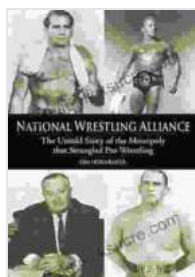


The Untold Story Of The Monopoly That Strangled Pro Wrestling

The story of pro wrestling is a long and storied one, filled with larger-than-life characters, epic rivalries, and unforgettable moments. But behind the glitz and glamor, there is a dark side to the business that is often overlooked: the story of the monopoly that nearly strangled the sport to death.



National Wrestling Alliance: The Untold Story of the Monopoly that Strangled Pro Wrestling: The Untold Story of the Monopoly that Strangled Professional

Wrestling by Tim Hornbaker

★★★★☆ 4.6 out of 5

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In the early days of pro wrestling, the industry was fragmented, with a number of regional territories operating independently. This led to a diversity of styles and characters, as each territory had its own unique flavor. But in the 1980s, one company began to emerge as the dominant force in the industry: the World Wrestling Federation (WWF).

The WWF was founded in 1953 by Jess McMahon, but it was under his son, Vince McMahon, that the company truly began to take off. McMahon was a ruthless businessman who used a combination of aggressive marketing, shrewd booking, and financial muscle to expand the WWF's reach. By the mid-1980s, the WWF had become the undisputed leader in the industry, and its competitors were either bought out or driven out of business.

The WWF's monopoly had a devastating impact on pro wrestling. The lack of competition led to a decline in creativity and innovation, as the WWF was able to dictate the terms of the industry. Wrestlers were forced to conform to the WWF's style, and those who didn't fit in were often blacklisted. The WWF also used its power to suppress dissent, and any wrestlers who spoke out against the company were often fired.

The WWF's monopoly also had a negative impact on the fans. The lack of competition led to a decline in the quality of wrestling, and the WWF's focus on profits over entertainment alienated many fans. The WWF also used its power to control the flow of information about the industry, and any negative news about the company was often suppressed.

The WWF's monopoly finally began to break down in the late 1990s, when a number of new companies emerged to challenge its dominance. These companies, such as Extreme Championship Wrestling (ECW) and World Championship Wrestling (WCW), offered a different style of wrestling that appealed to many fans who were dissatisfied with the WWF's product.

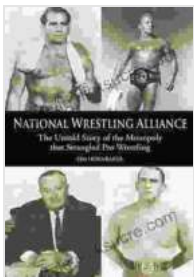
In 2001, WCW was bought by the WWF, and ECW went out of business in 2006. This left the WWF as the only major pro wrestling company in the

United States. The WWF has since been renamed WWE, and it remains the dominant force in the industry.

The WWE has been criticized for its monopoly over the pro wrestling industry. Detractors argue that the company's lack of competition has led to a decline in the quality of wrestling, and that the WWE's focus on profits over entertainment has alienated many fans.

The WWE has defended its monopoly, arguing that it has created a stable and profitable environment for pro wrestling. The company also points to its long history of providing quality entertainment to fans.

The debate over the WWE's monopoly is likely to continue for many years to come. However, there is no doubt that the company's dominance has had a significant impact on the pro wrestling industry.



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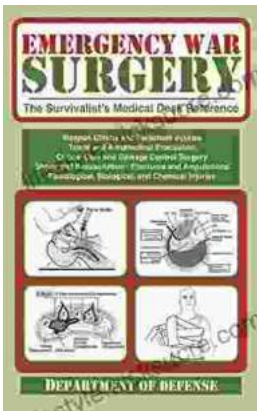
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