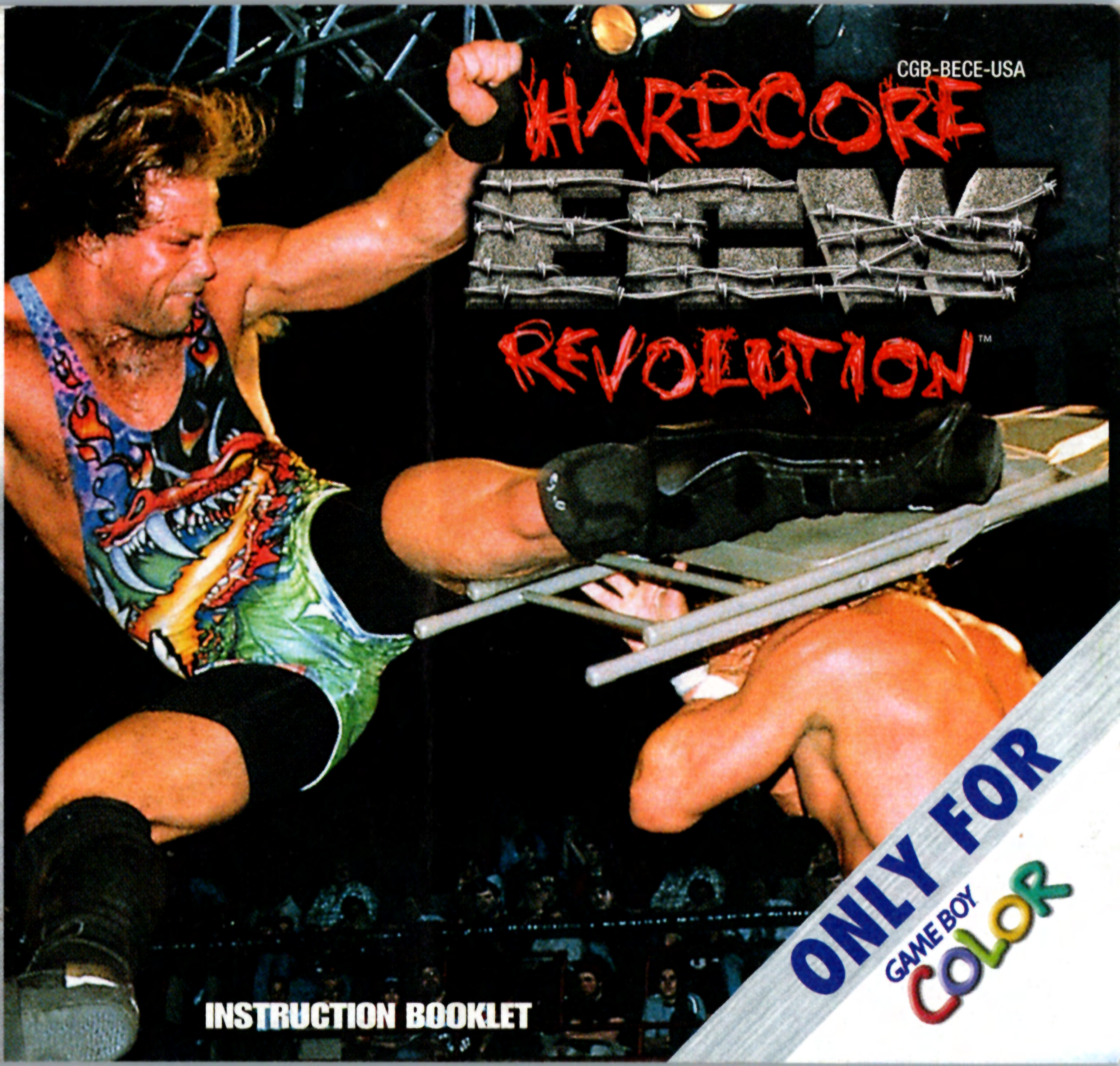


Nintendo®

GAME BOY COLOR



CGB-BECE-USA

HARDCORE REVOLUTION™

INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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STARTING UP

1. Make sure the power switch is OFF.
2. Insert the ECW Hardcore Revolution™ Game Pak as described in your NINTENDO GAME BOY® instruction manual.
3. Turn the power switch ON.

When the ECW Hardcore Revolution™ title screen appears, press START.

Note: ECW Hardcore Revolution is for 1 player.

INTRODUCTION

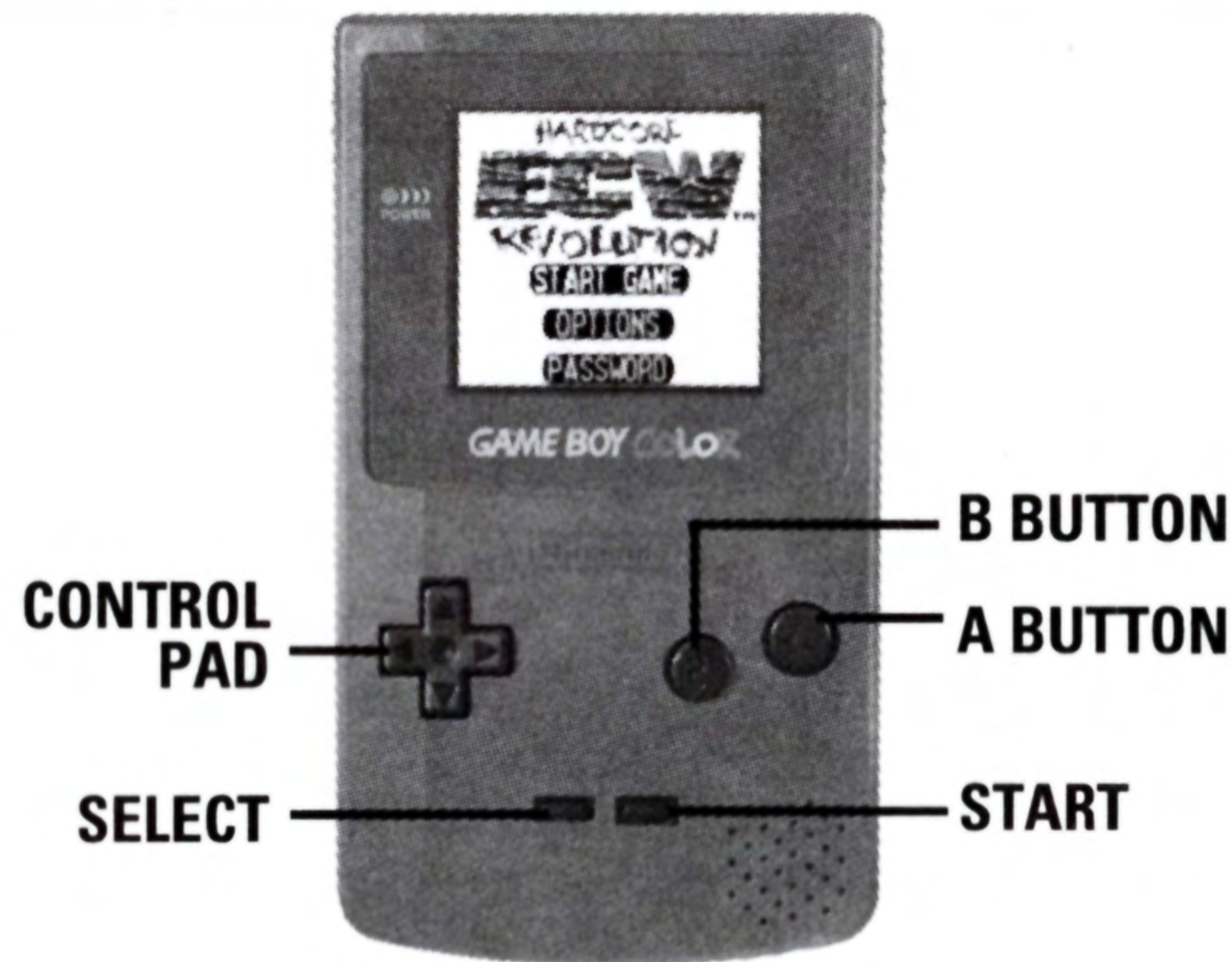
All the gritty grappling and extreme wrestling action that has made the ECW the nastiest, noisiest and most fun wrestling federation on the planet is now yours! Take on a daunting Career quest and try to beat down all the contenders to the championship. Or try a Challenge against a roster of raving wrestlers. Or get a little personal with a Vs. Mode match and show off your mat skills in a one match melee. You've got objects to smash opponents with, vicious special moves and a roster of talent that's all you could wish for. So put down your caffeine-rich soda and preservative-soaked salty snacks and get ready to get it on!

Main Menu

At the Main Menu, you have three options. Highlight your choice with the **CONTROL PAD** and press the **A BUTTON**.

Start Game

Begin playing ECW Hardcore Revolution.



Options Adjust game settings to suit your preferences.

Password At various points in Challenge and Career matches you will be given a password which will allow you to resume your progress from that point. To enter a password, use the **CONTROL PAD** to highlight a character, then press the **A BUTTON**. When you have entered a correct password, highlight **END** and press **START**. You will then go to the next match.



options

Difficulty Set the skill level to Easy, Normal (default) or Hard.

Time Limit Choose to play with no time limit (OFF) or set match limits to 20, 40, 60, 80 or 99 seconds. The default setting for the Time Limit is OFF.

Music Press **RIGHT** or **LEFT** on the **Control Pad** to turn music **ON** or **OFF**.

SFX Volume Press **RIGHT** or **LEFT** on the **Control Pad** to turn sound effects **ON** or **OFF**.



When you're through setting options, press the **B BUTTON** to return to the Main Menu.

PLAYING ECW HARDCORE REVOLUTION

Select **START GAME**, then press the **A BUTTON**. You will come to the mode select screen. Choose your poison!



GAME MODES

The objective of each bout is to reduce the energy of the opposing wrestler and pin them for more than 3 seconds. In addition, each game mode offers particular challenges, outlined below.

CHALLENGE MODE

In Challenge mode, you face every wrestler until you've beaten them all.

CAREER MODE

Start at the bottom of the heap and claw your way up to the championship. Make a name for yourself by beating all the wrestlers in succession.

VS. MODE

A one time match against the opponent of your choice.

BARBED WIRE MATCH

Things get ugly when you replace the ring ropes with barbed wire! This is similar to a Vs. match, but a lot more painful!

TRAINING MODE

Get a little seasoning before you try to slice and dice your opponents.

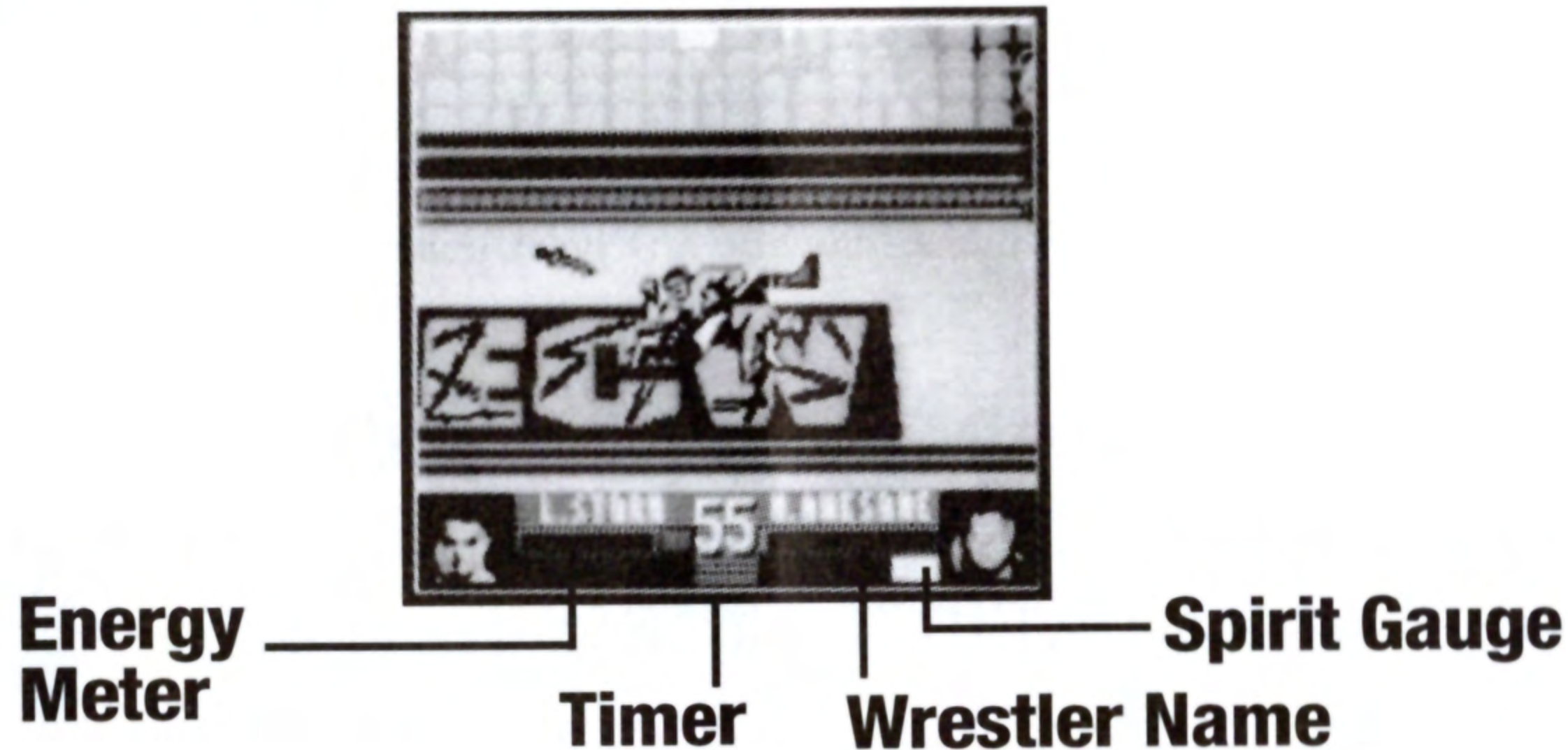
SELECTING WRESTLERS

Press **LEFT** or **RIGHT** on the **CONTROL PAD** to bring up wrestler. You will see the wrestler's portrait. Press the **A BUTTON** to select the current wrestler.



THE GAME SCREEN

During each bout the wrestlers will have 2 meters:



- 1. Energy Meter** As wrestlers take damage their energy is reduced. As it goes down, the meter changes color to indicate caution. Yellow indicates that the wrestler's energy is reduced by 75% and it will be more difficult to break out of a pin. Red indicates that the wrestler's energy is reduced by 90% and it is almost impossible to break out of a pin.
- 2. Spirit Gauge** The Spirit Gauge increases every time you successfully do certain moves from a grapple. When the meter is full you can perform a special attack.
- 3. Timer** If Time Limit is set to anything except OFF, the time remaining appears here.
- 4. Wrestler Name**

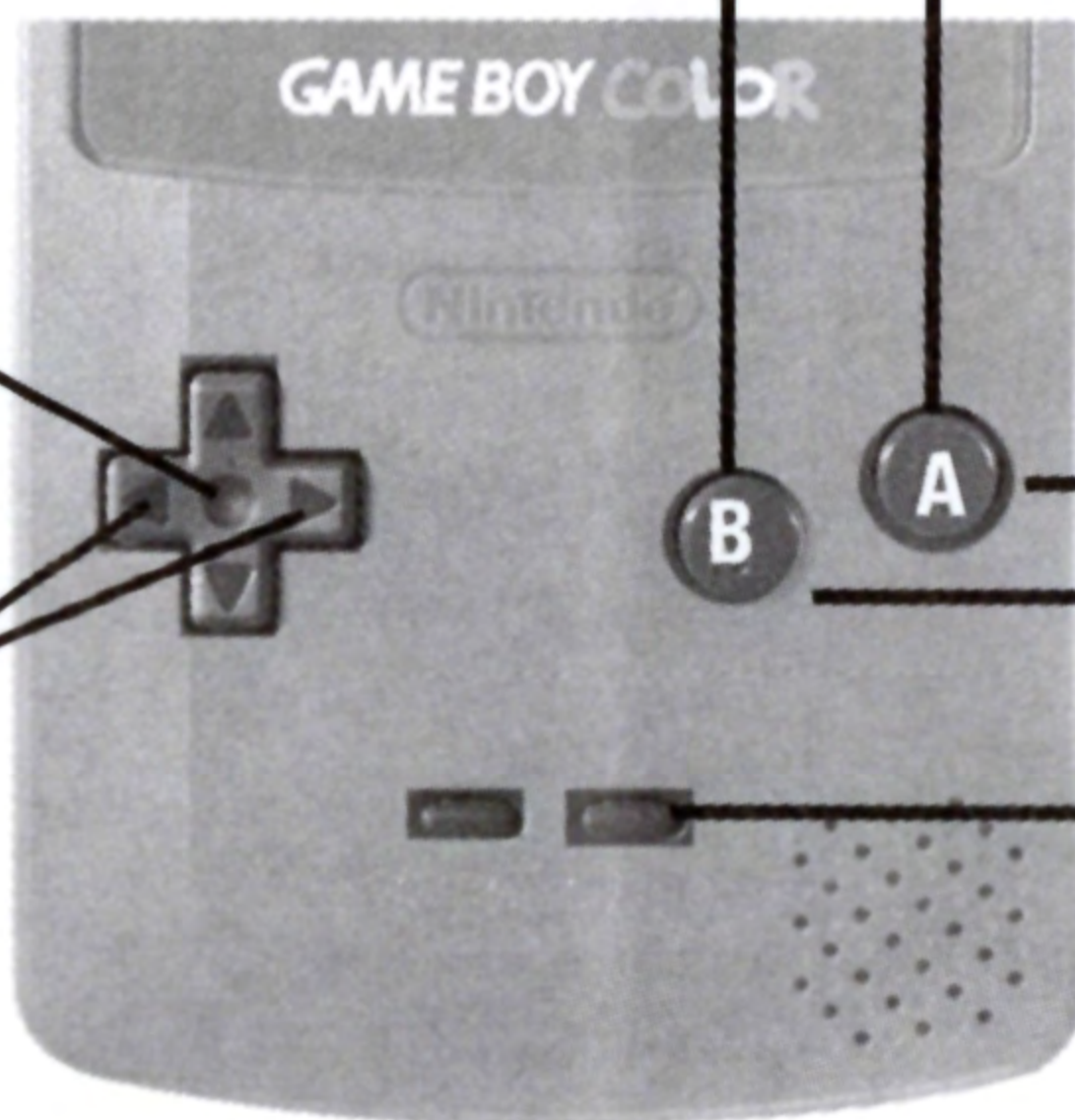
CONTROLS

KICK/SWING OBJECT/CLIMB TURNBUCKLE

**PUNCH/GRAPPLE/PICK UP OBJECT/
CLIMB TURNBUCKLE/THROW OBJECT**

WALK AROUND

Double Tap **LEFT**
or **RIGHT** to **RUN**



**A+B
TRADEMARK
FINISHER**

PAUSE/RESUME GAME

FROM THE GRAPPLE

When you're close enough, lock your opponent in a grapple by pressing the **A BUTTON**. Once you've got your opponent in a grapple, use the controls below to give a lesson in mat manners!

FROM GRAPPLE

A Button + AWAY

- Irish Whip

A Button + TOWARD

- Headbutt

A Button + UP

- Suplex

A Button + DOWN

- Power Slam

B Button + AWAY

- Throw Slam

B Button + TOWARD

- Eye Rake

B Button + UP

- Knee Lift

B Button + DOWN

- Power Slam

WHEN RUNNING

Double Tap **LEFT** or **RIGHT** on the **CONTROL PAD** to run, then unleash one of these moves:

A Button

- Barge

B Button

- Drop kick



FROM THE TURNBUCKLE

Climb up on the turnbuckle by pressing the **A** or **B BUTTON** when you are next to it.

Then treat your opponent to these dispiriting aerial moves:

A Button

- Body Splash

B Button

- Leg Drop

OUTSIDE THE RING

Wrestling outside the ring is lots of fun, but sadly is illegal. If a wrestler climbs or is thrown out of the ring, a timer will begin counting up to 10. If it reaches 10 before the wrestler returns to the ring, the wrestler is disqualified and loses the match.

USING OBJECTS

Outside the ring you may find some handy items just waiting for you to wreak havoc with them. When you're close to an object, you can pick it up by pressing the **A BUTTON**. Press the **B BUTTON** to **ATTACK** your opponent with the object, or press the **A BUTTON** to **THROW** the object at your opponent.

BREAKING A PIN

When a wrestler is pinned, a 3 second count begins. If the wrestler doesn't escape before the count reaches 3, that wrestler is the LOSER.

When you're pinned, your only recourse is mashing every button you can as fast as you can in order to roll out of a pin. The weaker your energy meter indicates you are, the harder it will be to escape.



MEET THE HEROES OF THE HARDCORE REVOLUTION



B. MAHONEY

Hometown: Nutley, New Jersey

Height: 6'2"

Weight: 350 lbs.

Year Turned Pro: 1987

Catch Phrase: "I am the Hardcore Chair Swingin' Freak."

Championships Held: ECW World Tag Team championship (with Spike Dudley)

Mahoney is a hardcore competitor, willing to put his body on the line, even if it means going through tables covered in thumbtacks, barbed wire or fire! An old-fashioned slugger, Mahoney does show flashes of scientific greatness at times, and even at his girth, can take to the air if needed!

One half of the "Hardcore Chair Swinging Freaks", Mahoney is sure to leave his mark on ECW, as well as any opponents who are unfortunate enough to taste his steel chair.



JERRY LYNN

Hometown: Minneapolis, Minnesota

Height: 5'9"

Weight: 212 lbs.

Year Turned Pro: 1988

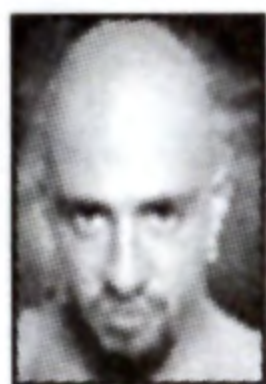
Catch Phrase: "The New Show!"

Championships Held: None?

Jerry Lynn was renowned as the wrestling world's undiscovered superstar for years by hardcore fans who were lucky enough to see him in Minnesota or Japan. Then, he made his way to Extreme Championship Wrestling and immediately proved himself to the hard-to-please ECW audience with his incredible work ethic.

After a series of breathtaking matches with Rob Van Dam for the ECW World Television championship, Lynn found his popularity booming higher than ever.

A scientific genius when it comes to the mat, Lynn likewise is well versed at flying through the air, known for putting it all on the line to attain a victory, even when wrestling injured.



AUSTIN CREDIBLE

Hometown: Ozone, New York

Height: 6'

Weight: 225 lbs.



Year Turned Pro: 1992

Catch Phrase: "That's Not Just the Coolest, That's Not Just the Best, That My Friends is Justin Credible!"

Championships Held: Self-proclaimed Hardcore Icon

At the age of 25, Justin Credible has a mean streak in him unlike even the most grizzled veterans. Vile, cunning, decadent, and disturbing, Credible has stopped at nothing to destroy his competition and rise to the upper echelon of Extreme Championship Wrestling.



LANCE STORM

Hometown: Calgary, Alberta, Canada

Height: 5' 11"

Weight: 231 lbs.

Year Turned Pro: 1990

Catch Phrase: "... because I'm from Calgary...Alberta...Canada!"

Championships Held: ECW World Tag Team championship

An Internationally renowned star, "Canadian Superstar" Lance Storm was trained in the infamous Hart family dungeon and as such, is a walking scientific wrestling clinic. He is also an accomplished flyer, brimming with attitude.

Despite his prowess on the mat and in the air, Storm's skill and charisma are outmatched only by his ego and cockiness about his background from Calgary, Alberta, Canada.



MIKE AWESOME

Hometown: Tampa, FL

Height: 6' 6"

Weight: 292 lbs.

Turned Pro: 1992

Catch Phrase: "Awesome!"

Championships Held: ECW World Heavyweight Championship

He wasn't even advertised as appearing on "Anarchy Rulz!" but he walked out of Chicago as the ECW World Heavyweight champion. Like his namesake, that is simply Awesome.

Towering over most of his competition, Awesome uses his patented Awesome Bombs to destroy opponents, culminating with sending them flying out of the ring through a table positioned on the floor. His tremendous strength is matched only by his willingness to fly through the air, maintaining an aerial arsenal most cruiserweights envy.



RAVEN

Hometown: The Bowery

Height: 6'1"

Weight: 230 lbs

Year Turned Pro: 1989

Catch Phrase: "Quote the Raven, Nevermore."

Championships Held: ECW World Heavyweight championship
ECW World Tag Team championship (with Tommy Dreamer)



ROB VAN DAM

Hometown: Battle Creek, Michigan

Height: 6'

Weight: 237 lbs.

Year Turned Pro: 1991

Catch Phrase: "I am Mr. PPV."

Championships held: ECW World Television championship
ECW World Tag Team championship (with Sabu)

The Man known as "Mister Pay-Per-View" is as brash and arrogant as they come, but he can back it all up. As quick as a cat, able to engage any opponent with a flurry of aerial maneuvers and martial arts, Van Dam maintains an undefeated streak on Pay-Per-View, a feat unmatched by anyone in the pro wrestling industry.

Utilizing his finisher, the Van Daminator, Van Dam has run his way through competition worldwide.

Always seen with the "Manager of Champions" Bill Alfonso, Van Dam claims that he is "Mr. Pay-Per-View" and even his opponents are hard pressed to argue.



SABU

Hometown: Bombay, India

Height: 6'

Weight: 220 lbs.

Turned Pro: 1985

Catch Phrase: "Homicidal! Suicidal! Genocidal!"

Championships Held: ECW World Heavyweight championship
ECW World Television Championship

ECW World Tag Team Championship (with Rob Van Dam)

Unrecognized FTW World championship



TOMMY DREAMER

Hometown: Yonkers, New York

Height: 6'3"

Weight: 245 lbs.

Turned Pro: 1989

Catch Phrase: "I am in the Innovator Of Violence."

Championships Held: ECW World Tag Team championship (with Raven)
Accompanied by the "Queen Of Extreme" Francine, "The Innovator of Violence" is the

heart and soul of Extreme Championship Wrestling, set to defend it against all outsiders. With the incredible ability to turn anything into an offensive weapon, Dreamer is at one with the ECW fan base, putting himself and his body on the line for his fans. This life has not been easy for Dreamer, however, as he has been placed in incredible situations, but he has always somehow prevailed in the end, running the likes of Jerry "The King" Lawler out of ECW despite insurmountable odds.



YOSHIHIRO TAJIRI

Hometown: Japan

Height: 5'7"

Weight: 180 lbs.

Year Turned Pro: 1995

Catch Phrase: "I am the Japanese Buzzsaw."

Championships Held: None Yet!

Hailing from the land of the Rising Sun, the "Japanese Buzzsaw" Yoshihiro Tajiri comes armed with an arsenal of some of the hardest hitting kicks in the Pro Wrestling game.

Meshing a combination of shootstyle kicks, Lucha Libre aerial maneuvers, and an unique variety of mat wrestling and pinning combinations, Tajiri can defeat opponents in any number of ways.

HINTS & TIPS

- Hurting people is plain wrong. But we'll just forget that while we play this game, OK?
- Use Combo moves to put the hurt on your opponent! For example, what about a Headbutt followed by a quick Shoulderslam?
- You can't win when you're pinned! Mash every button you can reach to kick out from under your opponent.
- Barbed wire isn't good for bouncing , but it's dandy for slicing up your opponent! Try to throw him into the wire from the grapple—ouch!
- In Career mode, you'll need all the skills you can muster. The difficulty is higher, and your opponents are highly motivated. Fast fingers are the order of the day!
- When your Spirit Gauge is maxed out, use your Trademark Finisher to inflict massive damage.

Thanks to Brett Lindner for his ring insights!

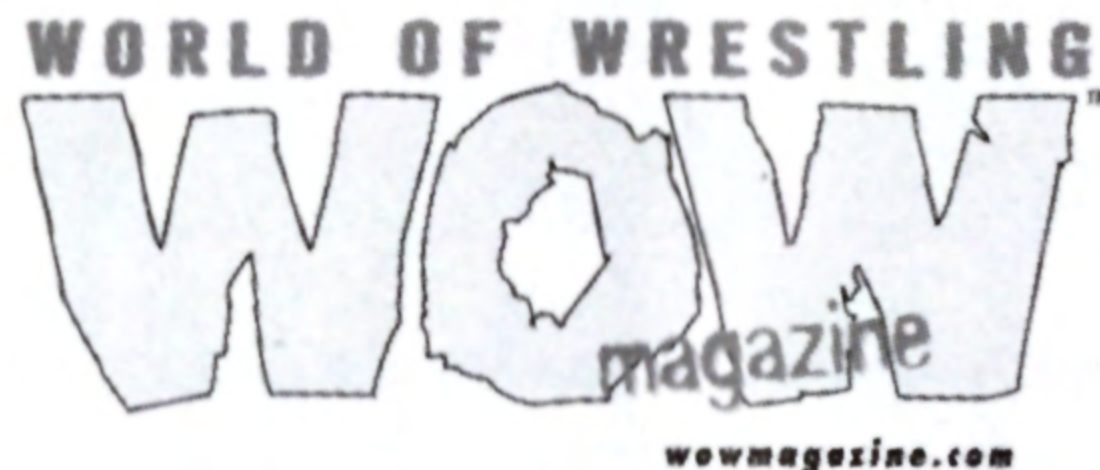
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