

still needed to complete this FAQ.

If anyone would like to help expand this FAQ, please feel free to email me at:

justin.imprint.m@gmail.com

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*****CONTROLS*****
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While standing:
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A - Punch
B - Strong Punch
C - Lockup

Down + A - Kick
Down + B - Strong Kick

Back - Standing block
Down + Back - Crouching block

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While jumping:
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Up - Jump

Up + Forward - Jump forward
Up + Back - Jump backward

Up + Forward + A - Jumping Palm Strike
Forward/Back + B - Back Toss

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While locking up:
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Left - Move back
Right - Move forward

A - Cancel lockup

Down, Down-Forward, Forward + A/B - Push forward

Down, Down-Back, Back + B - Side throw

Forward, Up-Forward, Up, Up-Back, Back + B - Side suplex

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During Power Struggle:
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Button mash A + B - Throw opponent out of the ring

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Special moves all Sumo share:
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Palm Special - Down, Forward + B (in close range)

Headbutt - Forward, Forward + B

Jumping Headbutt - Down. Forward + A + B

Hell Tightening - Down, Down-Forward, Forward + C (in close range)

Counter - Down + Back + A + B (during opponent's special attack)

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*****GAMEPLAY*****
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Stamina bar:
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The amount of health both Sumos have indicated at the top left and top right portions of the screen during a match.

A Sumo's stamina is depleted primarily by taking damage from an opponent's attacks and throws. A sumo's health is also depleted by performing special attacks on an opponent.

In contrast, a Sumo's stamina is regained by refraining from attacking or receiving damage from an opponent.

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Knockout:
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When a Sumo's stamina bar is fully depleted, the Sumo

will lose the match under a Knockout.

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Ring out:
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The first Sumo to be thrown out of the ring results in a ring out which is considered an automatic loss.

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Locking Up:
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Grapples/throws are initiated when both Sumo Wrestlers lockup.

During a lockup, both Sumos must mash buttons as quickly as possible to win the lockup and gain the ability to perform one of their throws on the opponent.

To add a level of strategy, certain grapples require a specific amount of damage from the opponent before the grapple can be performed.

When a grapple is performed on an opponent with less than required health, the grapple will be cancelled or reversed by the opponent.

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Power Struggle:
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A Power Struggle occurs when two Sumos lock up near the left or right edge of the ring.

During this lockup, both Sumos will attempt to throw each other out of the ring by initiating a Power Struggle.

The player who mashes the most buttons during the short time frame of the Power struggle will throw the other Sumo out of the ring; thus, winning the match.

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*****THE MODES*****

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1 PLAY: - Play as Isao Harimanada in the game's story mode.
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2 PLAY: - Versus mode. Fight a friend or computer opponent.

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PASSWORD: - Input passwords acquired in 1 Play mode.

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OPTIONS: - Adjust various in-game settings.

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*****1 PLAY*****

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Play as Isao Harimanada as he competes against Japan's top Sumo Wrestlers to become the greatest Yokozuna of all time. Isao plans to achieve this task by obtaining a seventy match winning streak.

But, Isao Harimanada is a reckless, carefree individual who rushes head-first into battle; ever confident in his skills.

With such a demeanor, can Isao truly become the greatest Yokozuna of all time?

There are a total of seventy (70) opponents the player must defeat; each with their own skills, special moves and weakness that require different strategies to overcome.

Since there are only fourteen selectable characters to choose from, a series of rematches against the roster is needed (all of which becoming harder to defeat with each rematch) to reach the final match in 1 play mode.

To coincide with the original source material, every seventh match features a cutscene inspired from the Harimanada anime led by Chairman Atogoyama who tracks Isao's progress throughout the tournament.

To see the game's actual ending, 1 Play mode must be completed on Normal or Hard difficulty settings. Playing through 1 Play mode on Easy will end abruptly roughly halfway encouraging the player to choose a higher difficulty setting.

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*****2 PLAY*****

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1P VS 2P - Fight against a human opponent.

1P VS COM - Fight against a computer opponent.

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*****PASSWORD*****

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Enter a password acquired through 1 Play mode.

Passwords are written in the Japanese Hiragana Alphabet.

The passwords are all based on cathphrases or comical lines spoken by the cast of Aa Harimanada.

After a password has been inputted, select the very last symbol at the bottom right corner in Hiragana to confirm the password.

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*****OPTIONS*****

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Option settings can be adjusted by pressing the A button. To exit, press START.

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Difficulty: - Komusubi - Easy (default)
===== Ozeki - Normal
Yokozuna - Hard

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Controls: - A - Light Punch (default)
===== B - Strong Punch (default)
C - Grapple (default)

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Sound Test: - 1) Intro theme
===== 2) 1 Play mode - Intro theme
3) 1 Play mode - Theme 2
4) 1 Play mode - Theme 3
5) 1 play mode - Theme 4
6) 1 play mode - Theme 5
7) 1 play mode - Theme 6

- 8) 1 play mode - Theme 7
- 9) 1 play mode - Theme 8
- 10) 1 play mode - Theme 9
- 11) 1 play mode - Theme 10
- 12) 1 play mode - Theme 11
- 13) 1 play mode - Theme 12
- 14) Password mode - Password input theme
- 15) Continue? theme
- 16) Game over theme
- 17) 2P mode - Character select theme
- 18) Isao Harimanada & Ryukumo Stage theme
- 19) Moshin Ryu, Shiden-Kai & Susano Stage theme
- 20) Tachikaze, Fudou, Taro Genkai & Kishin Ryu stage theme
- 21) Oogawa stage theme
- 22) Tama Arashi stage theme
- 23) Fugaku stage theme
- 24) 1 play mode - Theme 13
- 25) Hakuho & Shura Noumi stage theme
- 26) Hakadoun stage theme
- 27) 1 play mode - Theme 14
- 28) 1 play mode - Theme 15

- 29) Cursor select sound effect
- 30) Attack sound effect 1
- 31) Attack sound effect 2
- 32) Attack sound effect 3
- 33) Attack sound effect 4
- 34) Attack sound effect 5
- 35) Attack sound effect 6
- 36) Attack sound effect 7
- 37) Attack sound effect 8
- 38) Metal clash sound effect 1
- 39) Metal clash sound effect 2
- 40) Sound effect 1
- 41) Sound effect 2
- 42) Crowd cheer sound effect
- 43) Sound effect 3
- 44) Attack sound effect 9
- 45) Attack sound effect 10
- 46) Attack sound effect 11
- 47) Attack sound effect 12
- 48) Attack sound effect 13
- 49) Sumo Select sound effect 1
- 50) Sumo select sound effect 2
- 51) Block sound effect 1
- 52) Attack sound effect 14
- 53) Attack sound effect 15
- 54) Attack sound effect 16
- 55) Attack sound effect 17

- 56) Sumos selected voice effect
- 57) Match start voice effect
- 58) "Gotsuan" voice effect
- 59) Voice effect 1
- 60) Isao Harimanada "Hoke" Voice effect
- 61) Sumo loss voice effect
- 62) Voice effect 2
- 63) Voice effect 3
- 64) "Yokosui" voice effect
- 65) Attack sound effect 18

- 66) Attack sound effect 19
- 67) Voice effect 4
- 68) Voice effect 5
- 69) Voice effect 6
- 70) Voice effect 7
- 71) Voice effect 8
- 72) Voice effect 9
- 73) Voice effect 10
- 74) Voice effect 11

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EXIT: - Return to main menu.

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*****THE SUMOS*****

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ISAO HARIMANADA	MOSHIN RYU	TACHIKAZE	OOEGAWA	HAKADOUN
FUDOU	FUGAKU	SHIDEN -KAI	TAMA ARASHI	HAKUHO
TARO GENKAI	RYUKUMO	SUSANO	KISHIN RYU	SHURA NOUMI

=====

ISAO HARIMANADA

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Real name: Isao Yamagata

Height: 185cm (6 ft, 1 in)

Weight: 152kg (335 lbs)

Based on: ???

The main star of the Aa Harimanada series. Isao strives to be the greatest Yokuzuna of all-time.

Special moves:

Burning Palm Strike - Back (hold for few seconds), Forward + A + B

Backbreaker - Button Mash Up + Down + B

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MOSHIN RYU

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Real name: ???

Height: ???

Weight: ???

Based on: ???

Moshin's Tornado Spin can change the tide of any battle on impact.

Special moves:

Tornado Spin - (Button mash) A + B

Backbreaker - (Button mash) Up + Down + B

Sumo Rage Special - Back, Down-Back, Down, Down-Forward, Forward + A + B
(in close range)

=====

TACHIKAZE

=====

Real name: ???

Height: ???

Weight: ???

Based on: ???

A technical Sumo Wrestler that prefers to stay on the defense in matches.

Special moves:

Counter - Down + Back + A + B (during opponent's special attack)

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OEGAWA

=====

Real name: Shozo Tamura

Height: ???

Weight: ???

Based on: ???

A reformed Yokozuna seeking to redeem himself in the following tournament.

Special moves:

Telekinetic Wave - Rotate the control pad 360* + B

Headbutt Special - Button Mash Up + Down + B

=====
HAKADOUN
=====

Real name: ???
Height: ???
Weight: ???
Based on: ???

Special moves:

Telekinetic Wave - Rotate the control pad 360* + B

Sumo Rage Special - Back, Down-Back, Down, Down-Forward, Forward + A + B
(in close range)

=====
FUDOU
=====

Real name: ???
Height: ???
Weight: ???
Based on: ???

A Sumo with a similar fighting style to Isao Harimanada.

Special moves:

Burning Palm Strike - Back (hold for few seconds), Forward + A + B

Backbreaker - (Button mash) Up + Down + B

=====
FUGAKU
=====

Real name: Iote-Iyaokea
Height: ???

Weight: 205kg (451 lbs)

Based on: Konishiki

A Hawaiian native and Ozeki class Sumo. His Hip Attack special is quite damaging and can throw an opponent out of the ring.

Special moves:

Hip Attack - Back (hold for few seconds), Forward + A + B

Telekinetic Wave - Rotate the control pad 360* + B

Headbutt Special - Button Mash Up + Down + B

=====
SHIDEN-KAI
=====

Real name: Katsumi Yamanaka
Height: ???
Weight: ???
Based on: ???

A high-flying Sekiwake that strikes from above with aerial attacks and counters.

Special moves:

Diving Elbow Drop - Down + B (while jumping)

=====
TAMA ARASHI
=====

Real name: Shinkichi Tamai
Height: ???
Weight: ???
Based on: ???

An Ozeki Sumo known as the "demon of practice" and the main figurehead of the Meiji Restoration.

Much like Shiden-Kai, Arashi is a technical Wrestler that excels in grapples suitable for throwing his opponents out of the ring.

Special moves:

Hell Tightening - Down, Down-Forward, Forward + C (in close range)

=====
HAKUHO SHINJI
=====

Real name: ???
Height: ???
Weight: ???
Based on: Takahanada

An orthodox Sumo Wrestler of the sekiwake division with a savage personality and a wrestling style that excels in far-tossing Release Suplexes.

Special moves:

Hell Tightening - Down, Down-Forward, Forward + C (in close range)

=====
TARO GENKAI
=====

Real name: ???
Height: ???
Weight: ???
Based on: ???

Nicknamed the "prince of disorder" this Sekiwake also specializes in suplexes.

Special moves:

Hell Tightening - Down, Down-Forward, Forward + C (in close range)

=====
RYUKUMO
=====

Real name: ???
Height: ???
Weight: ???
Based on: ???

A powerful Sekiwake that commands a triple Jumping Headbutt special.

Special moves:

Triple Jumping Headbutt - ???

Telekinetic Wave - Rotate the control pad 360* + B

=====
SUSANO
=====

Real name: ???
Height: ???
Weight: ???
Based on: ???

A Sekiwake class Sumo that likes to freeze opponents in place with his Telekinetic Wave special.

Special moves:

Telekinetic Wave - Rotate the control pad 360* + B

=====
KISHIN RYU
=====

Real name: ???
Height: ???
Weight: ???
Based on: Riki Koji

A Sekiwake jealous of Isao Harimanada's success as a Sumo Wrestler. Kishin Ryu's ultimate goal is to stop Isao at all costs.

Special moves:

Hell Tightening - Down, Down-Forward, Forward + C (in close range)

=====
SHURA NOUMI
=====

Real name: ???
Height: ???
Weight: ???
Based on: Akinoshima

A very fast Sekiwake Sumo that relies on speed over force. The longer Shura's Tornado Rampage special is held back, the longer the special will last.

Special moves:

Tornado Rampage - Back (hold for few seconds), Forward + A + B

The following Sumo is an unplayable boss character that can only be fought in 1 Play mode after defeating all sixty-nine regular opponents.

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KISHIN-NADA
=====

Real name: ???
Height: ???
Weight: ???
Based on: E. Honda

After recently being promoted to Yokozuna ranking, the Sumo Kishin Ryu makes a surprise appearance in the seventieth match as a secret, final opponent in 1 Play mode.

Kishin Ryu, (now renamed to Kishin-Nada) returns under a new look complete with Kabuki facepaint and a vow to prevent Harimanada from surpassing the still standing sixty-nine match winning streak.

Special moves:

Tornado Spin - (Button mash) A + B

Telekinetic Wave - Rotate the control pad 360* + B

Headbutt Special - Button Mash Up + Down + B

*****SECRETS, TIPS & TRICKS*****

Fight against Kishin-Nada:

Defeat all sixty-nine opponents in 1 Play mode on Ozeki (Normal) or Yokozuna (Hard) difficulty settings.

A special cutscene will then be shown featuring the appearance of the hidden boss character Kishin Nada who will then fight Harimanada as the final opponent of 1 player mode.

Watch the Sumo Gymnastic Dance:

Complete 1 play mode on Yokozuna (hard) difficulty to see a special ending sequence featuring the Aa Harimanada Sumos performing their Gymnastic Dance.

*****CREDITS*****

[Sega] - for releasing Aa Harimanada on the Mega Drive.

[PuroGeek] - for inspiring me to write my own FAQs.

[Pator Jk] - for providing the template for the header of this FAQ.

[Herzog @ Retro Daisuke Blog, Gaming Union & Amagishien] - for valuable cheat codes, special moves and background information on this title.

*****CONTACT*****

UNDER CONSTRUCTION:

Many of the Sumo's background information and stats are still needed to complete this FAQ.

If anyone would like to help expand this FAQ, please
feel free to email me at:

justin.imprint.m@gmail.com

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