

WWF No Mercy Championship FAQ -

by jabroni kenshin

Updated to v2.0 on Dec 30, 2000

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**                                     **
**           WWF NO MERCY             **
**                                     **
** HOW TO GET 100% IN CHAMPIONSHIP MODE **
**                                     **
**           VERSION 2.00              **
**                                     **
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**                                     **
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NOTE: To print this faq properly, cut and paste the whole doucment into wordpad and set the page setup so that the left and right margins are 0.2"

= A> TABLE OF CONTENTS =

- A> TABLE OF CONTENTS
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AUTHOR'S NOTE: After getting 100% I tried to unlock hidden backstage areas, to no avail.. Seems that getting 100% just means that you got 100%, and nothing more. However, if you find something out that I missed let me know..?

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= B> UPDATES =

Version 2.00 12/30/00

- Made several changes to layout of FAQ. and other minor changes

Version 1.99 12/26/00

- Added Quick Paths for the Secret wrestlers found in the HIDDEN CHARACTERS section

Version 1.98 12/20/00

- Fixed several errors in TAG-TEAM quick paths
- Added the following thank you's
 - MarQ Briggs for correcting my error on the Tag-Team Quick paths

Version 1.97 12/13/00

- Fixed a path in the HARDCORE section, also corrected QUICK PATH for HARDCORE

Version 1.96 12/11/00

- Added and explanation for the QUICK PATHS

Version 1.95 12/05/00

- Added WIN CRITERIA CLARIFICATIONS to faq
- Changed a few things in HARDCORE so that the diagram correlates better to the quick paths
- Corrected several minor errors throughout faq
- Put quick paths with respective diagrams

Version 1.94 11/28/00

- It seems I forgot to put one line in the HARDCORE diagram.. that has been addressed

Version 1.93 11/28/00

- Fixed IC chart and corresponding QUICK PATH
- Moved QUICK PATHS to after the in depth charts as that several people just read the QUICK PATHS and get confused.
- Also added that secret characters can be gained in Survivor mode

Version 1.92 11/26/00

- After I made the update below I decided to read my e-mail and found yet another error. fixed the European quick path
- Also made minor changes on the QUICK PATHS section
- Added the following thank you's
 - Julie M = Seeing my mistake and correcting me on the European quick path

Version 1.91 11/26/00

- Seems that I translated Daren Chencinski's diagram wrong, and put it in the FAQ wrong..
error has been corrected and rest assured it's now right...
- Also due to MY error the quick paths were wrong for the IC belt, that error has also been corrected

Version 1.90 11/26/00

- INTERCONTINENTAL 100% Total Blocks = 57 (Curtesy of: Daren Chencinski)
- added IC belt quickpath to QUICK PATHS
- As promised added the secret characters and how to get them to in the in diagrams as well
as a HIDDEN CHARACTER section
- Added the following thank you's
 - Daren Chencinski for his contribution of the IC belt... mucho thanks

Version 1.75 11/24/00

- HARDCORE 100% (boy was that one a headache)
- Added examples on how to use the charts as I got several e-mails needing some clarification.
- Again changed order of belts (found out that IC was longer than I thought)
- Added total blocks for each belt
- Added QUICK PATHS section (Check it out it's really kewl)

- Added the following thank you's
- MATT JONES = For his contribution on the Hardcore section(suggested defending w/o weapons)

- JDOGG = For correcting me on the European championship mode

Version 1.50 11/22/00

- WWF CHAMPION 100%
- TAG-TEAM 100%
- Added D> GAMEPLAY TIPS section
- Added the following thank you's
- Misery4187 = For correcting me on the women's championship mode

- AdamerrrTrain, Crow, Brad Charley, and Matt Jones for giving me the way on how to get the final block on the WWF Championship

- All you readers out there who appreciate the FAQ

Version 1.25 11/21/00

- EUROPEAN 100%
- HARDCORE 17%
- TAG-TEAM 44%
- Changed order of belts (found out that some were longer than I thought)

Version 1.00 11/20/00

- First version of the guide
- WOMEN'S 100%
- LIGHT HEAVYWEIGHT 100%
- HARDCORE 0%
- EUROPEAN 43%
- INTERCONTINENTAL 0%
- WWF CHAMPION 98%
- TAG-TEAM 0%

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= C> INTRO / HOW TO USE THIS GUIDE =

The following is a quick guide to getting the many scenarios for the different belts. I didn't put in any details, since in the process of getting all of the "BLOCKS" you'll come across all the scenarios anyway.

The following diagrams are exact replacations of how the story trees are displayed in NO MERCY.

So that way if you're missing a BLOCK you can see quickly how to get it.

The lines represent the different paths and the following rules will apply:

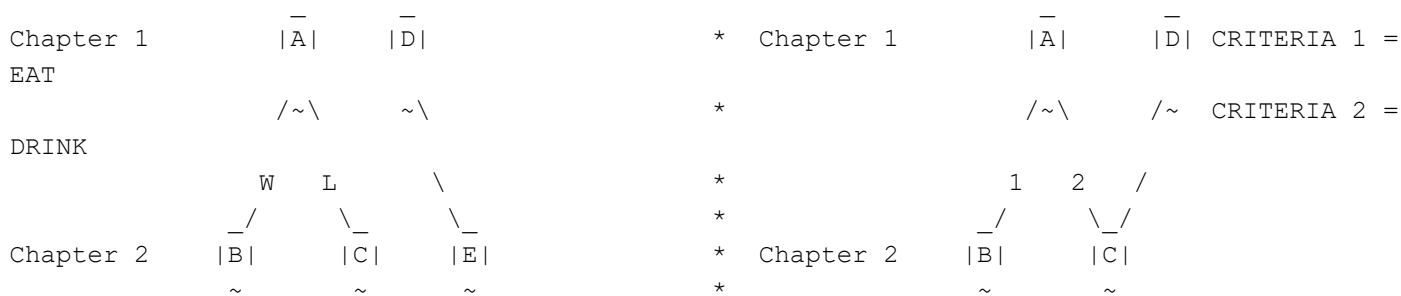
>> W indicates that a win must be made to follow that path (a win denotes that you successfully fill the criteria that counts as a win(i.e. Hit your opponent with a weapon at least 5 times) if you don't do this, then it'll be considered a loss)

>> L indicates that a loss must be made to follow the path

>> An unbroken line mean that that is the only path available

>> if a number (i.e. 1,2,3,4..) is used, then a specific criteria must be made which will be noted underneath it's respective diagram

*****=EXAMPLES=*****



This example is straight forward. In order to get from point A to B You must win (NOTE: Read explanation of win above). To get from point A to C, you need to get a loss. From point D to E means that for other path (i.e. You must win, or it doesn't matter W or L)

* In this example, criterias are used (hence numbers). To get from A to B follow what for criterion 1 (EAT), and to get from A to C follow criteria 2 (DRINK). Note also in example that D also leads to C, many like this too... so find the best route

Also note that the blocks won't be added unless you complete the the championship. Meaning that if you unlock several new blocks, it won't register it until you pass the game.

>> For the quick paths, an * means that there is no alternate path that can be made. for example: W,L,*,W

It means that on the first chapter you Win(W) second chapter Lose(L) and third chapter which is an * means that you don't have a choice where to go, and the forth chapter you need to Win(W) hence the W,L,*,W

>> The diagrams in in the following order (shortest first)

- 1> WOMEN'S 100% Total Blocks = 20
- 2> LIGHT HEAVYWEIGHT 100% Total Blocks = 25
- 3> EUROPEAN 100% Total Blocks = 49
- 4> WWF CHAMPION 100% Total Blocks = 52
- 5> HARDCORE 100% Total Blocks = 56
- 6> TAG-TEAM 100% Total Blocks = 56
- 7> INTERCONTINENTAL 100% Total Blocks = 57

I suggest that if this is your first time using the guide, follow the WOMEN'S belt so you can get the hang of it

NOTE: I've noticed that a lot of the criteria explained before the matches in Championship

are incorrect (this is very apparent in IC and HARDCORE mode). So if the diagram says to lose, and the game says you have to win.. (at the risk of sounding arrogant)

take the guide's path. And if you come across an error, please let me know.

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= D> WIN CRITERIA CLARIFICATIONS =

This section clarifies certain win condtions that are clear to several people

- MAKE OPPONENT BLEED

Means that you make the opponent bleed (duh), AND win match (however, sometimes you don't

have to win, but just win to make sure)

- BEAT OPPONENT ON ANNOUNCER TABLE

Means that you need to get your (any) opponent onto the announcer table located directly

below the ring (use C-UP to throw them on it, and to climb it) and do a move (to your opponent) that will break the table, then win the match

- USE WEAPON ON OPPONENT AT LEAST 5 TIMES

Just grab a weapon and beat the hell out of your opponent with it (throwing does not count

as a hit) then win match

- USE WEAPON ON OPPONENT AT LEAST 10 TIMES

Same as above, except beat the hell out of your opponent twice as much

- USE STRONG GRAPPLE AT LEAST 10 TIMES

Um, yeah exactly what it says, if you don't know how to do a strong grapple better learn :-)

Then win match

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= E> GAMEPLAY TIPS =

Here are a few tips that'll help you get those wins/loses and other stuff a bit easier

- Try to pick someone with a quick special (Stone Cold Stunner is ideal) that way you can do

3-4 of them during one special. This really helps on handicap matches

- If you really want to lose a match, get counted out or DQed. if both are off, then do a move

that you know will be reversed into a small package (like the shoulder breaker) and hold the

analog stick in any direction (this is a way to concede)

- Another trick that I found out to win fast and easy (especially in Tag-Team) is that if the

outside count is on, put your opponent outside (legal man for tag) and roll them onto

the
 announcer table. Stand just out of range of their kick, and you'll notice that the
 computer
 will kind of stay on the table.. wait until the count reaches 19, then just before the
 number
 19 fades away, slide in for the win.

- If countout is off, here's an easy way to win tag-team matches (bit lengthy though).
 Throw your opponent outside (legal man of course) and keep doing the same submission
 hold
 (make sure it's a hold you can win with) until the tap out. Of course if it isn't a
 hardcore
 match, you won't get the win. Once you see the legal man tap, do the hold one more time
 so
 that they tap out again. Now after the second (or 3rd, or 4th depending how cruel you
 want to
 be) Toss him/her back inside and slap on the submission hold again. They'll tap out so
 quick,
 their partner won't be able to kick you off, and the win will be yours
- Last but not least if you find the game too difficult at times, take a breather and come
 back to it later. Spend the time making a new wrestler.
 Have fun, after all isn't this what is all about

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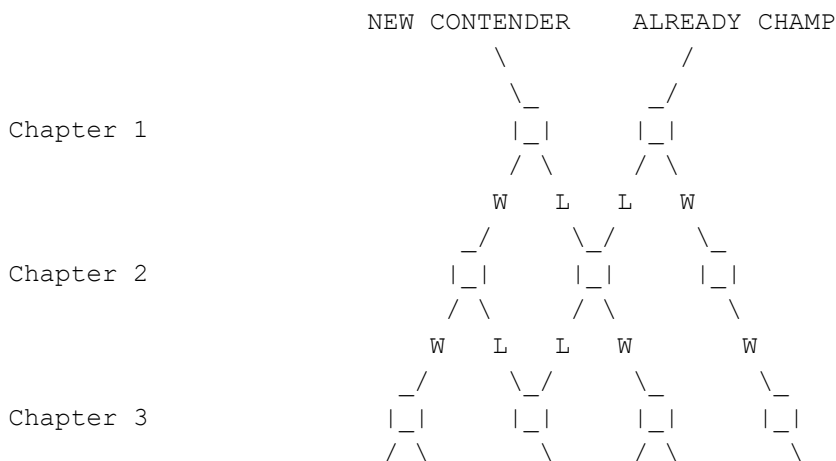
= F> IN DEPTH CHARTS =

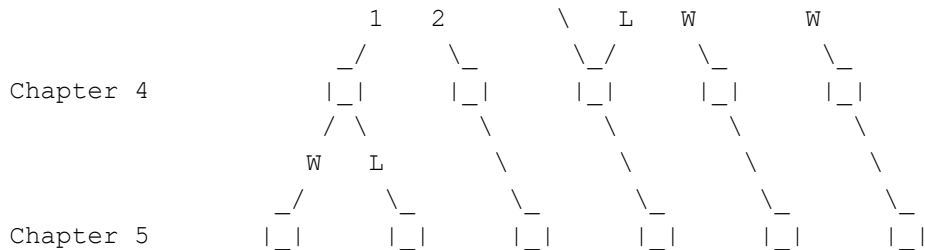
THE FOLLOWING IS THE IN DEPTH CHARTS FOR ALL THE CHAMPIONSHIPS

For the quick paths, an * means that there is no alternate path that can be made.
 for example: W,L,*,W

It means that on the first chapter you Win(W) second chapter Lose(L) and third chapter
 which
 is an * means that you don't have a choice where to go,
 and the forth chapter you need to Win(W) hence the W,L,*,W

 ** 1> WOMEN'S CHAMPIONSHIP **





QUICK PATHS

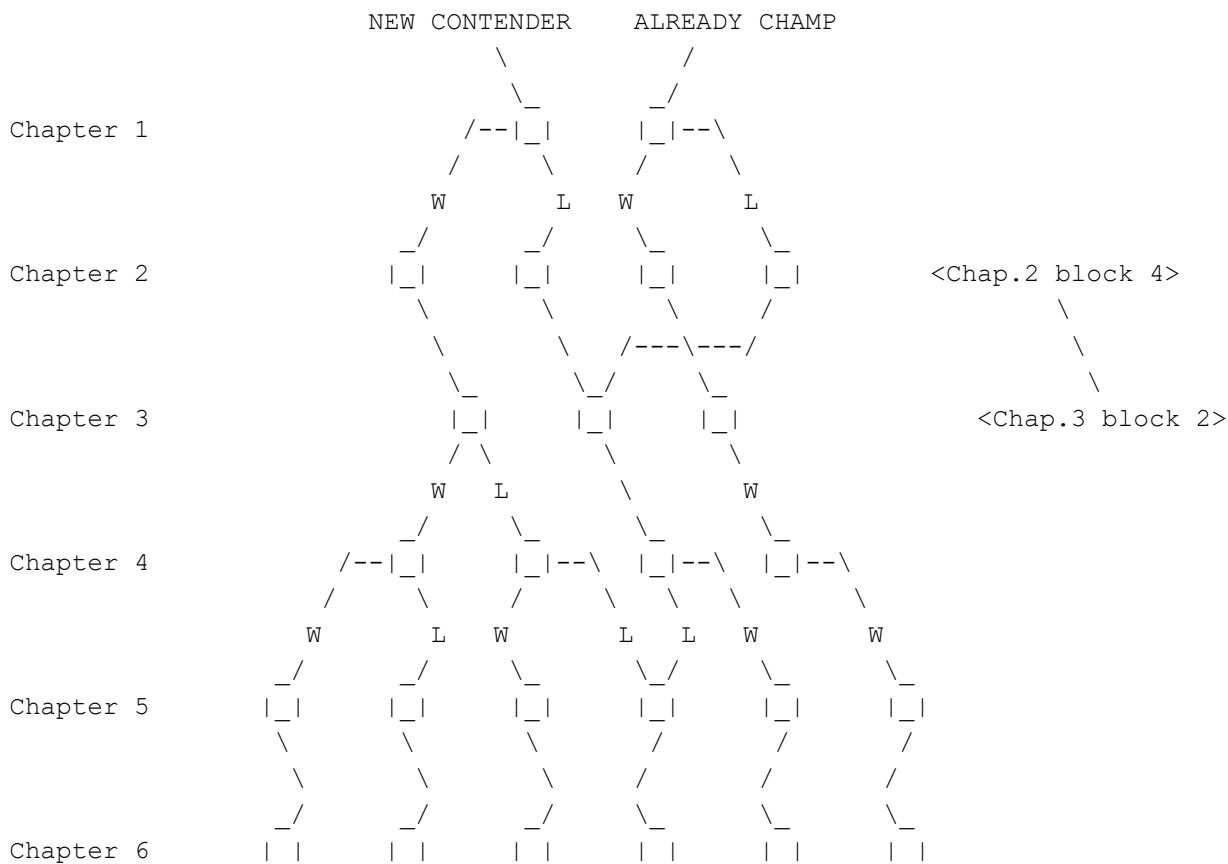
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-----
NEW CONTENDER      ALREADY CHAMP
-----
W,W,1,W            W,W,W,*
W,W,1,L            L,W,W,*
W,W,2,*            L,L,*,*

```

CRITERIA 1 - (AS GUEST REFEREE) LET PERSON WHO ASKED FOR HELP WIN
 CRITERIA 2 - (AS GUEST REFEREE) LET PERSON WHO ASKED FOR HELP LOSE

 ** 2> LIGHT HEAVYWEIGHT CHAMPIONSHIP **



QUICK PATHS

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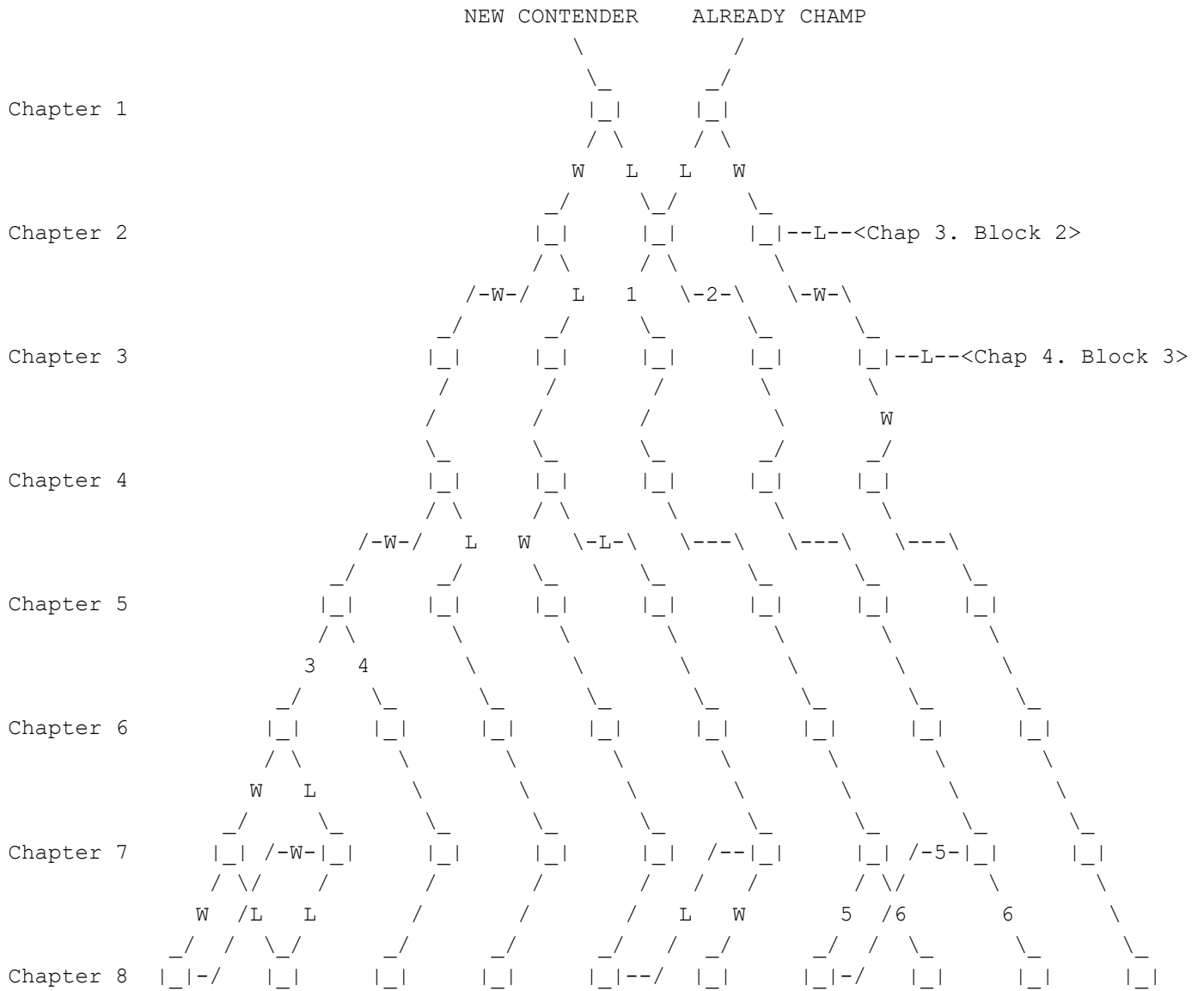
-----
NEW CONTENDER      ALREADY CHAMP
-----
W,*,W,W,*          W,*,W,W,*

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W,* ,W,L,*
L.* ,*,L,*
W,* ,L,W,*

L,* ,*,W,*

** 3> EUROPEAN CHAMPIONSHIP **



<Chap.7 block 2>
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 W
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 <Chap.8 block 1>

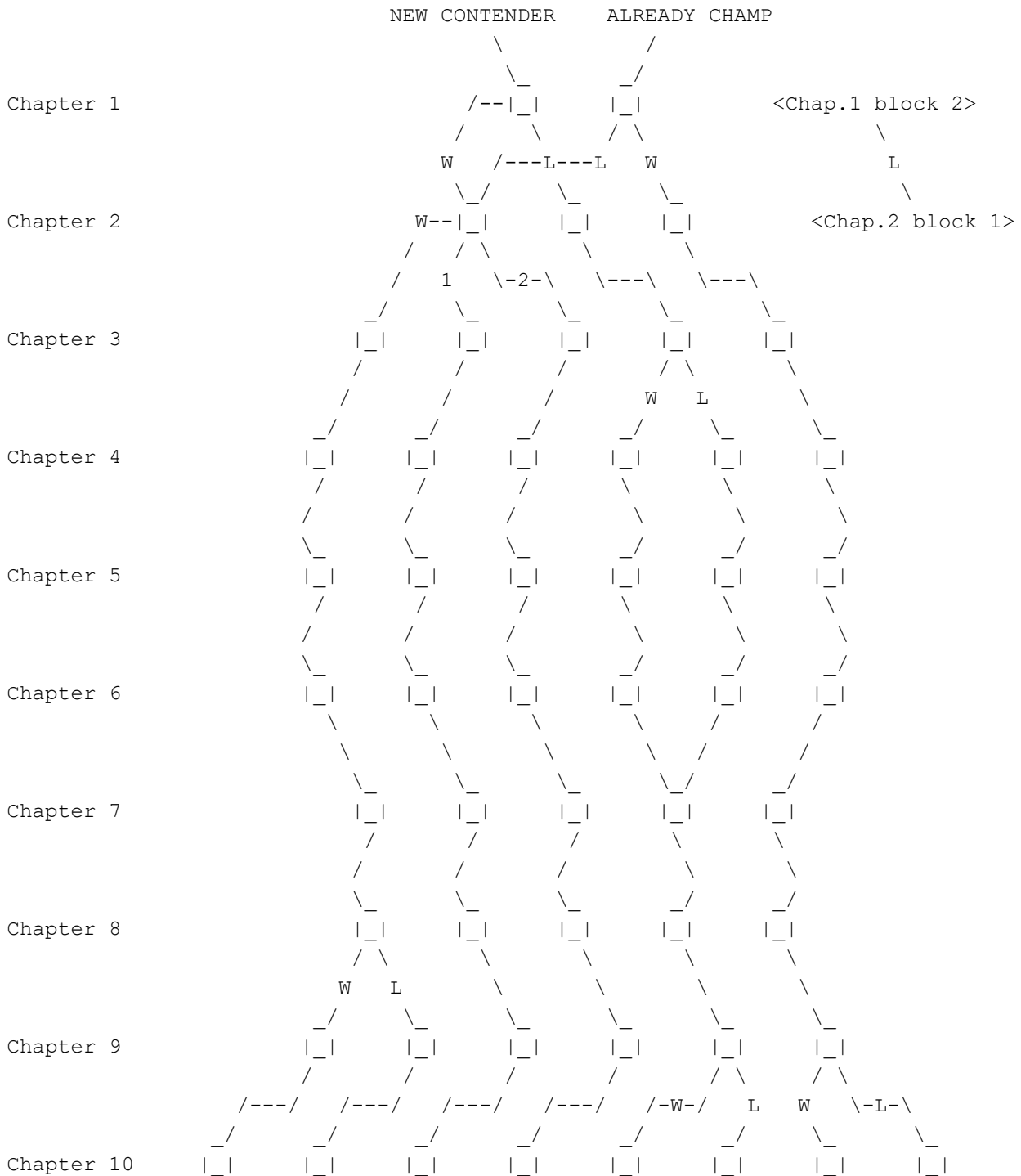
QUICK PATHS

NEW CONTENDER	ALREADY CHAMP
W,W,* ,W,3,W,W	W,W,W,* ,*,*,*
W,W,* ,W,3,L,L	L,1,* ,*,*,*,*5
W,W,* ,W,4,* ,*	L,1,* ,*,*,*,*6

W,W,*,L,*,*,* L,2,*,*,*,*,6
 W,L,*,W,*,*,*
 W,L,*,L,*,*,W

- CRITERIA 1 - SAY YES TO SHANE
- CRITERIA 2 - SAY NO AND BEAT BIG BOSSMAN
- CRITERIA 3 - MAKE IC CHAMPION WIN
- CRITERIA 4 - LET IC CHAMPION LOSE
- CRITERIA 5 - LET SHANE WIN
- CRITERIA 6 - LET SHANE LOSE

 ** 4> WWF CHAMPION CHAMPIONSHIP **



/	/	/	/	/	\
UNLOCK	UNLOCK	UNLOCK	UNLOCK	UNLOCK	UNLOCK
MICK	LINDA	VINCE	EARL	ANDRE	SHAWN
FOLEY	McMAHON	McMAHON	HEBNER	THE GIANT	MICHEALS

QUICK PATHS

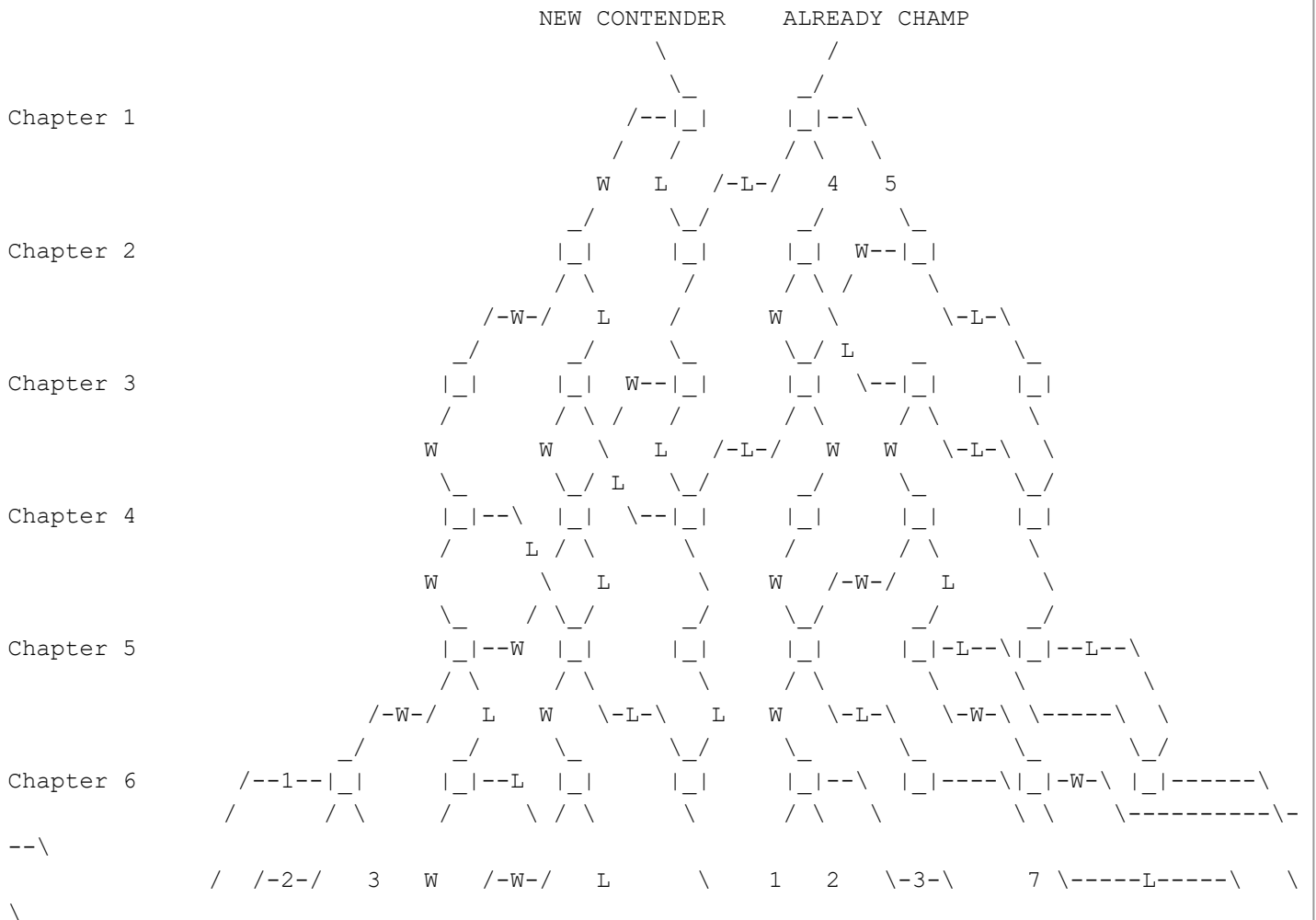
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-----
NEW CONTENDER          ALREADY CHAMP
-----
W,W,*,*,*,*,*,W,*    W,*,*,*,*,*,*,*,W
W,W,*,*,*,*,*,L,*    W,*,*,*,*,*,*,*,L
L,*,W,*,*,*,*,W,*    L,1,*,*,*,*,*,*,*
L,*,L,*,*,*,*,L,*    L,2,*,*,*,*,*,*,*
  
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CRITERIA 1 - ELIMINATE 20+ OPPONENTS (BUT DON'T WIN)
 CRITERIA 2 - DON'T ELIMINATE 20+ OPPONENTS AND LOSE THE RUMBLE

 ** 5> HARDCORE CHAMPIONSHIP **

AUTHOR'S NOTE: Do to the complexity of the HARDCORE course I omitted several paths, due to its redundancy (blocks can be achieved by other means) if you're still confused, just use the quick paths



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Chap- |_|---/ |_|      |_|      |_|      |_|      |_|      |_|  \---|_|  \---|_| \-----|_|  |_|
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/
      W /---/ /-----\-----\---8-/ 6      \      W /---/ /      /      /      /
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      \_      \_      /  /      \_      \_      /      \_      \_      \_      \_
\_
Chap- |_|  L--|_|      |_|      |_|      |_|      |_|      |_|  L--|_|      |_|      |_|      |_|
|_|
ter 8

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/
UNLOCK
CACTUS
JACK

QUICK PATHS

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-----
NEW CONTENDER      ALREADY CHAMP
-----
W,W,W,W,W,1,L      W,W,W,W,W,1,L
W,W,W,W,W,2,*      W,W,W,W,W,2,*
W,W,W,W,W,3,*      W,W,W,W,W,3,*
W,W,W,W,L,W,*      W,W,W,W,L,7,*
W,L,W,L,W,L,6      4,L,W,L,W,L,*
L,*L,*L,*L,*      5,L,*L,*L,*L,*

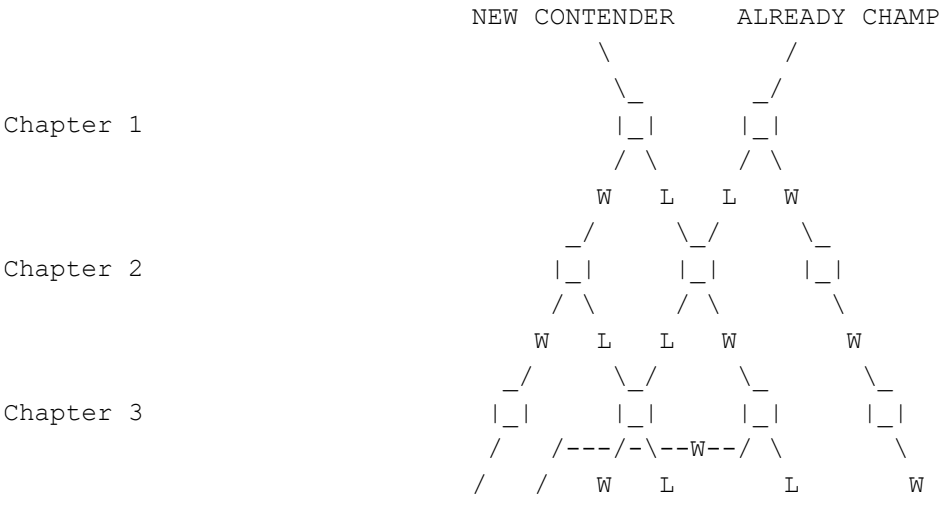
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- CRITERIA 1 - SAY NO TO APA AND THEN WIN FOLLOWING MATCH
- CRITERIA 2 - AGREE TO HIRE APA
- CRITERIA 3 - SAY NO TO APA AND THEN LOSE FOLLOWING MATCH
- CRITERIA 4 - WIN USING A WEAPON AT LEAST ONCE
- CRITERIA 5 - WIN WITHOUT USING A WEAPON
- CRITERIA 6 - SAY YES
- CRITERIA 7 - PAY THE MONEY
- CRITERIA 8 - SAY NO

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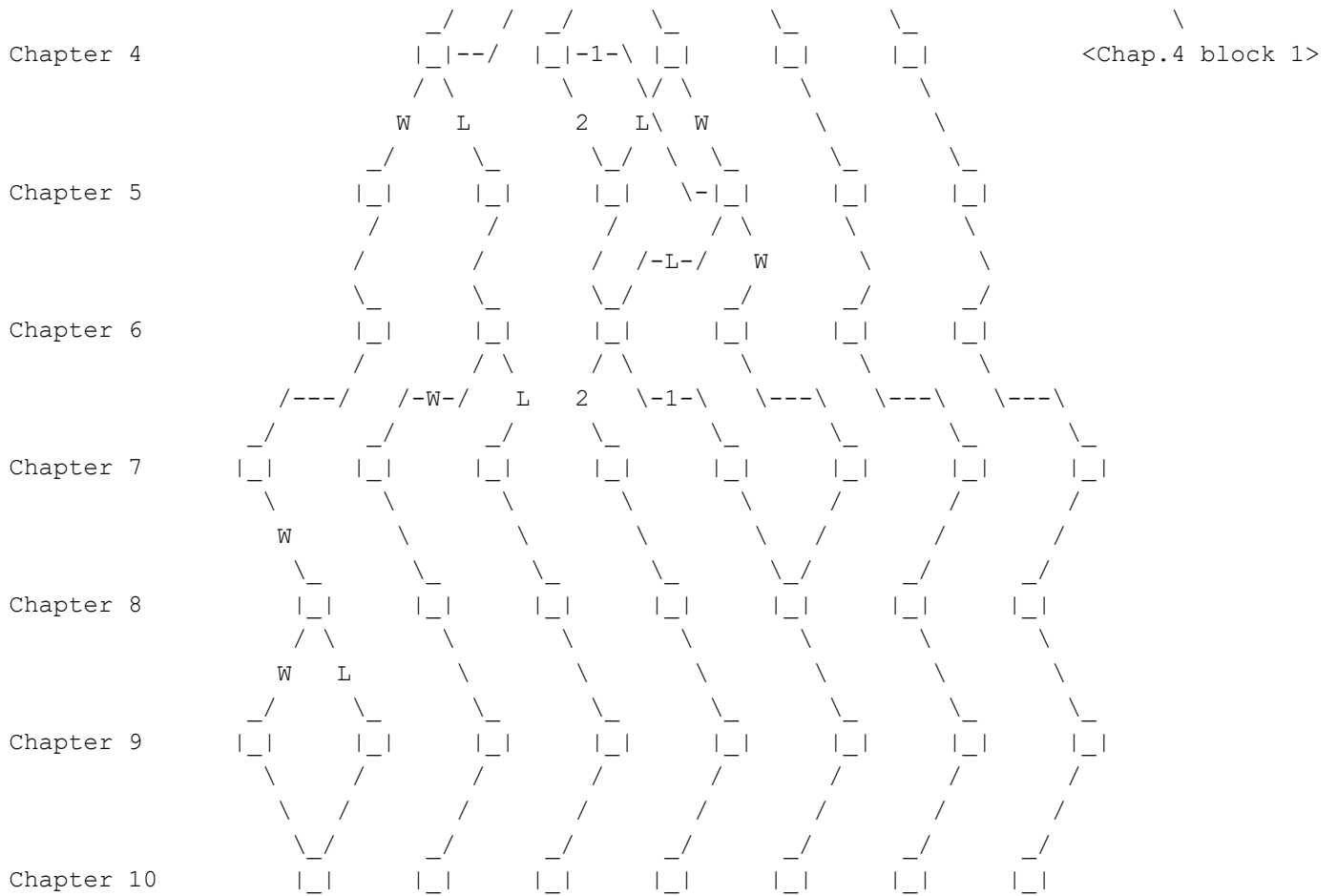
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**          6> TAG-TEAM CHAMPIONSHIP          **
*****

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<Chap.3 block 3>

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W



QUICK PATHS

NEW CONTENDER

ALREADY CHAMP

W,W,*,W,*,*,W,W,*
 W,W,*,W,*,*,W,L,*
 W,W,*,L,*,W,*,*,*
 W,W,*,L,*,L,*,*,*
 L,L,W,2,*,2,*,*,*

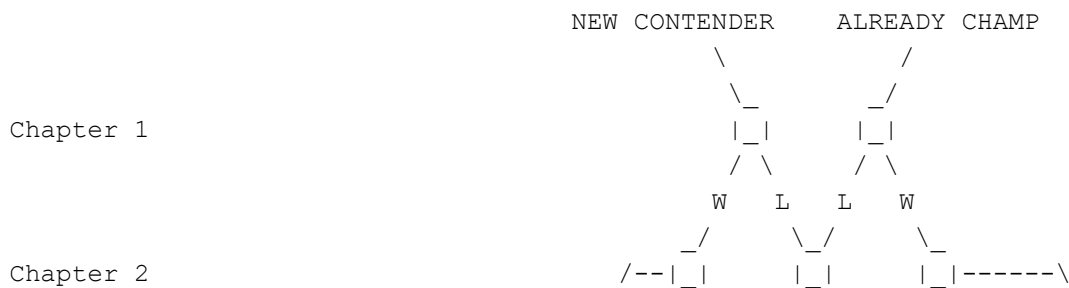
W,W,W,*,*,*,*,*,*
 L,W,L,*,*,*,*,*,*
 L,L,L,W,W,*,*,*,*
 L,L,L,W,L,1,*,*,*
 L,L,W,2,*,2,*,*,*

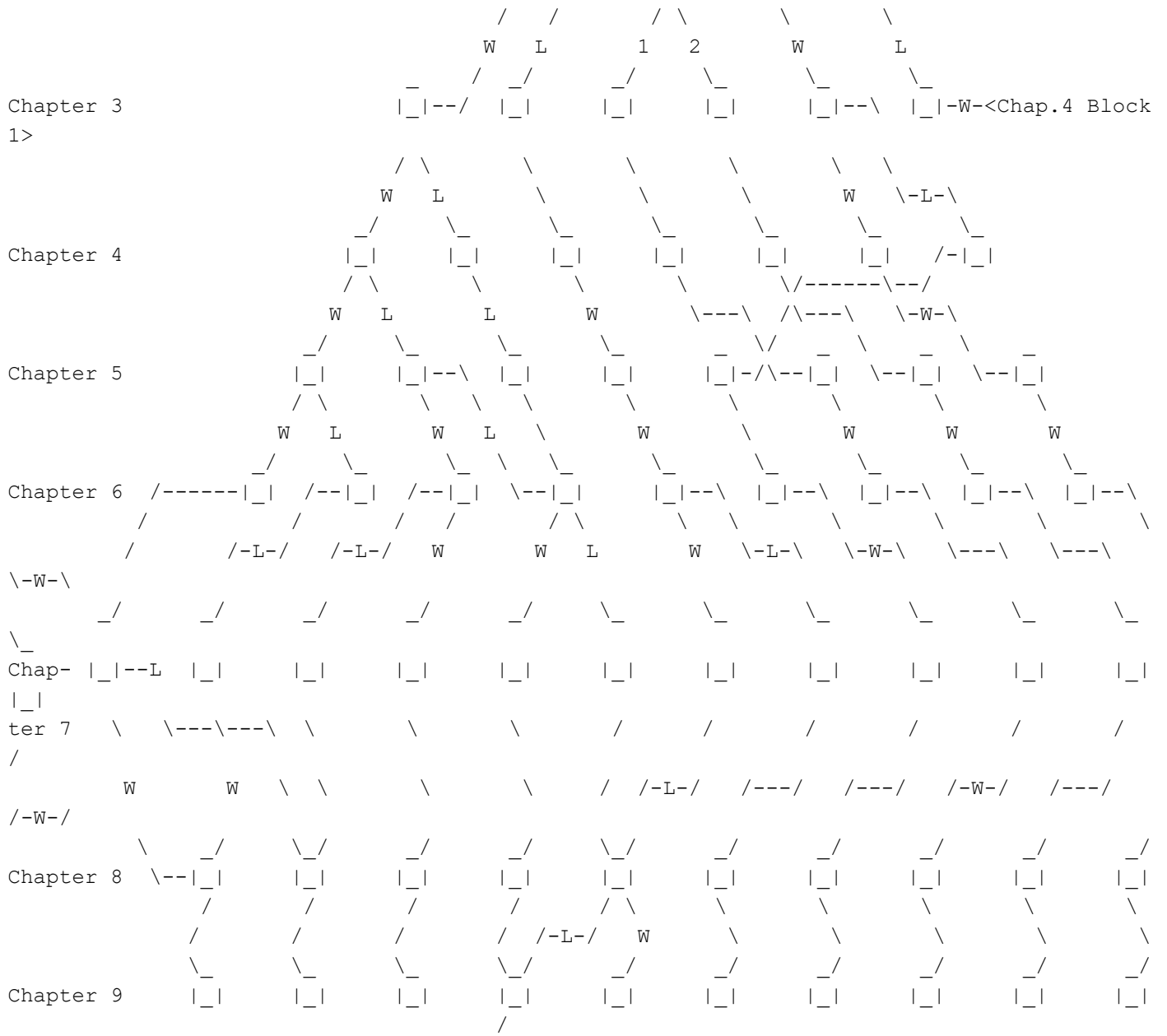
CRITERIA 1 - LET SHANE LOSE

CRITERIA 2 - LET SHANE WIN

 ** 7> INTERCONTINENTAL CHAMPIONSHIP **

(Curtesy of: Daren Chencinski)





UNLOCK
SHANE
McMAHON

QUICK PATHS

NEW CONTENDER

ALREADY CHAMP

W,W,W,W,W,*,W,*
W,W,W,W,L,L,W,*
W,W,W,L,W,W,*,*
W,W,W,L,W,L,*,*
W,W,L,L,*,W,*,*
W,W,L,L,*,L,*,*
W,L,*,W,W,W,L,W
W,L,*,W,W,L,*,*

W,W,W,W,W,W,W,*
W,W,L,*,*,W,*,*
W,L,W,W,W,*,W,*
L,1,*,W,W,*,W,*
L,2,*,*,W,*,*,*

CRITERIA 1 - SAY NO (DOESN'T MATTER IF YOU WIN OR LOSE)

CRITERIA 2 - SAY YES

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= G> HIDDEN CHARACTERS =

KEN SHAMROCK , MAE YOUNG and JERRY LAWLER can be gained in SURVIVOR mode (as well as all secret characters with exception of the HO).

HO can be purchased in SMACKDOWN MALL for a whopping 500,000

The following characters are gained in the Championship Mode (quick paths are listed below character)

[(N)=New Contenter , (C)=Already Champion]

WWF CHAMPION

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Mick Foley	Chap.10/1	---	(N)	W,W,*,*,*,*,*W,*
Linda McMahon	Chap.10/2	---	(N)	W,W,*,*,*,*,*L,*
Vince McMahon	Chap.10/3	---	(C)	L,1,*,*,*,*,*,*
Earl Hebner	Chap.10/4	---	(C)	L,2,*,*,*,*,*,*
Andre The Giant	Chap.10/7	---	(C)	W,*,*,*,*,*,*,*W
Shawn Micheals	Chap.10/8	---	(C)	W,*,*,*,*,*,*,*L

INTERCONTINENTAL

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Shane McMahon	Chap.9/4	---	(N)	W,W,L,L,*W,*,*
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HARDCORE

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Cactus Jack	Chap.8/7	---	(C)	W,W,W,W,W,2,*
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= H> QUICK PATHS =

The following is a quick way to get 100% on all the belts

For the quick paths, an * means that there is no alternate path that can be made. for example: W,L,*W

It means that on the first chapter you Win(W) second chapter Lose(L) and third chapter which is an * means that you don't have a choice where to go, and the forth chapter you need to Win(W) hence the W,L,*W

> WOMEN'S 100% Total Blocks = 20

NEW CONTENDER	ALREADY CHAMP
-----	-----
W,W,1,W	W,W,W,*
W,W,1,L	L,W,W,*
W,W,2,*	L,L,*,*

CRITERIA 2 - (AS GUEST REFEREE) LET PERSON WHO ASKED FOR HELP LOSE

> LIGHT HEAVYWEIGHT 100% Total Blocks = 25

NEW CONTENDER	ALREADY CHAMP
-----	-----
W, *, W, W, *	W, *, W, W, *
W, *, W, L, *	L, *, *, W, *
L, *, *, L, *	
W, *, L, W, *	

> EUROPEAN 100% Total Blocks = 49

NEW CONTENDER	ALREADY CHAMP
-----	-----
W, W, *, W, 3, W, W	W, W, W, *, *, *, *
W, W, *, W, 3, L, L	L, 1, *, *, *, *, 5
W, W, *, W, 4, *, *	L, 1, *, *, *, *, 6
W, W, *, L, *, *, *	L, 2, *, *, *, *, 6
W, L, *, W, *, *, *	
W, L, *, L, *, *, W	

- CRITERIA 1 - SAY YES TO SHANE
- CRITERIA 2 - SAY NO AND BEAT BIG BOSSMAN
- CRITERIA 3 - MAKE IC CHAMPION WIN
- CRITERIA 4 - LET IC CHAMPION LOSE
- CRITERIA 5 - LET SHANE WIN
- CRITERIA 6 - LET SHANE LOSE

> WWF CHAMPION 100% Total Blocks = 52

NEW CONTENDER	ALREADY CHAMP
-----	-----
W, W, *, *, *, *, *, W, *	W, *, *, *, *, *, *, *, W
W, W, *, *, *, *, *, L, *	W, *, *, *, *, *, *, *, L
W, 1, *, *, *, *, *, *	
W, 2, *, *, *, *, *, *	
L, *, W, *, *, *, *, W, *	
L, *, L, *, *, *, *, L, *	

- CRITERIA 1 - ELIMINATE 20+ OPPONENTS (BUT DON'T WIN)
- CRITERIA 2 - DON'T ELIMINATE 20+ OPPONENTS
AND LOSE THE RUMBLE

> HARDCORE 100% Total Blocks = 56

NEW CONTENDER	ALREADY CHAMP
-----	-----
W, W, W, W, W, 1, L	W, W, W, W, W, 1, L
W, W, W, W, W, 2, *	W, W, W, W, W, 2, *
W, W, W, W, W, 3, *	W, W, W, W, W, 3, *
W, W, W, W, L, W, *	W, W, W, W, L, 7, *
W, L, W, L, W, L, 6	4, L, W, L, W, L, *
L, *, L, *, L, *, *	5, L, *, *, L, *, *

- CRITERIA 1 - SAY NO TO APA AND THEN WIN MATCH
- CRITERIA 2 - SAY YES TO APA

- CRITERIA 3 - SAY NO TO APA AND THEN LOSE MATCH
- CRITERIA 4 - WIN USING A WEAPON AT LEAST ONCE
- CRITERIA 5 - WIN WITHOUT USING A WEAPON
- CRITERIA 6 - SAY YES
- CRITERIA 7 - PAY THE MONEY

 > TAG-TEAM 100% Total Blocks = 56

NEW CONTENDER	ALREADY CHAMP
-----	-----
W,W,*W,*,*,W,W,*	W,W,W,*,*,*,*,*,*
W,W,*W,*,*,W,L,*	L,W,L,*,*,*,*,*,*
W,W,*L,*,W,*,*,*	L,L,L,W,W,*,*,*,*
W,W,*L,*,L,*,*,*	L,L,L,W,L,1,*,*,*
L,L,W,2,*,2,*,*,*	

- CRITERIA 1 - LET SHANE LOSE
- CRITERIA 2 - LET SHANE WIN

 > INTERCONTINENTAL 100% Total Blocks = 57

NEW CONTENDER	ALREADY CHAMP
-----	-----
W,W,W,W,W,*,W,*	W,W,W,W,W,W,W,*
W,W,W,W,L,L,W,*	W,W,L,*,*,W,*,*
W,W,W,L,W,W,*,*	W,L,W,W,W,*,W,*
W,W,W,L,W,L,*,*	L,1,*,W,W,*,W,*
W,W,L,L,*,W,*,*	L,2,*,*,W,*,*,*
W,W,L,L,*,L,*,*	
W,L,*,W,W,W,L,W	
W,L,*,W,W,L,*,*	

- CRITERIA 1 - SAY NO (DOESN'T MATTER IF YOU WIN OR LOSE)
- CRITERIA 2 - SAY YES

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= AA> ACKNOWLEDGEMENTS / THANK YOU'S =

First and foremost AKI and ASMIK ACE for creating such an awesome game and of course to THQ for distributing it.

To GAMEFAQS.COM for host this FAQ and all the many others

Thanks for all the support and help from the following:

- Misery4187 = For correcting me on the women's championship mode
- AdamerrrTrain, Crow, Brad Charley, and Matt Jones for giving me the way on how to get the final block on the WWF Championship
- MATT JONES = For his contribution on the Hardcore section(suggested defending w/o weapons)

- JDOGG = For correcting me on the European championship mode
- Daren Chencinski for his contribution of the IC belt... mucho thanks
- Julie M = Seeing my mistake and correcting me on the IC quick path
- MarQ Briggs for correcting my error on the Tag-Team Quick paths
- All you readers out there who appreciate the FAQ

If I missed anyone or you want to contribute to this guide (it'll help greatly) send you're suggestions to

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and I'll ensure you're acknowledged.

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