

ECW: Hardcore Revolution Career Mode Walkthrough

by Doc_Attitude

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ECW Hardcore Revolution Career Mode Walkthrough V 1.0 (PS1, Dreamcast, N64)



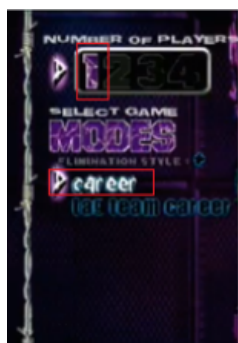
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Note: Go to the section labeled *Main Directory Key* before choosing your chapter in the Table Of Contents. Because each part of the career mode is different, this key will help clarify which section you need to go to.

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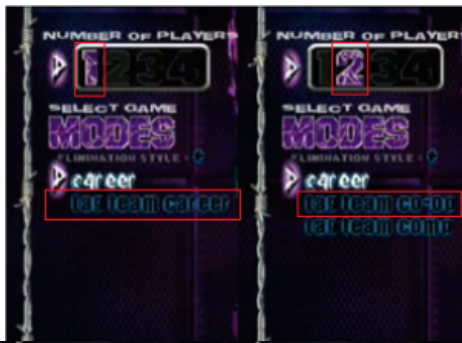
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Main Directory Key



(1-Player Career):

- *Regular Career Mode-1. Acclaim Title Walkthrough + Pay-Per-View Guide
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(2-Player Career, 2-Player Tag Team Comp and ALL 3-Player and 4-Player modes):

- *Multiplayer Career Mode-1. Multiplayer Career Mode Walkthrough



Reg-1. Acclaim Title Walkthrough + Pay-Per-View Guide

Before playing this mode: Unlike *WWF Attitude*, the type of matches that you will compete in during a regular career mode will depend on *what belt division you are in AND the Superstar Rankings you are in*. On the calendar, there will be House Shows, TV Tapings, and a Pay-Per-View at the end of the month. The House Shows and the TV Tapings are treated the same way as each other, by which winning allows you to move up by 1 ranking, while losing one forces you to move back by 1 ranking. Read the following chapters to understand calendar progression.

!!! Important Note !!!: If *any* match ends in a draw by disqualification (when all the players are counted out), *no matter what* the map type is, the match will be restarted. Trying to win in this matter is useless for this game.



+ **Step #1-** When you are in Superstar Rankings #20 through #12, you will compete in simple VS matches. Sometimes, Tag Team, Tornado, and 3-Way-Dance matches can occur. Match modifiers are rarely used when you are in these Superstar Rankings.

+ **Step #2-** When you are in Superstar Rankings #11 through #5, you will compete in the same types of matches as stated the previous step. This time, however, match modifiers (such as I Quit, Barbed Wire, etc.) are more commonplace, and somewhat difficult match types (at worst, 2-on-1 handicap matches) happen a little more often.

+ **Step #3-** When you are in Superstar Rankings #4 through #2, you will compete in very difficult match types such as 2-on-1, 3-on-1, Tag Gauntlets (where you have to defeat 5 teams in a row), etc. Match modifiers are also common in these difficult match types.

Note: Sometimes, you can get lucky and compete in a simpler match type instead, such as a 3-Way-Dance or a VS Gauntlet! This happens by chance.

+ Step #4- Once you achieve Superstar Ranking #1, you must compete in Grudge Matches. Grudge Matches are the matches that you must compete in prior to becoming a contender for the Acclaim Title in the upcoming pay-per-view. In Grudge Matches, you will feud against the champion (not shown on the Superstar Rankings chart) and the wrestlers in Ranking #2 and Ranking #3. Grudge Matches are supposed to simulate the storyline build-up for the pay-per-view events, much like on television. Depending on how many ECW events (not counting the pay-per-view at the end of the month) are left on the calendar, you may end up competing in either 1, 2, 3, or 4 Grudge Matches. If you are lucky, by which you achieve Ranking #1 at the end of the month, you will not need to compete in any Grudge Match! Hip-hip horray!

In order to compete for the Acclaim Title at the pay-per-view, you must win all Grudge matches at each ECW event left on the calendar. If you lose one, you will move back 1 ranking.

List of Grudge matches:

Event #1: VS match against wrestler in Ranking #2. When the opponent's health becomes red, the champion interrupts in the match, and he/she leaves after 30 seconds.

Event #2: 3-Way-Dance against the champion and the wrestler in Ranking #2.

Event #3: A regular 4-Way-Dance against the champion, the wrestler in Ranking #2, and the wrestler in Ranking #3.

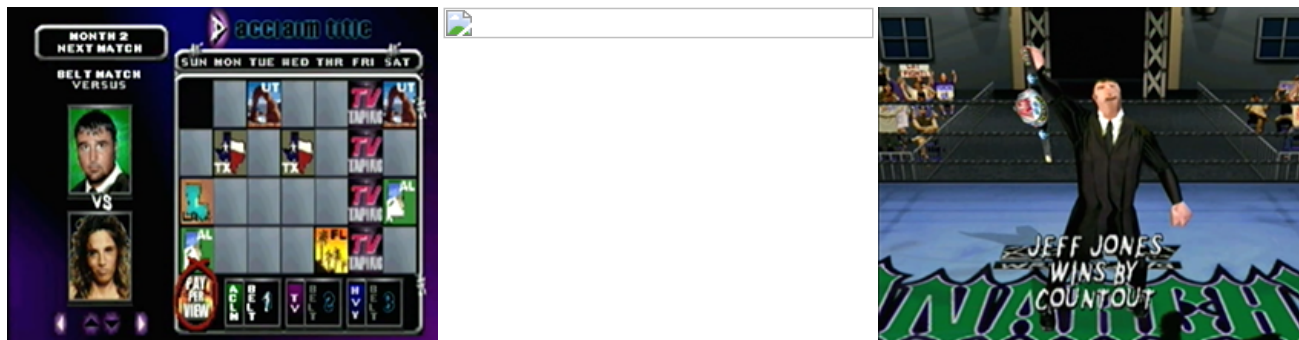
Event #4: 4-Way-Dance in a steel cage against the champion, the wrestler in Ranking #2, and the wrestler in Ranking #3.



+ Step #5- After winning the Grudge Matches, you will face the Acclaim Champion at the pay-per-view (the venue is random). This will just be a simple VS match that can be won very easily. You can also win the Acclaim Title by countout.

+ Step #6- After winning the Acclaim Title and defending it 5 times, you will enter the TV Title division! Go to the next chapter.

!!! CHEAT !!!: You will unlock **Joey Styles** and **Joel Gertner** after winning this title!



Pay-Per-Views: When you pass over a pay-per-view event on the calendar, you will compete in a specialty match at a randomly-selected pay-per-view venue. Below are the list of possible venues with their corresponding match type.

If you win a pay-per-view, you will move up 1 ranking. If you lose, you will be forced to move back 1 ranking.

Note: The manual states 3 ranking points, but it is a typo. Acclaim was probably thinking of WWF Attitude when they wrote that :P

+ Living Dangerously: This is basically a Survivor Series match from WWF Attitude. Here, you will be teamed up with 3 other superstars to create a 4-man team to fight against an opposing 4-man team. You can still win this match even if one of your superstars is pinned.

+ Anarchy Rulz: This will have a random specialty match with or without match modifiers, including 3-Way-Dance, 2-on-1, Tag Team, etc.

+ Guilty As Charged: This has the same conditions as *Living Dangerously*.

+ Hardcore Heaven: This will be a match involving a Barbed Wire or Cage match modifier.

+ November 2 Remember: This event is a regular VS match against the Heavyweight champion. You can only play it when you are the #1 contender for the Heavyweight Title at the end of the game.

+ Heatwave: This has the same conditions as *Anarchy Rulz*.

Reg-2. TV Title Walkthrough

+ **Step #1-** When you are in Superstar Rankings #15 through #5, you will compete in a variety of matches that vary in terms of difficulty, including VS, Tag Team, Tornado, 3-Way-Dance, 4-Way-Dance, VS Gauntlet, Lumberjack, and 2-on-1. Match modifiers occur very frequently.

+ **Step #2-** When you are in Superstar Rankings #4 through #2, you will compete in very difficult match types such as 2-on-1, 3-on-1, Tag Gauntlets (where you have to defeat 5 teams in a row), etc. Match modifiers are also common in these difficult match types.

Note: Sometimes, you can get lucky and compete in a simpler match type instead, such as a 3-Way-Dance or a VS Gauntlet! This happens by chance.

+ **Step #3-** Once you achieve Superstar Ranking #1, you must win all Grudge Matches on the calendar in order to compete for the TV Title at the pay-per-view. *The conditions surrounding the TV Title Grudge Matches are exactly the same as the 1st chapter.*

+ **Step #4-** After winning the Grudge Matches, you will face the TV Champion at the pay-per-view (the venue is random). This will just be a simple VS match that can be won very easily. You can also win the TV Title by countout.

+ **Step #5-** After winning the TV Title and defending it 5 times, you will enter the Heavyweight Title division! Go to the next chapter.

!!! **CHEAT !!!:** You will unlock **Cyrus (The Jackyl)** and **Tommy Rich** after winning this title!



Pay-Per-Views: *The conditions surrounding pay-per-views are exactly the same as the 1st chapter.*

Reg-3. Heavyweight Title Walkthrough

+ **Step #1-** When you are in Superstar Rankings #10 through #2, you will compete in a variety of matches that vary in terms of difficulty, including VS, Tag Team, Tornado, 3-Way-Dance, 4-Way-Dance, VS Gauntlet, Lumberjack, and 2-on-1. Match modifiers occur very frequently.

+ **Step #2-** Once you achieve Superstar Ranking #1, you must win all Grudge Matches on the calendar in order to compete for the Heavyweight Title at the pay-per-view. *The conditions surrounding the Heavyweight Title Grudge Matches are exactly the same as the 1st chapter.*

+ **Step #3-** After winning the Grudge Matches, you will face the Heavyweight Champion at the pay-per-view (November 2 Remember, but the appearance of the ring decorations are random). This will just be a simple VS match that can be won very easily. You can also win the Heavyweight Title by countout.

!!! **CHEAT !!!:** You will unlock **Taz** and **Louie Spicolli** after winning this title!



+ **Step #4-** Now that the Heavyweight Title is yours, you can defend the title against the CPU players as many times as you wish.

!!! **CHEAT !!!:** You will unlock all of the **Jobbers** after defending the Heavyweight Title 5 times in a row!

+ **Step #5-** There is nothing much to do after you unlock the Jobbers, other than defending the Heavyweight Title more times (which is unnecessary). The more times that you defend, the harder the match types and match modifiers become. Congratulations, you beat the regular career mode of *ECW: Hardcore Revolution!*



Pay-Per-Views: The conditions surrounding pay-per-views are exactly the same as the 1st chapter.

Tag-1. Tag Team Title Walkthrough

Before playing this mode: I'd recommend having one of your selected wrestlers be a heavyweight, and the other one be a cruiserweight. You will need the best of both abilities in order to successfully complete this mode. Since the cruiserweight wrestlers are faster in speed and recover health quicker, they will be useful when you need help escaping an opponent's pin. On the other hand, the heavyweight wrestlers can take a lot of pain and deal serious damage on your opponents. A team like this would make things easier in tough situations. I myself chose The Original Sheik (a heavyweight who can be unlocked from winning this title) and Super Crazy (a cruiserweight).



+ **Step #1-** When you are in Superstar Rankings #20 through #5, you will compete in simple Tag Team and Tornado matches. They can have match modifiers on occasion.

+ **Step #2-** When you are in Superstar Rankings #4 through #2, you will compete in very difficult Tag Team Gauntlet and Tornado Gauntlet matches, where you have to defeat 5 teams in a row. Match modifiers are also common in these difficult match types.

+ **Step #3-** Once you achieve Ranking #1 in a tag team career (therefore being the #1 contender), you will compete in a Grudge Match. This Grudge Match will be a regular Tag Team match against the team in Superstar Ranking #2. If you win this match, you will proceed to the Pay-Per-View. If you lose, you will be forced to move back 1 ranking.



+ **Step #4-** At the Pay-Per-View (the venue is random), the match will be a regular Tag Team match against the Tag Team Champions. If you win this match, you will win the game and the Tag Team Title.

!!! CHEAT !!!: You will unlock **The Sheik** and **Beulah** after winning this title!



After, you can defend the title against the CPU players as many times as you wish, but it is unnecessary since unlike the regular career mode, there are no cheats from defending the title multiple times. As in the regular career mode, the more times that you defend, the harder the match types and match modifiers become. **Pay-Per-Views:** Here, you will compete in a tag-team themed match at a randomly-selected pay-per-view venue. This match can sometimes have match modifiers. Winning at a pay-per-view will allow you to move up 1 ranking, while losing will make you move back 1 ranking.

Multi-1. Multiplayer Career Mode Walkthrough

Before playing this mode: **NO CHEATS** will be unlocked after beating this mode! **Only** the human player with the Player 1 controller can save a game to the memory card, **but the player who is currently active** can access the saving/loading menu at any moment at the calendar screen. Player 1 just needs to make the save/load.

Note 1: If any match ends in a draw by disqualification (when all the players are counted out), the match will be restarted. Make sure nobody screws around outside the ring in this mode for too long, as it will force *everyone* to play it again :)

Note 2: *Don't* go by the Superstar Rankings chart to determine which computer-controlled wrestler you'll face next. It's going to be random at each event.

+ **First Calendar Match-** This will be a match between all of the human players. The winner of this match will move up by 1 ranking. After this match, the calendar will follow through like normal for the rest of the game. If all players are counted-out, the match will restart itself.



+ **House Show** - At these events, each of the human players playing the game will be required to compete in a single match (the state doesn't make a difference in its effect). Match modifiers can occur on occasion. Each of the human players will fight a match against either randomly selected computer opponents or the other human players. A human player cannot compete twice at a House Show. If a human player wins a match at a House Show, he will move up by 1 ranking. Losers of a match will move back by 1 ranking. Matches at House Shows are usually 3 or 5 minutes long.



+ **TV Taping** - At these events, all of the human players will compete against each other in a match. Match modifiers very seldom occur. The winner of this match will move up by 1 ranking, while losers will move back by 1 ranking. Sometimes, a computer-controlled wrestler can be involved, and if he wins, all human players will move back 1 ranking. If all players are counted-out, the match will restart. Matches at TV Tapings are 10 minutes long, just like in the single-player career mode.



+ **Pay-Per-View (multiplayer versus career)** - In a **multiplayer versus career**, this will be a specialty match involving all of the human players. The winner of this match will move up by 1 ranking, while losers will move back by 1 ranking. Sometimes, a computer-controlled wrestler can be involved, and if he wins, all human players will move back 1 ranking.

If it is a King-Of-The-Ring style tournament, it will involve all of the human players. Controller 1 will be used when a human player fights a computer opponent, and both Controller 1 and Controller 2 will be used when two human players are put up against each other. The ranking progression of this event is very glitchy. Sometimes, losers can move up 1 ranking, and winners of the tournament can even move down one. It's completely random :P

+ **Pay-Per-View (multiplayer tag-team career)** - In a **multiplayer tag-team career**, these events are treated the same exact way as TV Tapings.

!!! **Important Note #1** !!!: If a human player happens to achieve Superstar Ranking #4 during a **multiplayer versus career**, he will have to compete in difficult match types (3-on-1, 4-way cage, etc.) until he is the #1 contender for the Multiplayer Heavyweight Title.

Note: Sometimes, the player get lucky and compete in a simpler match type instead, such as a 3-Way-Dance or a VS Gauntlet! This happens by chance.

!!! **Important Note #2** !!!: If a human player happens to achieve Superstar Ranking #4 during a **multiplayer tag-team career**, he will have to compete in difficult match types (Tag Team Gauntlet, Tornado Gauntlet, etc.) until he is the #1 contender for the Multiplayer Tag Team Title.



+ Grudge Matches - (Can take place on any calendar event) - This happens after a human player is a #1 contender for a title in a multiplayer career. At the event prior to this Grudge Match (the event where a human player became the #1 contender), the other human players still need to complete their matches on the rest of that event. After that event, there will be a Grudge Match between all of the human players. If he loses, the #1 contender will simply move back 1 ranking point, while the winner moves up by 1 ranking point.

The #1 contender has to keep competing at these until the Pay-Per-View event, maintaining his #1 ranking until the next Pay-Per-View event occurs (the Title Match). If you look at the calendars and rankings below, Raven (3rd human player in red) is the #1 contender, and there are 6 events left after the circled one at the Florida house show. That means that Raven has to win 7 Grudge matches in a row until he reaches the Pay-Per-View for the title.



Note: If this grudge match ends in a "draw by disqualification", the match will restart.

+ Pay-Per-View - (Title Match) - This match will take place at a random Pay-Per-View venue. Here, there will be a simple match against the champion. If the #1 contender wins this match, he will earn either the *Multiplayer Heavyweight Title* or the *Multiplayer Tag Team Title*, depending on which type of multiplayer career is being played.

After he wins, the multiplayer career will end, by which the human player who won will be displayed as "World Champion".

