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 [RELEASE] The Main Event: Feb 1988 RW Historical Mod



RELEASE: Version 2

Main Event Version 2

Main Event Updated GFX

Main Event Updated Workers 0-K

Main Event Updated Workers L-Z.zip

Quote:

Main Event 2 fixes

-Cleaned out a few chemistry files

-Deleted duplicate IWA Puerto Rico company

-Added potential founders to most Yet To Debut companies that didn't have them(some still missing due to not much information available)

-Virgil made an Active Wrestler and set to "Usually" for Wrestler

-Hugo Savinovich set to active in USA in addition to Mexico

It's February 1988. The world is gearing up for the biggest rematch of the decade as Hulk Hogan is set to defend the WWF Championship against Andre the Giant in a rematch from their historic battle at WrestleMania III in front of over 93,000 fans at the Pontiac Silverdome. And here's the kicker: Andre has promised that he will be handing the title over to "The Million Dollar Man" Ted DiBiase after he wins it from Hogan! Also on tap is "Macho Man" Randy Savage looking to get revenge against WWF Intercontinental Champion Honky Tonk Man after he shoved Elizabeth down to the canvas on a recent Saturday Night's Main Event.

Meanwhile, over at the NWA, there seems to be a new star on the horizon in the form of Sting, who is really catching on with the fans. He's feuding with NWA World Champion Ric Flair, and a showdown between the two for the title is inevitable.

With the WWF's popularity at an all time high, and the NWA trying to gain ground, smaller companies such as the CWA, AWA and WCCW may have to put their differences aside and merge into a huge promotion of their own. But can the respective egos be kept in check?

I asked for and received permission from Genadi and justtxyank and will be using their respective Golden Age and Rising Storms mods as a base for this one. Huge thanks to my beta testing team of franticloser, Smasher, and PaulSkin; Genadi, shawnmichaels82, justtxyank, Idolized, alvarasus and rufas for allowing me to use any data that I needed; thanks to Derek B for the mod making guide; thanks to everyone who has been posting in this thread with advice on what to do for the data; and of course thanks to Adam Ryland for making the game to begin with. 🍷

Any and all data, graphics and pics are free to use for anyone for whatever reason they want to use it for.

Last edited by Matt Shannon : 11-24-2013 at 07:59 PM. Reason: Updated data



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