

Chiyonofuji no Ooichou FAQ/Move List (JIS)

by KeyBlade999

Updated to vFinal on Jul 6, 2015

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- **Game:** Chiyonofuji no Ooichou (蜷?+]荳/曇悟]ヲ縫?蟬?轟?譚?)
- **Console:** NES/Famicom
- **File Type:** Formatted Shift-JIS FAQ/Move List
- **Author:** KeyBlade999 (a.k.a. Daniel Chaviers)
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Donations

While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and they are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. **Thank you so very much for at least considering this!!**

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Introduction

Welcome to another guide of mine. This covers my first NES game in a fair while, the sumo-wrestling game known as Chiyonofuji no Ooichou; of course, it's not *really* "known" to begin with. I mean, really, sumo-wrestling games are pretty niche to begin with and this game wasn't even released in the U.S., and neither does it help that it is fairly generic. >_< <_<

It's been twenty-five years since this game's launch in 1990. And since then, not a single FAQ has been written for it. Well, there's always a first time for everything, no? Ever since the start of the NES FAQ Completion Project on GameFAQs some years ago - a project designed to get a guide out for every single NES game out there - many people have now been helped because older, rarer, less popular games have gotten guides. So many games, in fact, that all of the North American games have been covered, as have the European games, leaving only those that are homebrews and mostly those released in Japan and the Koreas.

Basics of the Game

Menu Controls

Button	Effects
D-Pad	Move cursors and move around.
A Button	Confirm choices.
B Button	Decline choices.
Start Button	N/A
Select Button	N/A

Moves

When playing the game, you can use combinations of the D-Pad and A/B Buttons to execute certain moves. You can practice these in the "renshou mode" from the title screen, if desired.

WHEN NOT BEING GRABBED

Button Combo	Effects
Left	鍵左, or "move left"
Right	鍵右 s 鍵右 s , or "move right"
Down	鍵下 j 鍵? ¥, or "energy": use this to boost the power of strikes
Up + B	鍵上。鍵九U鍵? or "face strike"
Left + A	鍵? 鍵? 鍵? 鍵?, or "slap down"
Left + B	鍵代? 鍵舌 j , or "side dodge"

WHEN BEING GRABBED (*assume you're facing right*)

Button Combo	Effects
Down	鍵下 j 鍵? ¥, or "energy": use this to boost the power of strikes
Right + A	鍵? 鍵上@鍵? 鍵九? 鍵? or "push away"
Up + A	鍵、鍵? which means "angling", but I cannot see effects from this
Left + B	鍵? 鍵? or "throw" - specifically, you throw the opponent opposite the side he is grabbing you from: that is, if he's on your right, he's now on your left (the game was wrong on which button to use!)
Right + B	鍵、鍵? 鍵? 鍵? or "slap attack" - this helps you drive the opponent backward

Game Start-Up

When you press Start at the title screen, you'll get several options:

- 鍵励 g 鍵? @ 鍵 鍵? 鍵? : "Rank mode", essentially a career progressing through the game
 - 鍵励 g 鍵? @ 鍵? : Start the rank mode: you will initially start at the third rank, makushita (鍵? 鍵上@鍵? and work your way up
 - 鍵? 鍵? 鍵? 鍵? : "Password", essentially letting you restart gameplay via a password
 - 鍵九 s 鍵? s : "Watch mode", essentially, allowing you to make up a character and watch an AI-vs.-AI game
- 鍵? > 鍵? s 鍵? 鍵? 鍵? : "Taisen mode", essentially a set of exhibition matches in the vein of a tourney
 - 鍵? > 鍵? s : Begin an exhibition series against another human - you'll need two controllers for this!
 - 鍵? s 鍵? 鍵? : Begin an exhibition series against a computer player
 - 鍵九 s 鍵? s : "Watch mode", essentially, allowing you to make up a character and watch an AI-vs.-AI game
- 鍵後 s 鍵励 g 鍵? 鍵? 鍵? : "Renshou mode", essentially a practice mode for testing moves

Once you've chosen a mode, you'll usually pick a name for your character from the kanji available and then their appearance before you go on to proper gameplay. In the rank mode, you'll be able to fight practice opponents (top option) or go on to the main fight (bottom), where you can then either play the fight or skip it the AI matches via the top option (depends on whether it is your match) or watch other fights (bottom/middle).

Basics of Sumo & Strategy

Rules: Sumo wrestling is a sport somewhat commonly heard of, even in American and European society, primarily through television and books more than anything. It is not a sport commonly practiced there, however, a fact explaining why many sumo-wrestling games on the NES are Japan-only. It's a bit of a simple sport as well. It's stereotypically practiced with overweight wrestlers (like in the hundreds of pounds over) due to their low center of gravity and inability to move or be moved swiftly, although those who are fleet of feet and lighter obviously also pose their own advantages. Anyways, sumo-wrestling... Before a match in this game, you'll get to choose the appearance of your character. From what I can tell, the differences in the players are purely aesthetic - testing seems to show that all of the characters are the same statistically, so I guess you can make your favorite sumo wrestler face or whatever, as it won't matter. Before a match begins, some salt is thrown to purify the arena per tradition, as it were, and the wrestlers enter the arena.

The goal is rather simple - push your opponent out of the ring of combat. That's it; that is all it takes to win a match. Matches are not timed in this game as far as I can see. Anyways, it's not as simple as just holding Right on the D-Pad. Rather, you'll use a set of moves, detailed earlier, to weaken your opponent, and in turn push them to the right and to the end of the arena, and ultimately out of it. (Of course, if you get flipped onto their right side, you can push them out via the left.)

Strategy: In a sorrowful reality, the game has no real strategy you need to implement. During the course of any match, you'll be able to win easily enough by using the Right+A/Left+A attacks. Simply run up to your opponent, mash Right+A to push them back, and repeat as necessary. They usually won't get a chance to respond and will thus be pushed out of the arena very quickly.

An alternative tactic I've seen work really well is to let the opponent get you near to the edge of the arena and use the throwing move when grabbed (Left+B/Right+B), which throws them out of the arena. Either way, this game is extremely simplistic.

Credits

In no particular order...

- GameFAQs, Neoseeker, and Supercheats:
 - For being the most amazing FAQ-hosting sites I know.
- CJayC, SBAllen, Devin Morgan, and Krystal109:
 - General sucking up to the GameFAQs admins. =P
- JWPce:
 - A great SJIS word processor! Also, thanks to LastBossKiller for introducing me to it!
- Me (KeyBlade999):
 - For making this FAQ. =P
- You, the reader:
 - For hopefully enjoying this FAQ.

Version History

- **Final:**
 - First, and probably only, version.
 - Time: 12:17 AM 7/1/2015.

Legalities

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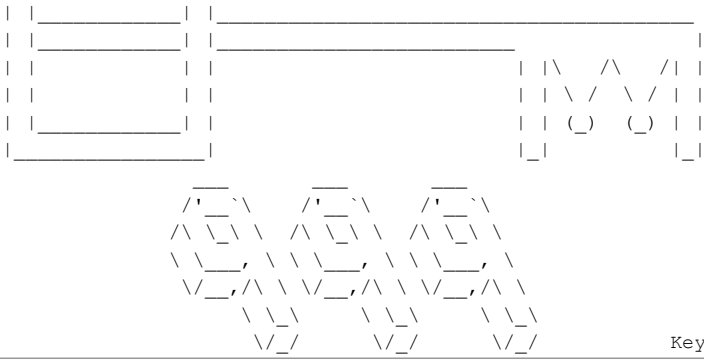
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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

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SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
	Cheat Search (www.cheatsearch.com)
	Cheatstop (www.panstudio.com/cheatstop)
	Game Express (www.gameexpress.com)
	Mega Games
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This is the end of KeyBlade999's Chiyonofuji no Ooichou (綱? 刈? 登? 臺? 悟? 止? 纏? 娘? 腐? 譚? (NES/Famicom) FAQ/Move List.



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