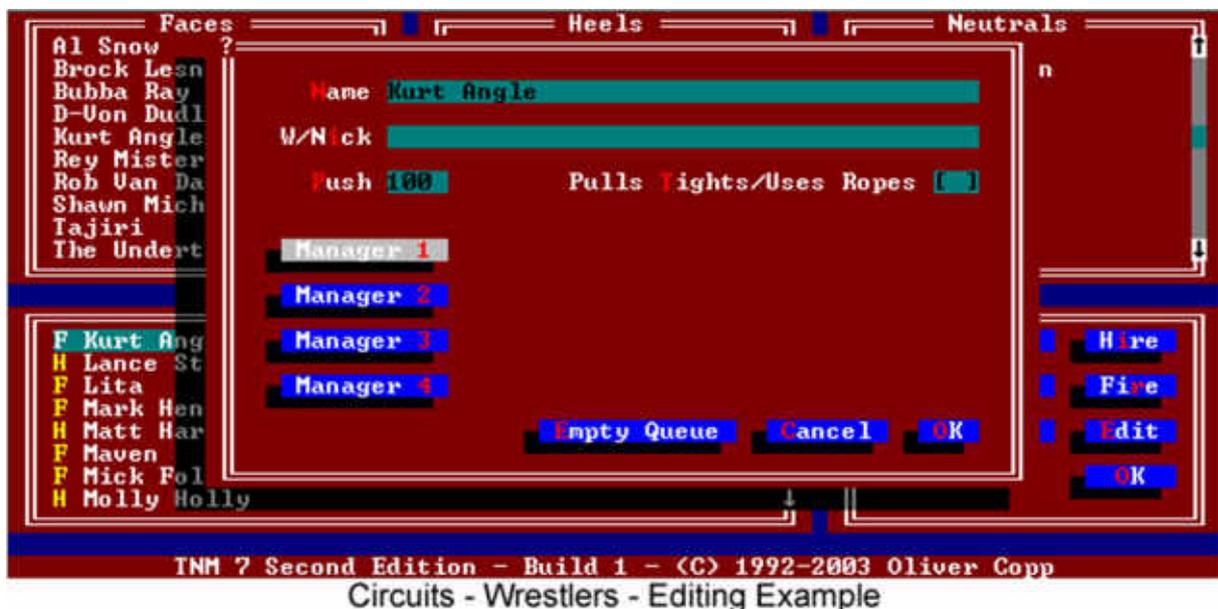
Finally, selecting "Edit" will let you change a wrestler's circuit data which consists of:

-   the name he uses in your circuit
-   the name with nickname he uses in your circuit
-   his push in your circuit
-   whether or not he pulls tights/uses the ropes in your circuit
-   his managers in the circuit

Changes made here will not carry over into the main database or into the databases used in other circuits.

Conversely, changes made to any of these items in the wrestler's record in the main database will not carry over into any of the circuits because the circuit-specific data *always* overrides the global data.

For instance, if you have Mankind in your global wrestler database and create a WWE circuit, Mankind will be entered into the WWE circuit. If you then change his name to "Mick Foley" in the main database, he will still be Mankind in your WWE circuit.

If you leave the nickname field empty in the edit field, TNM 7 SE will default to using his nickname from the main database. Tip: if your wrestler has a nickname in the global database and you'd prefer him not having one in the circuit-specific database, enter his full name into the nickname field and enter two double quote symbols immediately after one another anywhere into the field, e.g. Bret Hart "".

The window which lets you edit the wrestler's circuit-specific data also contains an "Empty Queue" button.

This button needs an explanation.

Every wrestler has a so-called "queue" which contains his most recent opponents. This queue is used to come up with random outside interference.

Let's assume we're starting a fresh circuit.

Your first card has Goldberg vs Steve Austin and Hollywood Hogan vs Shawn Michaels.

After the card is finished, this will be the wrestlers' queues:

Goldberg:	Steve Austin
Steve Austin:	Goldberg
Hollywood Hogan:	Shawn Michaels
Shawn Michaels:	Hollywood Hogan

Then you schedule Steve Austin vs Mick Foley for the next card. The queues that change are:

Steve Austin:	Mick Foley, Goldberg
Mick Foley:	Steve Austin

The next card has Austin vs Hollywood. The queues which change are:

Steve Austin: Hollywood Hogan, Mick Foley, Goldberg
Hollywood Hogan: Steve Austin, Shawn Michaels

Finally, you schedule another card with Goldberg vs Steve Austin. Austin's queue changes to:

Steve Austin: Goldberg, Hollywood Hogan, Mick Foley

Basically the concept behind the wrestlers' queue is to keep track of whom they fought recently. The more recently wrestler A fought wrestler B, the more likely B is to interfere against A.

"Empty Queue" clears a wrestler's queue which means his history is forgotten. This is useful when turning him.

4.3 Circuit-Specific Databases

Circuits - Circuit-Specific Databases

As you know, TNM 7 Second Edition has a number of databases. These databases contain all data TNM 7 Second Edition needs to work properly.

The databases you can access from the TNM 7 Second Edition ControlCenter are global databases meaning they are valid and used in all of your circuits.

This makes sense because chances that you'd be using different move sets in different circuits are minimal. Same thing with managers and dives. How likely is it that one circuit knows what a "plancha" is while the plancha is an unknown in another circuit? Not very likely.

There are, however, instances where having databases which are only valid in one circuit makes sense.

An example: let's say you run a WCW Circuit where Kevin Nash, Scott Hall and Hollywood Hogan are the stable called "nWo". Without a circuit-specific stable database, you would have to create a stabled called "nWo" in the ControlCenter - as a global stable.

If you only run one circuit, there's no problem. The problems begin when you need the same stable with different sets of members in different circuits.

The nWo could be Nash, Hall and Hogan in one circuit while it's Nash, Hall, Shawn Michaels and Ric Flair in another circuit.

There is no way to pull this off with one global stable database.

Enter the circuit-specific stable database, and it not only can be pulled off but it can be pulled off easily.

For the situation described above, you could create either of the two nWo instances in the global database and define a circuit-specific "nWo" in the circuit where you need different members.

Or you could not create the nWo in the global database at all and create it in the circuits instead with one circuit getting the Nash/Hall/Hogan nWo while the other gets the Nash/Hall/Michaels/Flair nWo.

Having a circuit-specific database - be it tag team or stable - does have an implication, though: a circuit-specific database overrides the global database!

This is the consequence of a second need. Let's say the global tag team database has Scott Hall and Kevin Nash as the Outsiders and Bret Hart and Jim Neidhart as The Hart Foundation.

Now let's assume you have a circuit where Nash and Hart are a tag team called "The Flatliners". Also, let's assume that TNM 7 Second Edition took the local databases and used them *in addition* to the global databases (which is not the case!).

If you, for whatever reason, teamed up Hart, Nash, Hall and Neidhart in your circuit, there'd be a problem: Hall and Nash are the Outsiders, Hart and Neidhart The Hart Foundation and Hart/Nash The Flatliners.

For obvious reasons, you'd want it to read "The Flatliners, Scott Hall and Jim Neidhart".

However, what you *really* would get is undefined. You could get "The Flatliners, Scott Hall and Jim Neidhart" - that's a possibility. But you could just as well get "The Hart Foundation and The Outsiders".

In any case, you could not rely on the results.

Essentially that is the reason why circuit-specific databases *override* the global databases meaning that once you have one or more teams or stables in your circuit-specific databases, the global databases will NOT be used anymore.

In this example it would mean that TNM 7 Second Edition knows that Hart and Nash are "The Flatliners" because it doesn't look at the global database anymore - thus not "knowing" that Hall and Nash are the Outsiders and Hart and Neidhart are The Hart Foundation.

As a consequence, once you're working with global databases, you will have to import all teams/stables you need from the global databases into the local databases.

Case in point: if you plan on feuding The Steiner Brothers with The Flatliners after you created The Flatliners, you will have to import The Steiner Brothers into your circuit.

If you don't, TNM 7 Second Edition will call them "Rick Steiner and Scott Steiner".

4.4 Scheduling And Running Cards

Circuits - Scheduling Cards - Main Menu
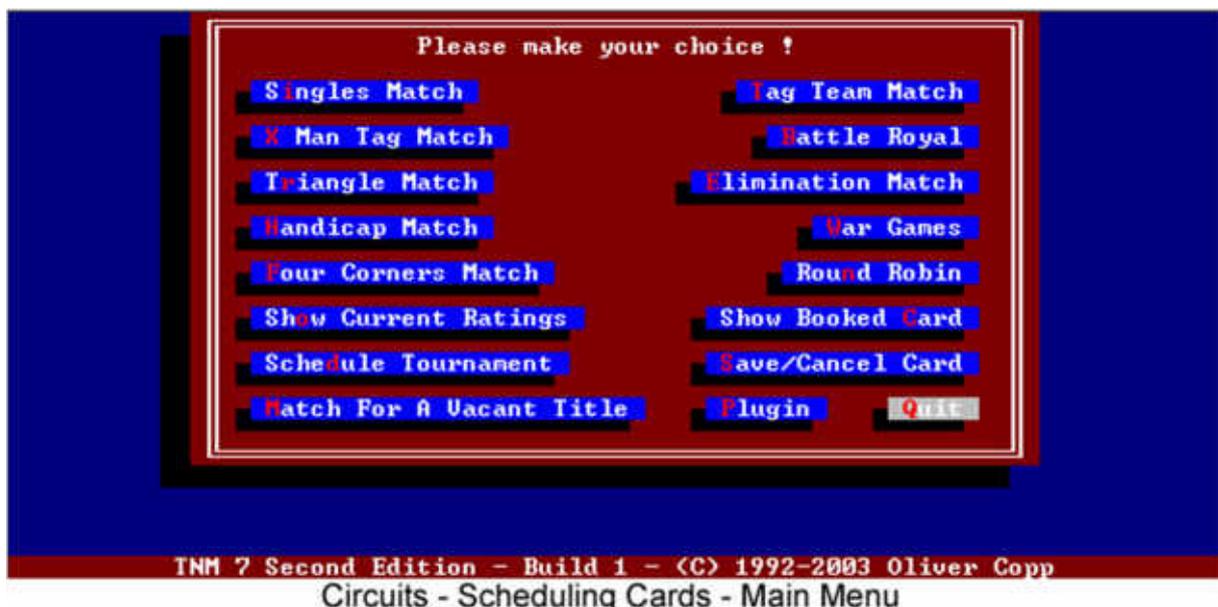
Obviously, you didn't get TNM 7 Second Edition to just fiddle around with various databases. It's matches that you're after.

We've pretty much covered everything there is to know about TNM 7 Second Edition... with the exception of the actual matches.

Select "Schedule New Card" from the grey box in your circuit.

This will bring you to a screen with several options:

- Singles Match:
	lets you schedule a singles match (one-on-one)
- Tag Team Match:
	lets you schedule a tag team match (two-on-two)
- X Man Tag Match:
	lets you schedule a match with up to ten wrestlers per side
- Battle Royal:
	- lets you schedule a match with up to 50 wrestlers where a wrestler loses by getting thrown over the top rope (or by being pinned or submitting if those are turned on);
	- you can also have a variation of the Battle Royal called the Royal Rumble where wrestlers enter every X minutes;
	- if you can't create a Battle Royal with more than X people instead of the 50 promised above, your circuit doesn't have enough available wrestlers
	- matches with an even number of wrestlers (excluding two) may also have the option "Tag Team Battle Royal" set. A Tag Team Battle Royal sees partners eliminated together. The first and second wrestler selected are a team, as are the third and fourth wrestler and so on.
- Triangle Match:
	lets you schedule a match with three teams consisting of one, two or three wrestlers each
- Elimination Match:
	- lets you schedule a match which will continue until all members of a team are eliminated
	- matches with an even number of wrestlers (excluding two) may also have the option "Tag Team Elimination Match" set. A Tag Team Elimination Match sees partners eliminated together. The first and second wrestlers selected are a team, as are the third and fourth wrestler and so on.
- Handicap Match:
	lets you schedule a match with as few as one and up to ten wrestlers per side; all variations up to 10 vs 9 are possible.
- War Games:
	lets you schedule WCW's specialty match, War Games, which takes place in two rings surrounded by a cage; two wrestlers start off for five minutes; after that point, a new wrestler enters the cage every two minutes until all members of the teams are in the cage; from that point, the first submission counts

- Four Corners Matches:

    lets you schedule a match with four teams consisting of one, two or three wrestlers each

- Round Robin:

    lets you schedule a tournament where every wrestler/team has to face every other wrestler/team

- Show Current Ratings:

    shows you the current ratings

- Show Card As Of This Point:

    select this option to see what you have scheduled for your card

- Schedule Tournament:

    allows you to schedule a single elimination tournament with up 128 wrestlers

- Match For A Vacant Title

    lets you decide a new champion for a title which is currently not being held by anybody

Some of these options need a longer explanation, which will be given following the general information pertaining to all matches.

4.4.1 General Information

Circuits - Scheduling Cards - General Information
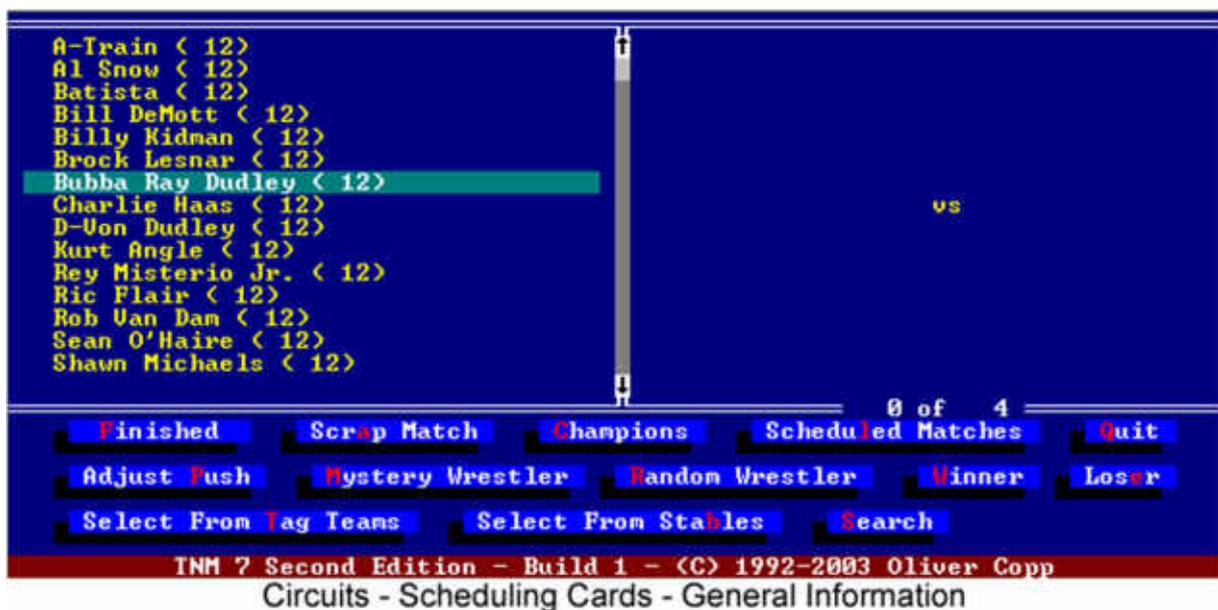
The screen where you select the wrestlers for your matches is divided up into three parts.

The upper left part shows you the list of your wrestlers, sorted as specified in "Sorting Options". If there's a number next to a wrestler's name, it shows the remaining length of his contract.

The upper right part shows you what the lineup for your match will look like.

The lower part of the screen contains several buttons which I'll explain in the next few paragraphs.

- Finished: ("f" key)
  select this button if you've finished selecting wrestlers for the match
- Scrap Match: ("a" key)
  select this button if you'd rather abort the match you are currently scheduling
- Champions: ("c" key)
  brings up a list of all champions
- Scheduled Matches: ("l" key)
  displays a listing of all matches on your card
- Quit: ("q" key)
  returns you to the circuit's main menu immediately; all scheduled matches are thrown away
- Adjust Push: ("p" key)
  allows you to change a wrestler's push while booking
- Mystery Wrestler: ("m" key)
  will insert a random wrestler not working for your promotion into the match and hire him
- Random Wrestler: ("r" key)
  will insert a random wrestler currently working for your promotion into the match
- Winner: ("w" key)
  allows you to insert the winner(s) of a prior match into the current match
- Loser: ("e" key)
  allows you to insert the loser(s) of a prior match into the current match; inserting the loser of a Battle Royal or Royal Rumble will give you the person or team eliminated last
- Select From Tag Teams: ("t" key)
  lets you conveniently insert the members of one of your tag teams
- Select From Stables: ("b" key)
  lets you insert one or more members of one of your stables into the match; by default, all members are selected (displayed in yellow)
- Search: ("s" key)
  lets you search for a certain wrestler; use the "n" key to repeat your search if more than one wrestler matches your search
- "i" key
  lets you insert one of your champions into a match

To use a wrestler in your match, move the cursor to his name and use the left mouse button. To remove him from the match, use the right mouse button. Alternatively, you may use [CURSOR RIGHT] and [CURSOR LEFT] to accomplish the same things.

Using the "-" key when the cursor is on a wrestler's name will bring up a quick profile on the wrestler with his most important attributes.

4.4.2 Defending Titles

Circuits - Scheduling Cards - Defending Titles
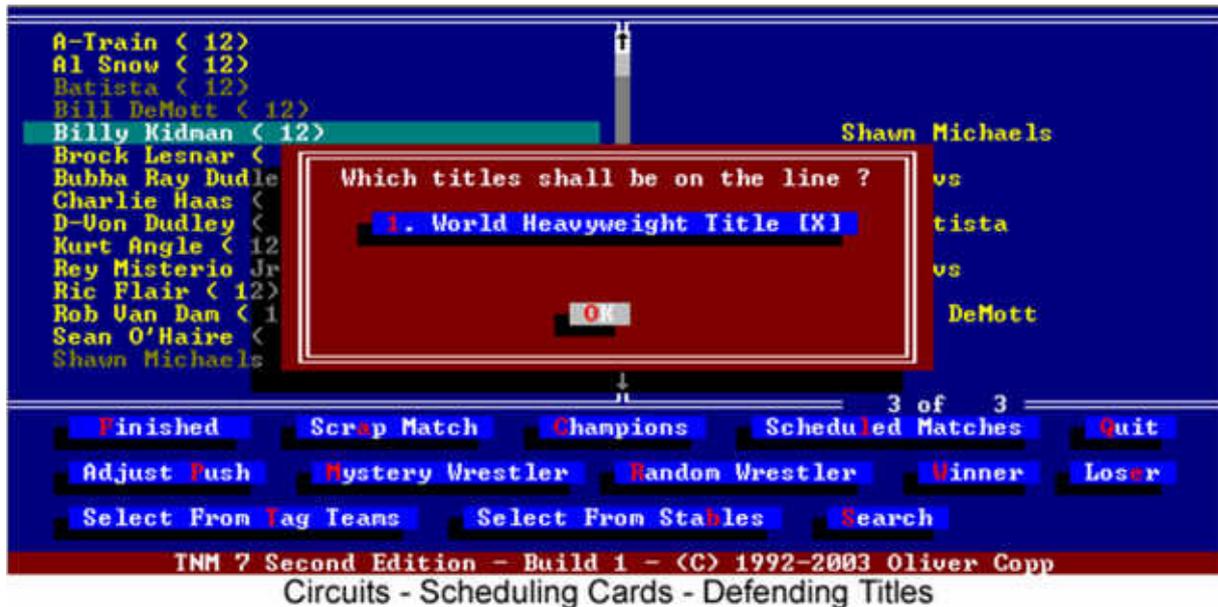
Immediately after you select "Finished", TNM 7 Second Edition checks if any titles are involved in the scheduled match. If that is the case, TNM 7 Second Edition will bring up a dialog where you can tell it which titles to put on the line and which titles not to put on the line.

By default, all titles are on the line.

4.4.3 Match Options

Circuits - Scheduling Cards - Match Options
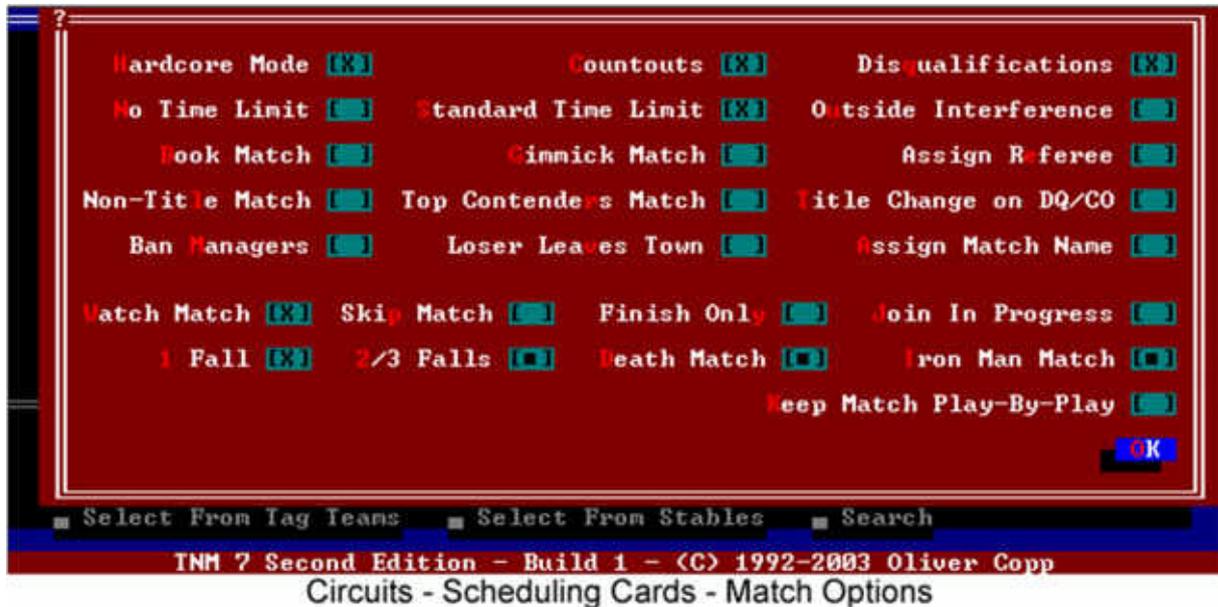
TNM 7 Second Edition lets the user adjust a considerable number of flags for each match which are:

- Hardcore Mode:
  if checked, wrestlers will use foreign objects and DQs become less frequent
- Countouts:
  if unchecked, countouts are not allowed
- Disqualifications:
  if unchecked, disqualifications are not allowed
- No Time Limit:
  if checked, the match will run until there is a winner
- Standard Time Limit:
  if unchecked, you'll be able to set a time limit in minutes for this particular match; if checked the default time limit is used
- Outside Interference:
  if checked, you'll be able to schedule outside interference which will take place prior to or at the finish of the match; see the section on "Outside Interference" below
- Book Match:
  if checked, TNM 7 Second Edition will ask you for a storyline for the match; you can be as detailed as you want; see the section on "Book Match" below
- Gimmick Match:
  if checked, you can use a match from the Gimmick Match Database; see the section on gimmick matches below
- Assign:

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if checked, you'll be able to assign the referee for this match either from
the referee database or by specifying a special referee of your choosing
- Non-Title Match:
  if checked, titles will not be on the line in this match
- Top Contenders Match:
  if checked, the match will read "Top Contenders Match"; this has no
  practical implications and is solely there for your convenience
- Title Change on DQ/CO:
  if checked, titles change by countout and disqualification
- Ban Managers:
  if checked, managers are banned from ringside
- Loser Leaves Town:
  if checked, the loser(s) of the match will have to leave your circuit; TNM
  7 Second Edition does not enforce this stipulation because it rarely is in
  the "real world"; honor it if you like or work an angle around it
- Assign Match Name:
  if you want your match to have some sort of custom name, this is
  the place to let TNM 7 Second Edition know

Please remember that not all options will be available for all matches. For instance,
making a gimmick match no-DQ is pointless because it is by definition. Scheduling a
no-countout Battle Royal is just as pointless.
- Watch Match:
  if checked, TNM 7 Second Edition will show you the match from start to
finish
- Skip Match:
  if checked, you will not see the match at all
- Finish Only:
  if checked, TNM 7 Second Edition will show you the finish of each fall
- Join In Progress:
  if checked, TNM 7 Second Edition will join each fall as the first
  participant's energy drops to 40 percent of its initial level

Then there are four different basic match types:
- 1 Fall:
  if checked, you will get a match which ends when one wrestler wins
  a fall
- 2/3 Falls:
  if checked, the match will end when the first team wins two falls which
  need not be in a row
- Death Match:
  if checked, the match will go on until one team wins three falls in a row
- Iron Man Match:
  if checked, the match will run a certain time and the team that scores
  the most falls wins; use this in conjunction with unchecking the
  "Standard Time Limit" option to specify the time limit

Finally, there is an option called "Keep Match Play-By-Play". If checked, TNM 7 Second Edition will automatically save all match play-by-play with the match's results which will allow you to rewatch your match at any later time and have it put on the Internet when using the HTML gateway.

4.4.4 Gimmick Matches

Circuits - Scheduling Cards - Gimmick Matches
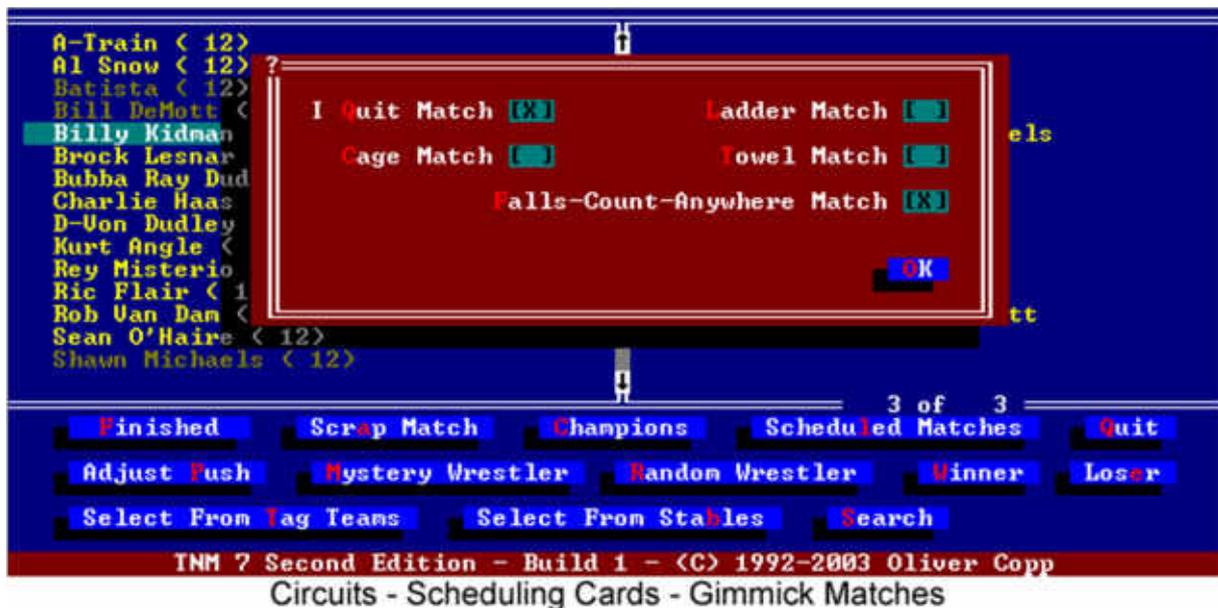
After you leave the Options dialog by selecting "OK", you'll likely be presented with another dialog: a dialog for selecting the built-in gimmick matches you wish to add to the match.

There are five of them:

- I Quit Match (Q)
    - can only end when one wrestler says "I Quit"
- Ladder Match (L)
    - can only end when one wrestler climbs the ladder and retrieves the object on top
- Cage Match (C)
    - TNM 7 Second Edition supports three types of cage matches:
    - a) can only end by a cage escape
    - b) can only end by a pinfall/submission
    - c) can end by either
- Towel Match (T)
    - can only end when one side's corner man throws the towel
- Falls-Count-Anywhere Match (F)
    - pinfalls and submissions can occur anywhere in the arena; there are no countouts or disqualifications

Not every one of these stipulations can be combined with every other stipulation. If two or more stipulations are combined, the match can end *either* way.

For instance, you can hold a Ladder Match which takes place in a cage and where you can either win by escaping the cage or retrieving the object hanging from the ceiling.

You can't, however, create a Falls-Count-Anywhere Cage Match because that is not sensible.

TNM 7 Second Edition supports far more than the built-in gimmick matches can give you, though. Users can create gimmick matches of their own in the TNM ControlCenter.

If you choose to have such a gimmick match, you absolutely **must** make sure you have the proper built-in gimmick match flags checked.

For instance, TNM 7 Second Edition comes with a created gimmick match called "Ladder Match" which defines a ladder as a foreign object. This match cannot end on its own and **has** to be combined with the built-in Ladder Match to work. It should also be mentioned that certain types of created gimmick matches will not allow themselves to be combined with certain other built-in gimmick matches.

If you use the created match "Strap Match" which can only end by hitting all four turnbuckles in succession, there's no purpose trying to make it a Falls-Count-Anywhere match. TNM 7 Second Edition realizes this and changes the available built-in gimmick matches accordingly.

4.4.5 Outside Interference

Circuits - Scheduling Cards - Outside Interference

It is commonplace in today's wrestling business to have wrestlers interfere in other wrestlers' matches - at times turning the tide of the match enough to make the apparent winner lose.

You can have different wrestlers interfere against every wrestler in the match. Not only that but you are not limited to having one interferer attack a wrestler - it can be a whole bunch as long as they're members of a stable.

For every interfering party, you can choose between "One Interferer", "Two Interferers" and "Interfering Stable".

"One Interferer" is rather self-explanatory. If you choose "Two Interferers", you get to either enter the two interferers in

        X and Y

notation or by selecting a team from the tag team database.

If "Stable Interference" is what you're looking for, look no further. Select the stable you want to interfere. This will bring up a list of all wrestlers in the stable.

Please note that by default, the whole stable is selected - i.e. shown in yellow - and you should deselect those members you don't want to come down to ringside.

Once the interferers are set, it's time to get them to interfere against somebody. Use the space bar or the left mouse button to select all wrestlers to be attacked by the interferers and press [RETURN] or use the right mouse button.

Confirm that you want the interference and you're all set.

4.4.6 Book Match

Circuits - Scheduling Cards - Booking Match
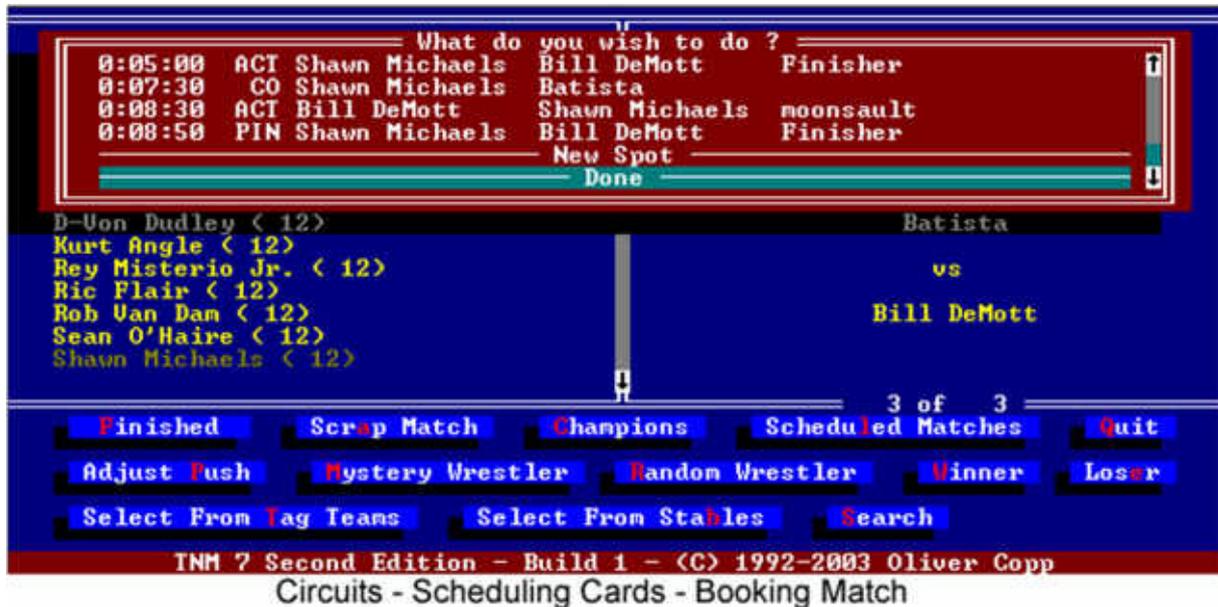
Within certain boundaries, you have full control over both the finishes and spots which happen during the matches.

Want Rob Van Dam to hit Kane with a Rolling Thunder at the ten minute mark and then finish him off with the Five-Star Frog Splash after a brief Kane comeback which includes a choke slam? You can do it in TNM 7 SE.

Want Sabu to escape from the Tazmission and then put Taz through a table for the victory in a table match? You can do it in TNM 7 SE.

Want Triple H to retain his World Championship with a cheap outside interference DQ los over Booker T? Unfortunately, even that can be done.

Some things aren't bookable in TNM 7 Second Edition. For instance, you can't book the exact elimination sequence in a Battle Royal or Royal Rumble. What you can do is select a number of wrestlers eligible to win the Battle Royal.

You also can't book so-called "reactive spots". Reactive spots happen as a reaction to an offensive spot. Examples for this are
   - ref bumps
   - attacking the referee
   - the referee attacking a wrestler

For future reference, a single line on a booking sheet is called a "spot". A booking sheet is a collection of spots. Each spot is scheduled to happen at a certain time and all spots taken together form a script. TNM 7 Second Edition tries to adhere to the script you give it and the only thing that may be somewhat off is the time at which

spots take place. For instance, if you book wrestler A to pin wrestler B with a DDT at 1:30 into the match, the move can only happen if A has the advantage and a pin can take place. If the wrestlers happen to be outside the ring at the given time, they'll have to get in first. This is one of several factors which causes times to be a bit off. This is not a bug. It is not really a limitation either if you know that times can be off.

All times are entered in the HH:MM:SS notation with "HH" meaning the hour value, "MM" meaning the minutes and "SS" being the seconds. You can also enter an asterisk (*) to specify that you don't care about the exact time you want the spot to happen.

To create a new spot, select "New Spot".

This will bring up a new menu with several options:

- Pinfall
- Submission
- Countout
- DQ

- Draw
- Double Pin
- Double Countout

- Gimmick
- Action

"Pinfall", "Submission", "Double Pin" and "Action" belong to one group. The former three are self-explanatory and an "Action" is a move which is booked to happen but will not be a pinfall or a submission. All three items in this group require you to select the wrestler executing the spot first, then the wrestler taking the spot and then the move you want booked. Finally, set the time when the spot you're booking is supposed to happen and you're set.

"Countout", "DQ", "Draw" and "Double Countout" belong in a second group which differs from the first one in the sense that you don't have to select a move which serves as the lead-in to the spot.

When booking a DQ, you realistically book outside interference. The wrestler you select first is the one who will get the DQ win. When booking a draw, be sure to have the spot take place exactly at the time when the time limit expires. If you're booking a countout, please keep in mind that you will select the person winning *due to* the countout first.

"Gimmick" is a bit different. You also select the wrestler executing the action and the wrestler taking it but you don't select a move - you select a gimmick match finish. You

should make sure that the action you're booking can take place in the match you're having. Otherwise the match will run ad infinitum. The choices are:

- Cage Escape/Ladder Climb:
  use in cage and ladder matches only
- Hit Four Turnbuckles:
  only use this in gimmick matches which have this option checked
- Bust Open:
  you can use this spot in any match - even regular ones
- Stuff Into/Place Onto:
  only use this in gimmick matches which have this option checked, e.g. Casket Matches, Stretcher Matches
- Put Through Table:
  only use this in matches which you can win by putting the opponent through a table

If you're trying to run a Battle Royal/Royal Rumble type match, you will be presented with a list of all competitors. Use the SPACE bar to select those who are eligible to win the match. For instance, if you want to have one of three specific people win, select those three and TNM 7 Second Edition will ensure one of them is victorious in the match.

When you've booked all the spots you need for your match, select "Done" and you're set.

Let's finish this section with a small secret: if a booked match ever does not go as planned, wait until the finish and press "r". This will restart the match and most likely it'll be done right that time around.

4.4.7 The Match Types

TNM 7 Second Edition supports a multitude of different basic match types - all of which can be accessed from the main card scheduling screen.

These match types are:

- Singles Match: one-on-one
- Tag Team Match: two-on-two
- X Man Tag Team Match: two-on-two up to ten-on-ten
- Battle Royal: two to fifty wrestlers; maximum number depends on the number of wrestlers in your circuit
- Variations: Battle Royal or Royal Rumble over-the-top-rope or o-t-t-r with pinfalls
- Triangle Match: one-on-one-on-one to three-on-three-on-three
- Elimination Match: two-on-two up to ten-on-ten

-	Handicap Match:	two-on-one, three-on-one, three-on-two up to ten vs nine
-	WarGames:	two-on-two up to ten-on-ten
-	Four Corners Match:	one-on-one-on-one-on-one to three-on-three-on three-on-three
-	Round Robin:	see section below
-	Schedule Tournament:	see section below

4.4.8 Tournaments

TNM 7 Second Edition natively supports two types of tournaments: single elimination tournaments and round robin tournaments.

Single elimination tournaments are the norm. The WWF's "King Of The Ring" is such a tournament, as is New Japan Pro Wrestling's "G-1 Climax".

These tournaments start with four, eight, sixteen, 32, 64 or 128 wrestlers and every round half of those wrestlers is eliminated. The winners advance until only two are left. These two wrestlers are the finalists, and the winner of that match wins the tournament.

TNM 7 Second Edition's single elimination tournaments take place on one card. There is no way of automatically splitting up these tournaments. If you need to run a singles elimination tournament spread over several cards, you will have to schedule it manually using the "winner" feature.

The second form of tournaments is the more exciting one, even though it isn't done much these days: the round robin tournament.

In round robin tournaments, every participant has to wrestle every other participant which means that with x wrestlers there will be $x*(x-1)/2$ matches.

A round robin tournament with four participants will be over rather quickly (six matches) but the more wrestlers participate, the quicker that number will grow. A five-man round robin will have ten matches, a six-man fifteen matches, a ten-man 45 matches. The biggest round robin tournament you can do with TNM 7 Second Edition has 30 participants (435 matches).

Creating round robin tournaments and scheduling matches from them are two different things. For instance, if you create a ten-man round robin tournament called "The Big One", all you do is select the wrestlers and assign its name.

If you want to have a match from this round robin tournament on a certain card, select "Continue Round Robin Tournament". Then select your tournament.

You will get a list of all participants who still have matches remaining. Select one of them. You will then get a list of all wrestlers the person you selected hasn't fought yet. At times, there will only be one possibility in which case TNM 7 Second Edition automatically uses that particular wrestler.

For obvious reasons, round robin tournaments can be spread over several cards. If you have one or more matches from a round robin tournament on a card you schedule, TNM 7 Second Edition will bring you up to date on the current standings after the card is finished - if you didn't tell it not to.

4.4.9 Running Your Cards

Obviously, you schedule cards for a purpose: to have TNM 7 Second Edition simulate them.

Once you have finished scheduling a card, you will be returned to your circuit's main menu.

Move the cursor down to the name of the card you created and then run it by clicking it or using either the [RETURN] or [CURSOR RIGHT] key.

TNM 7 Second Edition will then go through the matches you scheduled one by one and simulate them.

At times, a wrestler will no-show meaning that he will not show up for his scheduled appearance. In that case, TNM 7 Second Edition requires you to select a substitute for him. TNM 7 Second Edition will then run the match with the substitute in the same place as the person who didn't show up.

During the matches themselves, pressing certain keys will perform actions:

- "f" will let you
  - skip to the end of the fall (if the match is still running)
  - save the current screen buffer to disk ("finish"); the "f" key will only do this if a decision has been rendered
- "h" will let you save the current screen buffer to disk ("highlight"); the "h" key will only work if TNM 7 Second Edition is waiting for a key press to clear the screen
- "c" will let you continue a match which is finished; you can use this key to have the match continue if you didn't like the outcome – exception: Battle Royals and their variations
- "r" will restart a match; use this in case something doesn't go as planned

- "w" shows you the last screen of output prior to the one with the finish[3] ("TNM Rewind")

Eventually, all matches will have been run and the card is finished.

TNM 7 Second Edition will return you to the circuit's main menu and show you the card's results one more time. Then you are given the chance to write down any comments you'd like to keep with the card you just ran.

If your circuit is in regular mode, TNM 7 Second Edition will then bring up the contract screen and inform you on certain occurrences. In case one or more contracts expire, you will be given the chance to rehire the wrestler(s) in question. That is, if they wish to be rehired.

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[3] This features is new in TNM 7 Second Edition Build 2.

5 TNM TweakCirc Second Edition

TNM TweakCirc SE - Main Menu
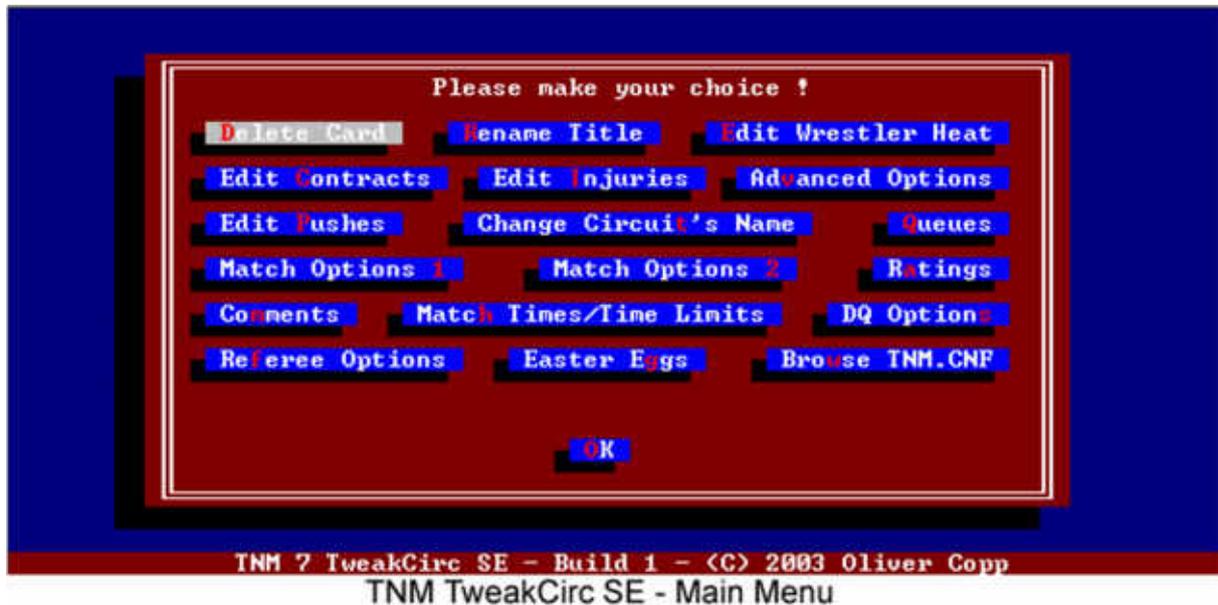
TNM TweakCirc Second Edition is an optional commercial plugin for use in your circuits.

Its purpose is to give you more control over your circuit than TNM 7 Second Edition alone will give you. Some of the new features of TNM 7 SE can only be configured using TweakCirc SE, hence it is recommended that both products are used in conjunction.

TNM TweakCirc SE comes with 18 different sections which are described in detail in the coming chapters.

It is important to note that TweakCirc SE allows you to customize your circuit meaning that the options you set here will only be relevant to the circuit you're working in. They will not influence other circuits you may have. This is very useful for creating different circuits with different rules, regulations and environments. You could have an old-style circuit, a hardcore circuit, a WWE circuit and much more.

5.1 Delete Card

Selecting the "Delete Card" button brings up a list of all cards you have run and lets you delete the one you selected. This differs from what TNM 7 SE itself offers because the "Delete Card" feature of TweakCirc allows you to delete any card, not just the last one.

5.2 Rename Title

Clicking "Rename Title" will bring up a list of all titles in your circuit. Selecting one will let you rename it.

## 5.3 Edit Wrestler Heat

TNM TweakCirc SE - Editing Wrestler Heat
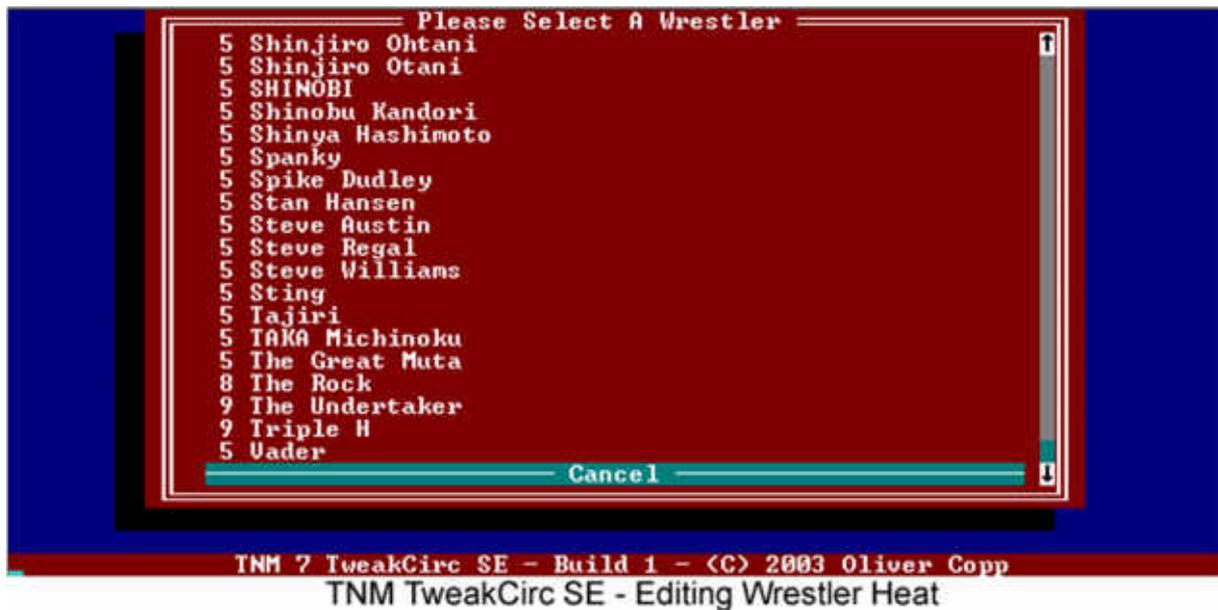
Every wrestler participating in matches in your circuit will see his basic heat rating (i.e., the figure that determines how strongly the crowd reacts to him) change after groundbreaking matches – either positively or negatively.
This heat value is on a scale of 1 to 10, and you can edit it for every wrestler – in TweakCirc SE. Help a wrestler get over if the crowd doesn't take to him like you want it to – or use this editor to take away crowd support for somebody who shouldn't be overshadowing his opponents.

5.4 Edit Contracts

TNM TweakCirc SE - Editing Contracts
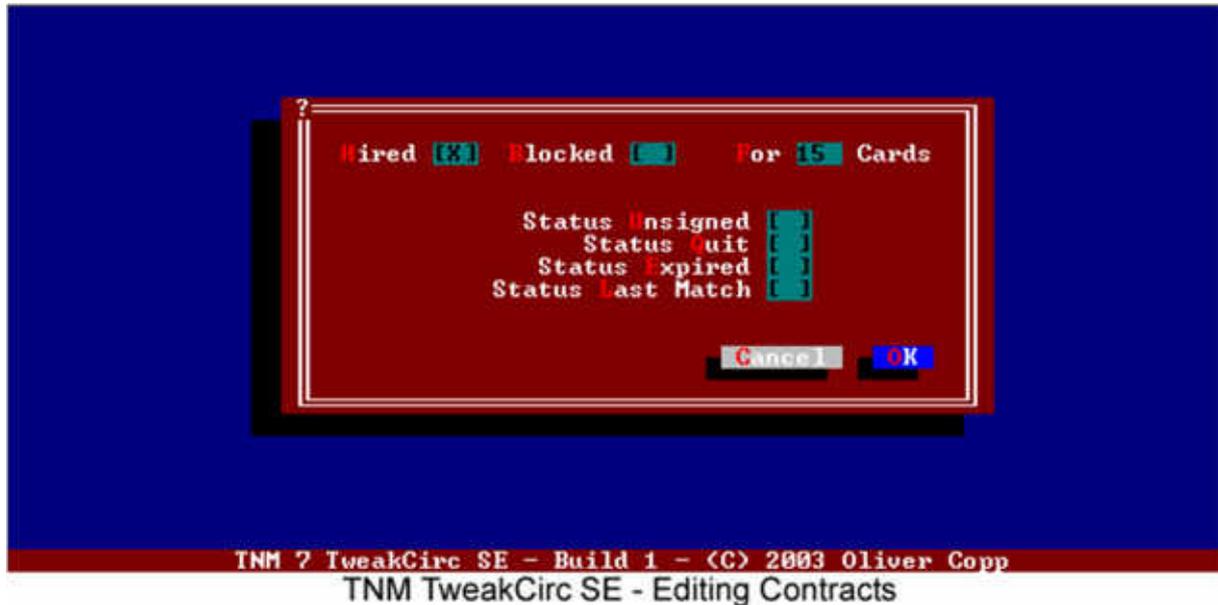
The "Edit Contracts" feature of TweakCirc SE also goes far beyond the capabilities of the routines provided in the base installation of TNM 7 Second Edition. Not only can you manipulate every aspect of every wrestler's contract – you can also apply the same changes to a user-defined selection of wrestlers. Quickly hire all the wrestlers you want in one step – or force somebody who turned you down to reconsider. It's at your fingertips with TweakCirc SE.

You'll be asked whether you want to apply the changes you make to multiple wrestlers.

If so, the list presented will allow you to select as many wrestler as you wish with the SPACE bar or [CURSOR RIGHT].

When you're finished with the selection process, hit [ENTER].

That will bring up a form where you can edit contract properties.

A wrestler can be hired by checking "Hired" and entering a number in the "For x Cards" text box. The highest number of cards you can hire a wrestler for is 99 cards. However, you may expand that number by changing the "Card Multiplier" field in "Advanced Options". Please check the appropriate section for more information on the Card Multiplier and how it works.

A wrestler can be fired by unchecking hired, checking "Blocked" and entering a number of your choosing into the "For x Cards" text box. The wrestler will not be available for resigning until the number of cards has gone by.

Usually, all wrestlers not under contract to you will have "Status Unsigned" checked – unless you've unsuccessfully tried to negotiate, in which case "Blocked" will be checked.

"Status Quit", "Status Expired" and "Status Last Match" are phases that occur during the tail end of a wrestler's contract. "Status Quit" means the wrestler has quit on you. "Status Expired" means the contract expired and wasn't renewed by the user. "Status Last Match" means that the wrestler will be gone after the next card.

5.5 Edit Injuries

The "Edit Injuries" feature is very straightforward, not to mention very useful if an injury to a key player is screwing up your booking.

Select the wrestler whose injury status you'd like to change from the list presented and then enter the number of cards you want his injury to have him out of commission.

Tip: this can also be used to injure somebody for angle purposes.

5.6 Advanced Options

TNM TweakCirc SE - Advanced Options
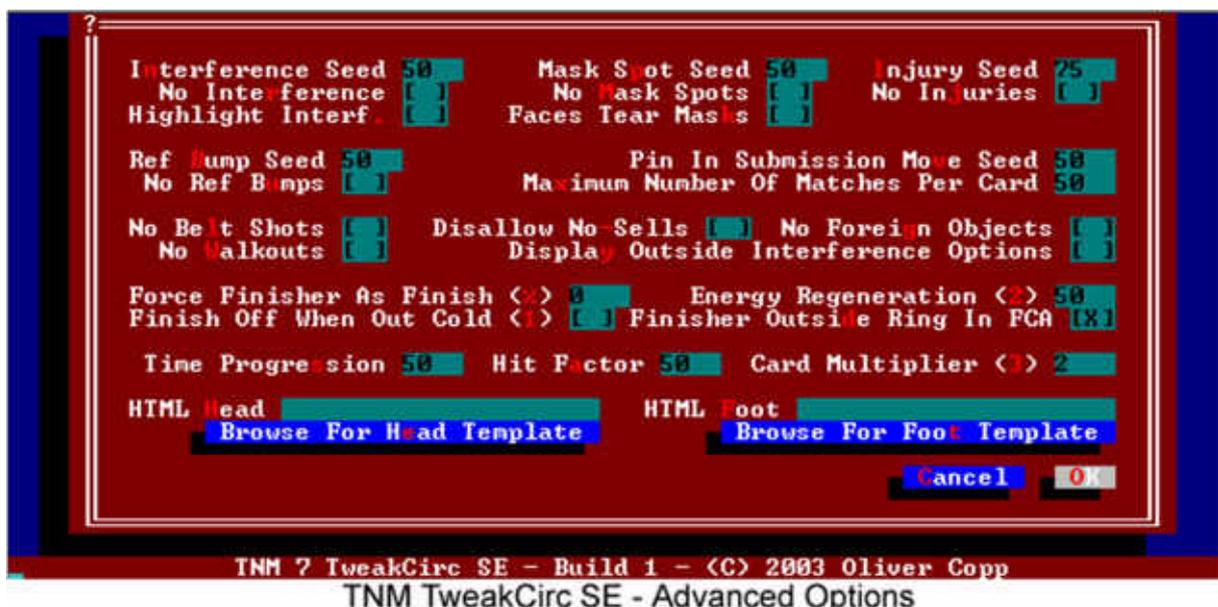
The "Advanced Options" form is probably the most extensive part of TweakCirc SE and maybe also the most useful one. Use this form to change a number of options for your circuit.

It is important to note that everything called a "Seed" works like this:
- **50** is the **standard value** and means: "leave this the way TNM usually has it"
- **100** means: "I want this to occur **half** the time it usually would in TNM"
- **25** means: "I want this to occur **twice** as often as it usually would"

This logic sounds backwards but it isn't when you look at the right analogy. Imagine a spot happens in one case out of 50 – that's a two percent chance. If you wanted it to occur more often, would you set it to one case out of 100 or one case out of 25?

Right, one case out of 100 would make it less likely to happen. How much less likely? Half as likely as one in 50.

Conversely, if you wanted it used in one case out of 25 instead of one out of fifty, you'd double its chance of happening.

Knowing this analogy, you shouldn't have any trouble working with seeds.

Let's go through the different sections of the form one by one.

Interference
You can disable random outside interference on a circuit level by checking "No Interference". If you'd like to have interference, enter the seed value into the field "Interference Seed" (remember: 50 = standard, 100 = half as often as normal, 25 = twice as often as normal). In addition, checking "Highlight Interf." will put two asterisks in front of every interference that happens in commentary, thus helping you spot it more quickly if you're browsing through your matches at a fast pace.

Mask Spots
Just like outside interference, you can also disable mask spots from happening. "Mask spots" commonly refers to mask pulling and trying to unmask a masked opponent. If you do want mask pulling to happen, you may change its chances of happening by adjusting the "Mask Spot Seed" in the way detailed above. Some users may find it strange that faces try to unmask heels in TNM 7 Second Edition. You can turn this off by unchecking "Faces Tear Masks".

Injuries
Injuries may be turned off at a circuit-level by checking "No Injuries". If this box is unchecked, the probability of injuries happening is determined by the contents of the "Injury Seed" field.

Ref Bumps
In some circuits or circuit-types, ref bumps may not be desirable – for instance in a traditional Japanese fed or in the Ring Of Honor promotion. If ref bumps are allowed to happen, the "Ref Bump Seed" controls how likely they are.

Pinfalls In Submission Moves

Some submission moves such as figure-four leglocks may see the opponent getting pinned instead of submitting. You can control how likely that is to happen by adjusting the "Pin In Submission Move Seed".

Maximum Number Of Matches Per Card
The number entered here controls the number of matches you can have on any given card. Tournaments count as one match. This is not an arbitrary number but depends on the amount of free conventional memory on your system. If you find that the match scheduler crashes without any good reason (is there ever?) you might want to try reducing the maximum number of matches per card. The default is 50.

Belt Shots
Beginning with TNM 7 Second Edition, champions can use their title belts to their advantage in matches. Should you not want that to happen in your circuit, check "No Belt Shots".

Walkouts
Some wrestlers have "Walks Out" checked in their record in the wrestler database. If you want to deactivate walkouts in your circuit, check the box "No Walkouts".

No Sells
Some wrestlers are allowed to no-sell moves as per the contents of their wrestler record. If you want to override this feature in your circuit, check the box "Disallow No-Sells".

No Foreign Objects
Checking "No Foreign Objects" will disallow using foreign objects in your circuit. This, again, is imperative for some circuit types such as traditional All Japan.

Display Outside Interference Options
Check this field if you want to be able to book the type of outside interference you want to happen in a match. It should be noted that the code you activate via this checkbox is beta code which does not work reliably.

Force Finisher As Finish
Enter a value between 0 and 100 into the "Force Finisher As Finish" field to force TNM 7 Second Edition to have x percent of all matches that end in pinfall or submission end with a wrestler's finisher. Leave the field blank to let TNM end the match with any move. Please remember that this field will only affect matches without booked spots.

Finish Off When Out Cold
When a wrestler is knocked out cold for instance after missing a dive, having the box "Finish Off When Out Cold" checked will make the opponent try and end the match.

Energy Regeneration

Starting with TNM 7 Second Edition, wrestlers suffer from fatigue if they wrestle multiple matches on the same card, instilling more realism into TNM 7 Second Edition and making it more important to sensibly place matches on the card. When wrestlers are backstage, they recuperate a certain amount of energy per match. Change the "Energy Regeneration" value to suit your needs. This works in reverse to the seeds mentioned above. 50 is the default. *100* means the wrestler will regain energy *twice* as quickly whereas *25* means it will be regained *half* as quickly.

Finisher Outside Ring In FCA

Having this box checked will allow all wrestlers to perform their finishers outside the ring in Falls-Count-Anywhere Matches, regardless of what their wrestler records state.

Time Progression / Hit Factor

The "Time Progression" and "Hit Factor" fields are to be explained together because they should be and probably will be used together in most cases.

Time Progression influences how quickly time goes by in TNM matches, i.e. how long moves take to perform. This time includes rest time between moves and stalling. In a promotion with a slow pace and a lot of stalling, more time will go by per move than in a quick, high-flying promotion. To accommodate this unique situation, TNM 7 Second Edition is equipped with an internal variable called "Time Progression". Its default is 50 and means: have time go by as it usually would in TNM 7 Second Edition. If you double it to 100, time will go by twice as quickly. If you cut it in half to 25, time will go by half as quickly.

Now, if Time Progression is assigned a high value, the number of possible holds per match decreases accordingly leading to more time-limit draws. That is where "Hit Factor" comes in. Hit Factor determines how much energy is taken off the wrestlers' energy meters when they have to take a hit. The higher you set Hit Factor, the more energy will be deducted per move. If you have it at its default, 50, it means to have TNM 7 Second Edition deduct its usual amount of energy per move. If you double the value to 100, twice as much energy will be deducted. If you set it to 25, wrestlers will only see half the normal energy value deducted.

As you see, "Time Progression" and "Hit Factor" should be a finely tweaked unit in every circuit. They address the criticism some users voiced concerning TNM having too many moves per match in versions prior to TNM 7 Second Edition. Now it is in your hands.

Card Multiplier

As was already mentioned before, when hiring wrestlers, you can only hire them for 52 cards at most (TNM 7 SE) or 99 cards at most (using TweakCirc SE). For users running circuits with several cards per week, that simply isn't enough. Imagine you're running five shows per week and a monthly PPV. Even using the 99 card limit TweakCirc SE provides for, you'll only get through five months' time max. That is

where the card multiplier comes in. Enter any number into this field to multiply your contracts by that number. For instance, in the above case with 21 cards per month, set the card multiplier to 21 to make sure a card is deducted from your wrestlers' contract every 21 cards only. Using this method, you can have wrestler contracts run for more than eight years in game time – regardless of the number of cards per week, month or year you run.

HTML Head / HTML Foot

Using TNM 7 SE's built-in HTML Gateway, it is easy publishing your circuit on the Internet. The functionality provided by TNM 7 SE regarding formatting the output pages is basic at best, though. This is where the "HTML Head" and "HTML Foot" fields come into play. You can specify an HTML-file in each field allowing you to customize the layout of the generated pages.

If set, all output pages are structured like this:
　　　　<HTML Head>
　　　　<Content>
　　　　<HTML Foot>

This basically means you can fully integrate TNM 7 SE's output into your website's layout and structure using these fields.

5.7 Edit Pushes

Sometimes when starting a circuit, you don't want to go with the built-in pushes TNM 7 SE provides but would rather start out with a level playing field and increase/decrease pushes manually from there.

If you want to change many pushes at once, "Edit Pushes" is for you. It lets you select one or more wrestlers and lets you assign them a push value – one step, no fuss. This feature is also exclusive to TweakCirc SE.

5.8 Change Circuit's Name

This option lets you change the name of your circuit.

5.9 Queues

TNM TweakCirc SE - Editing Queue
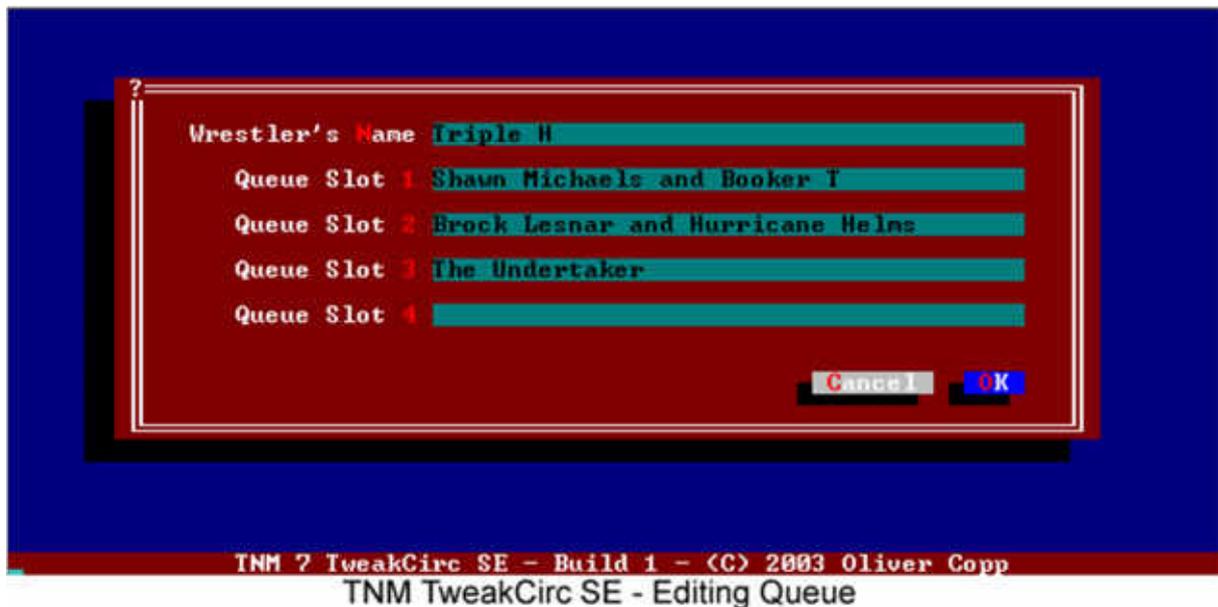
When matches are held, the wrestlers' queues are updated for figuring out future random interference. Refer to chapter 4.2 for more information on what queues are and how they change.

Using TNM TweakCirc SE, you can clear or edit any wrestler's queue.

If you choose to edit a wrestler's queue, a form will pop up where you can edit all important information about the queue. There are four queue slots, numbered 1 to 4. Queue slot 1 contains the person(s) most likely to randomly interfere in the wrestler's match. Queue slot 4 contains the person(s) least likely to randomly interfere in the wrestler's match.

5.10 Match Options

When booking a match, after finishing the wrestler selection process, an options screen pops up where you are able to adjust different parameters about the particular match:

TNM TweakCirc SE provides you with the opportunity of automatically having certain boxes on this form checked or unchecked. For this, two buttons exist named "Match Options 1" and "Match Options 2".

5.10.1 Match Options 1

TNM TweakCirc SE - Match Options 1
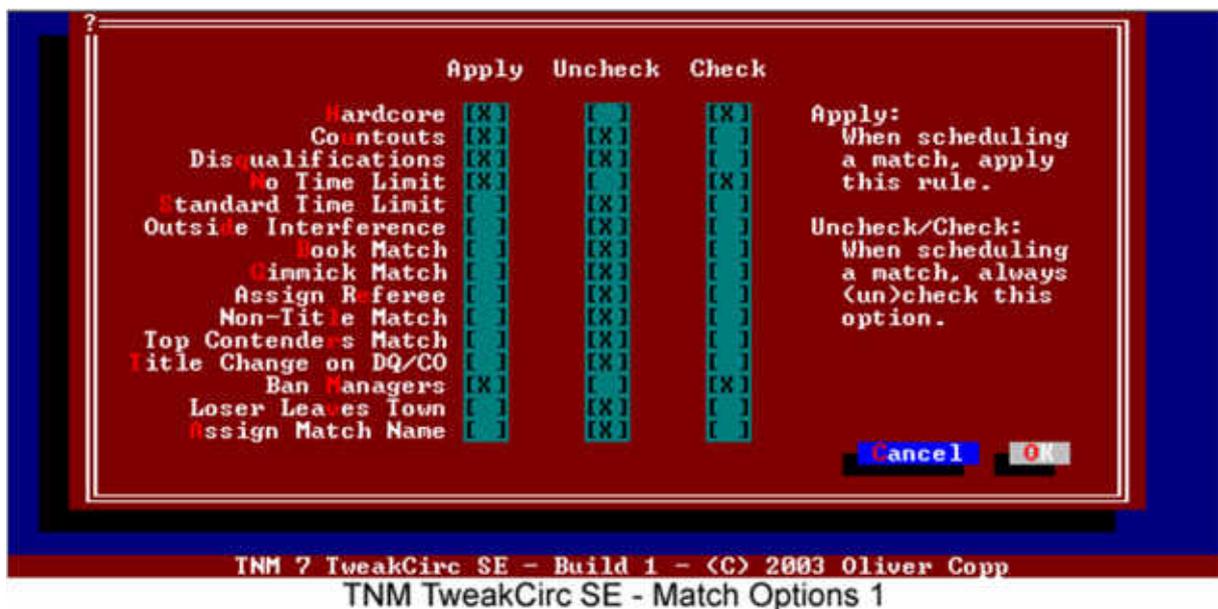
Match Options 1 lets you determine whether or not certain attributes concerning the match such as "Countouts", "Disqualifications" or "Book Match" are automatically checked or unchecked when you book matches.

For every field you want to set to a default value when creating a card, select either "Uncheck" or "Check" and – this is important – check the "Apply" box in the same line.

If you don't set "Apply", TNM 7 SE will not default to the value you selected.

Example
You want "No Time Limit" and "Hardcore" to be checked for all matches, while "Countouts" and "Disqualifications" are to be unchecked.

Follow these steps:

(1)   Select "Check" for "No Time Limit" and "Hardcore".
(2)   Select "Uncheck" for "Countouts" and "Disqualifications"
(3)   Select "Apply" for "No Time Limit", "Hardcore", "Countouts" and "Disqualifications"

From that point forward, when scheduling a match, both "No Time Limit" and "Hardcore" will be set while both "Countouts" and "Disqualifications" will be unset in this circuit until you clear the "Apply" box.

5.10.2 Match Options 2

TNM TweakCirc SE - Match Options 2
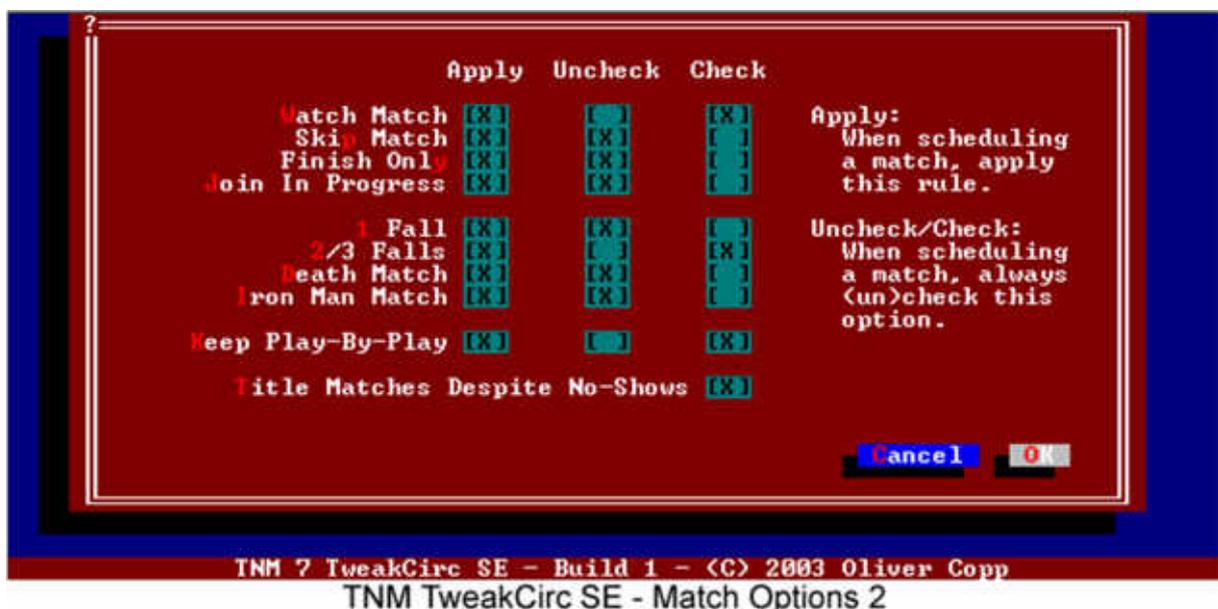
Like Match Options 1, Match Options 2 also lets you provide default values for other fields in the match options form. In this case, it's about the lower half of the form: the fields dealing with whether or not to watch the match and how many falls it is supposed to have.

We'll get to that soon but before we jump into more scheduling defaults, we want to explain the "other" checkbox on this form which seemingly doesn't seem to set any defaults.

The option in question is called "Title Matches Despite No-Shows" and needs an explanation. Usually, when a title match has been scheduled and there is a no-show in the title match, it becomes a non-title match, regardless of the challenger or champion no-showing. If "Title Matches Despite No-Shows" is set, the match will remain for the title it was supposed to be for – regardless of whether the champion or the challenger no-shows.

Now back to providing default values for the match scheduling form.

As you already know, you must click "Apply" for your selection to be defaulted to in the match options form of the scheduler.

Match Options 2 differs from Match Options 1 in one regard: it deals with checkbox groups instead of single checkboxes.

For instance, you can either watch a match, skip it, watch its finish only or join it in progress – but you can't do more than one.

Conversely, if you decide to have "Watch Match" checked, the fields "Skip Match", "Finish Only" and "Join In Progress" automatically have to be unchecked. Otherwise you'd risk getting undefined results. That is why when you click "Check" for any of these four fields, all others will automatically become unchecked. And if you click "Apply" for any of the four fields, "Apply" will also be checked or unchecked for the other three. This may sound confusing at first but if you think it through logically, it's the only way that makes sense.

The same applies to the fields "1 Fall", "2/3 Falls", "Death Match" and "Iron Man Match". Only one of them can be checked automatically, all others then need to be unchecked automatically.

5.11 Ratings

TNM TweakCirc SE - Ratings

In TNM 7 Second Edition, ratings are compiled on-the-fly from the points your wrestlers have gained during their matches and a number of other factors.

Bonus points are awarded for wins, malus points are deducted for losses. Titles will also give a wrestler a certain amount of bonus points, as will his winning streak.

In the "Ratings" section of TweakCirc SE, you can customize how much each of these factors means in coming up with the ratings.

If "Ignore Titles In Overall Ratings" is checked, wrestlers will not be awarded bonus points for titles currently held when compiling the overall ratings for your circuit.

Change the "Bonus Points Per Win" number to your liking – the default Is 500. For "Points Deducted Per Loss", the default is 250. Usually, 10.000 points extra are awarded for every title currently held as a "Bonus Awarded Per Title".

You are also able to set how influential winning streaks are on your wrestlers' placement in the ratings. Checking 0 means that they have no influence and 5 means that they are very, very important.

Checking "Draw Ends Winning Streak" will cause a winning streak to end if a match the wrestler is involved in ends in a draw.

5.12 Comments

TNM TweakCirc SE - Comments
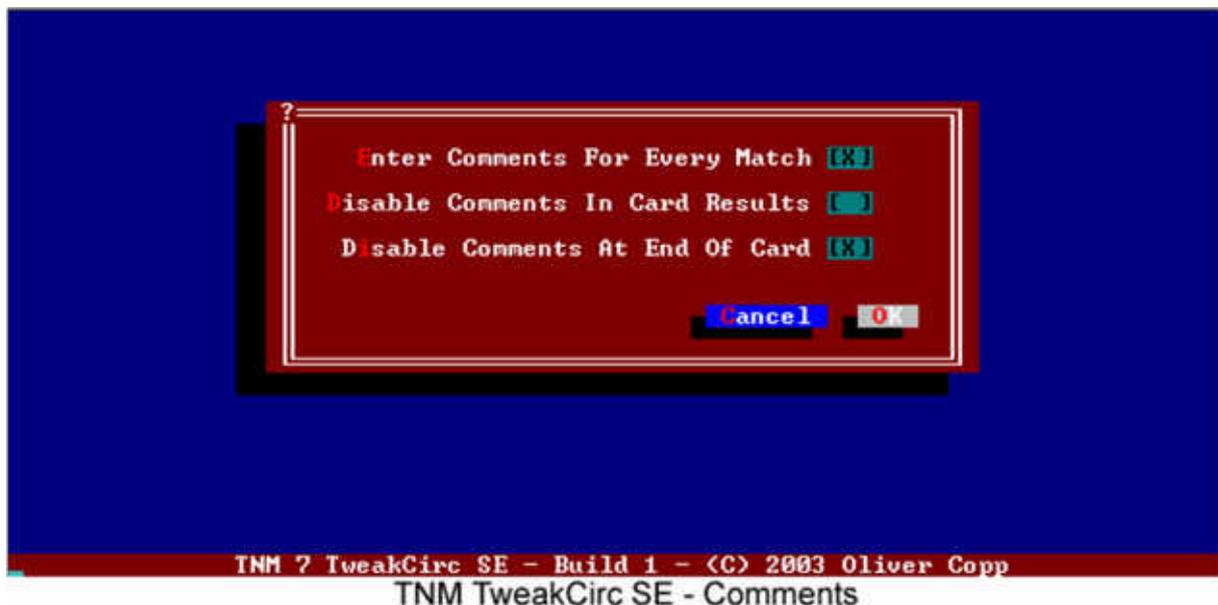
Prior to TNM 7 Second Edition, after a card ran through, you could enter the comments you had regarding the card and its development.

With TNM 7 Second Edition and TNM TweakCirc Second Edition, a new option is available: the option to enter commentary for every match directly after the match.

Check "Enter Comments For Every Match" to unlock this new feature. If you've enabled it, you might want to check "Disable Comments At End Of Card", as there likely won't be much of a purpose for those anymore.

Checking "Disable Comments In Card Results" will prevent inter-match comments from showing up when browsing the card results. It won't affect data entry or the data already present – they will just be hidden from the user when a card's results are being shown.

5.13 Match Times / Time Limits

TNM TweakCirc SE - Time Limits

In Options -> Time Limits, it is possible to set different time limits for different numbers of falls, i.e. a one-fall match can be given a different time limit than a 2/3 fall match.

What you can't do, however, is assign different time limits for different match *types* such as singles matches, tag team matches, triangle matches and so on.

With TNM 7 Second Edition and TNM TweakCirc SE, that is a thing of the past. Using the "Match Times / Time Limits" button, you can adjust time limits for every thinkable match type for your circuit. Yes, that means that the same match type can have a different time limit in every circuit.

Two things need to be explained here. If you check "Activate", all matches will have the time limit indicated in the "For All Matches" field, regardless of what is entered for singles, tag matches and so on.

Also, if you check "Add Time For Multiple-Fall Matches", you set of a mechanism that is tricky to describe and to understand.

In the global options, you can set time limits for one-fall, two-out-of-three fall etc matches.

If "Add Time For Multiple-Fall Matches" is activated, the differential between the selected fall type and a one-fall match is added on top of the time limit which you designate for the match type here.

Example
You are about to run a tag team match (1800 second time limit) with Iron Man Match rules (2700 second time limit). In the global options, one-fall matches have a 1200 second time limit.

Your match will then have a time limit of 1800 + (2700-1200) second = 3300 seconds.

For general use, checking "Add Time For Multiple-Fall Matches" isn't recommended because you will likely end up with "35 minute and 40 second" time limits and the like.

5.14 DQ Options

TNM TweakCirc SE - DQ Options
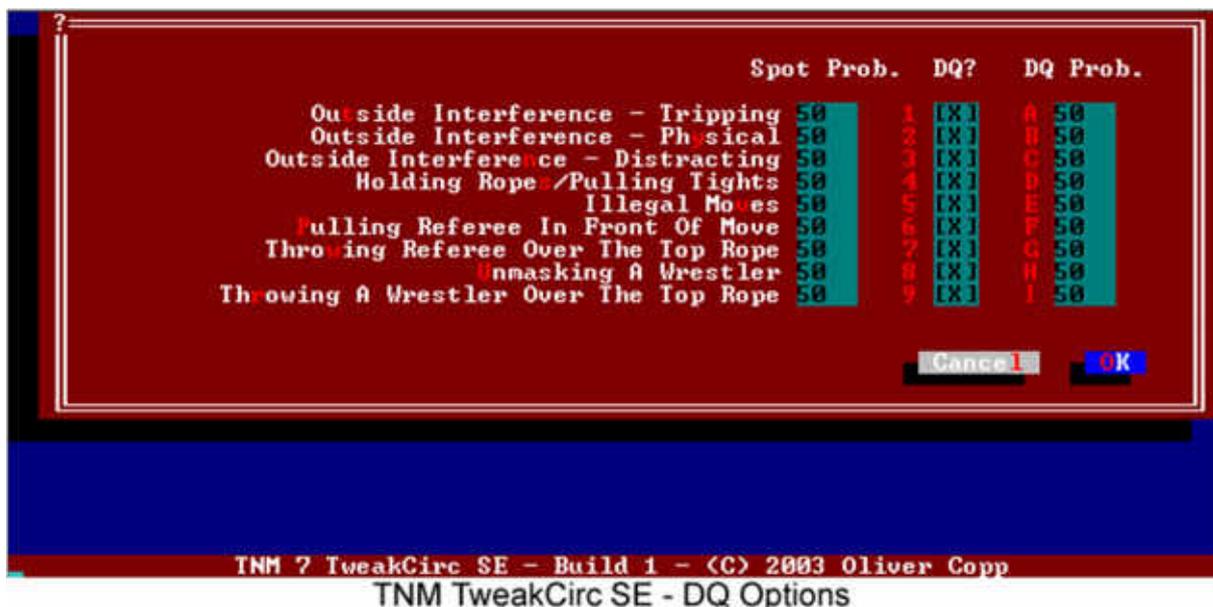
Every circuit is different and that might be reflected in what is and isn't illegal under the circuit's rules.

By default, everything that sounds illegal is illegal in TNM 7 Second Edition. If you want to customize the legality rules, you need TNM TweakCirc Second Edition.

The following actions are configurable:

- Outside Interference – Tripping
- Outside Interference – Physical
- Outside Interference – Distracting

- Holding Ropes/Pulling Tights
- Illegal Moves
- Pulling Referee In Front Of Move
- Throwing Referee Over The Top Rope
- Unmasking A Wrestler
- Throwing A Wrestler Over The Top Rope

For each of these actions, you can set a spot probability, i.e. how likely it is for the spot to take place in a match. These spot probabilities work exactly like the seeds mentioned above: 50 is the TNM default, 100 means: half as likely to happen, 25 means: twice as likely to happen.

In addition to the spot probabilities, you can also check whether or not the spot is illegal in your circuit by checking the "DQ?" field. Checking it means that referees *can* call for a DQ if the spot occurs. How likely a DQ is is indicated by the "DQ Prob." field. A 50 in this field means: "disqualify as TNM 7 Second Edition sees fit to". A 100 in the field means: "disqualify half as likely as TNM 7 Second Edition would" and 25 means: "disqualify twice as likely as TNM 7 Second Edition would".

5.15 Referee Options

TNM TweakCirc SE - Referee Options
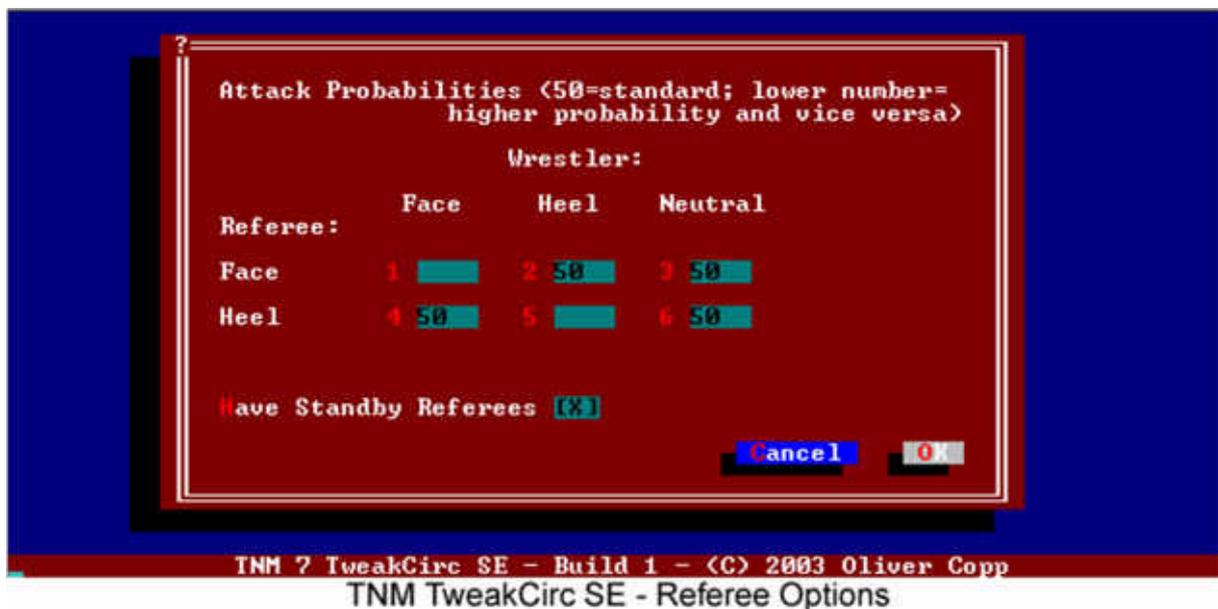
Beginning with TNM 7 Second Edition, wrestlers can attack referees under certain circumstances.

"Referee Options" lets you configure how likely this is going to be.

TweakCirc SE and TNM 7 SE distinguish between "face" and "heel" referees and "face", "heel" and "neutral" wrestlers.

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For every combination of wrestler and referee, you can set a probability for an attack to happen.

50 once again means: "as TNM 7 SE sees fit".

100 means: "will happen half as often as TNM 7 SE sees fit".

25 means: "will happen twice as often as TNM 7 SE sees fit".

There's a special value signifying "do not attack": leave a field blank for the particular wrestler orientation not to attack a particular referee type.

For instance, if you leave field 1 blank (face wrestler –> face referee), face wrestlers will never attack face referees in your circuit. If you leave field 5 (heel wrestler -> heel referee) blank, heel wrestlers will never attach heel referees in your circuit.

You might want to start off with 50s where you'd want attacks to happen and blank fields where you don't. You'll then realize if you'd like attacks to happen more or less often. It isn't recommended changing these values off the bat because that way you won't get a feel for them.

If "Standby Referees" is checked, there will be two standby referees for every match who will take over if the designated official is unable to perform his duties for a prolonged period of time.

5.16 Easter Eggs

After unlocking TNM 7 SE's Easter Eggs, you will be able to configure them here.

A comprehensive list of all Easter Eggs, how to find them and what they give you is available from the TNM7.COM Forums.

5.17 Browse TNM.CNF

Starting with TNM 7 Second Edition, all configuration files are encrypted on the fly to ensure data integrity by denying the user the opportunity to manipulate these files.

For manipulating the circuit-specific configuration file through a well-defined interface, refer to the "Browse TNM.CNF" button.

It will list all keys defined in TNM.CNF. If you know what you're doing (or if the name of the key sounds familiar), you can try your luck editing their values.

Most keys will have a value range of 0 (no) and 1 (yes) which you should stick to, although others are string keys (contain literals) or numeric keys (for instance

WarGamesPeriodOne which indicates how many seconds the first WarGames period takes).

Proceed with caution.