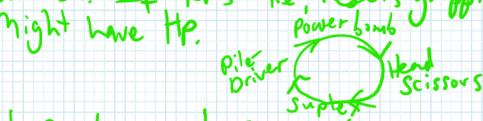


Changes:

- Mario is now a wrestler. (Babyface)
- Donkey Kong is also a wrestler. (Heel)
- Each level has a separate miniboss wrestler.
- Wrestlers on each level will continue to throw chairs (instead of barrels).
- Weapon is a Kendo stick.
- Wrestling/Fighting mechanic with enemies.
- Platforms are ring mat w/ turnbuckles & ropes.
- Championship belt instead of princess.
- When bosses die, they fall off the platforms. Minigame played in parallel as you control a table at the bottom of the screen. Extra points if they crash through.
- Beating 1st miniboss adds barbed wire to the table.
- Beating 2nd miniboss sets table on fire.

Timing-based. Three-frame grapple. Hit attack on 3rd/4th frames to succeed. Rock/Paper/Scissors to act as tie-breaker. If RPS-tie, resets grapple. Might have HP.

Move	Beats	Ties w/
Power Bomb	Head scissors	Suplex
Head scissors	Suplex,	Piledriver
Suplex	Piledriver	Power bomb
piledriver	Power Bomb	Head scissors



Frames	Player	Enemy	Result
0	Stick figure	Stick figure	lose Too early
1	Stick figure	Stick figure	lose Too early
2	Stick figure	Stick figure	win
3	Stick figure	Stick figure	win
4	Stick figure	Stick figure	lose (too late)

Special wrestlers. Invulnerable. Only drop-kick off super-kick.

- Flaming barrel is now entrance stage. Passers will periodically spawn from it & chase player.