

Hissatsu Doujou Yaburi FAQ/Strategy Guide (JIS)

by LastBossKiller

Updated to v1.0 on May 7, 2015

Hissatsu Doujou Yaburi (NES/Famicom) Guide by E. Phelps, ver. 1.0 (aka LastBossKiller)

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Introduction

Hissatsu Doujou Yaburi is a game for the NES/Famicom published by Sigma in 1989. It's primarily a one-on-one style fighting game that incorporates RPG elements. It suffers from some terrible play control and an annoying need to walk large distances over and over again that makes the game progression feel very slow. But the premise is kind of cool. You are a martial arts master (you can choose which martial art out of three options), and there are several other martial arts dojos spread around the game, each with a master who uses a different type of martial art. Each time you defeat one of the dojo masters, you can begin using his martial art, sort of Mega Man style.

The game's difficulty is bizarre. Almost all of the dojo masters are super easy to defeat, but two of them are almost impossible. However, the other dojo masters are also able to attack each other and eliminate each other. So there's a decent chance that the two "impossible" masters will be eliminated by the other enemies, thus making the game much easier. But if this doesn't happen, then good luck and you're gonna need some fancy skills to win.

This game is only in Japanese, although this guide should provide all the information you need to play even if you don't read Japanese.

Getting Started

On the title screen, you will have the ability to start a new game or to continue a saved game: かいし - "Start" ぞっこう - "Resume"

Next, you will be asked to choose which martial art your character starts with. The options are: からて - Karate しょうりんじ - Shorinji Kempo たいきょくけん - Tai Chi Chuan

They are all very similar in this game, so it doesn't matter too much which one you pick. Next, you will have to distribute 16 points toward four different character stats: たいりょく - "Health". Determines the amount of hit points your character has. こうげき - "Attack". Determines the amount of damage your character can deal. ぼうぎょ - "Defense". Reduces the amount of damage your character receives. うでまえ - "Skill". Increases the odds of your character hitting and the opponent missing.

Press "A" to increment a stat by one point, then select けってい ("decided") when you are finished. It doesn't matter too much what you set since you'll be getting more points to distribute soon, but I would go a little heavier on the "Attack" and "Skill" stats to make your character a killing machine.

Finally, you must enter your name. You will see the Japanese "alphabet" and the command おわり ("End") to select when you are finished. Press "A" to enter a character and "B" to go back a character.

How to Play

Dojos

There are 12 dojos in this game (including yours), each with a dojo master that uses a different martial art. To beat the game, you must "conquer" all the dojos by defeating the dojo masters. The dojo masters might also attack your dojo, and you will have to defend or re-conquer any dojos that the enemy has invaded. The enemies will also invade each other, so many of the opponents will be eliminated from the game before you get a chance to fight them yourself.

Below are all of the dojo masters, which martial art they use, their starting stats, and the starting stats of their dojo. Note that you will replace the opponent below that is the master of whichever martial art you choose to start with.

HP = "Health" (たいりょく) ATK = "Attack" (こうげき) DEF = "Defense" (ぼうぎょ) SK = "Skill" (うでまえ) SPD = "Speed" (すばやさ) PPL = "Number of pupils" (でしのかず)

Name: Benisatori (べにさそり) Art: Whip (むち) Master Stats: HP: 30. ATK: 12. DEF: 5. SK: 15. SPD: 25.
Dojo Stats: HP: 5. ATK: 3. DEF: 1. SK: 3. SPD: 6. PPL: 4.

Name: Char Siu (チャーシュー) Art: Club (こんぼう) Master Stats: HP: 40. ATK: 20. DEF: 10. SK: 5. SPD: 5.
Dojo Stats: HP: 6. ATK: 5. DEF: 2. SK: 1. SPD: 1. PPL: 4.

Name: Fu Manchu (フーマンチュウ) Art: Tai Chi Chuan (たいきょくけん) Master Stats: HP: 30. ATK: 10. DEF: 20. SK: 10. SPD: 5.
Dojo Stats: HP: 5. ATK: 2. DEF: 5. SK: 2. SPD: 1. PPL: 4.

Name: Hayate (ハヤテ) Art: Shuriken (しゅりけん) Master Stats: HP: 30. ATK: 8. DEF: 5. SK: 20. SPD: 32.
Dojo Stats: HP: 5. ATK: 2. DEF: 1. SK: 5. SPD: 32. PPL: 4.

Name: Ichi (いち) Art: Iaido (いあいぎり) Master Stats: HP: 24. ATK: 15. DEF: 8. SK: 18. SPD: 20.
Dojo Stats: HP: 4. ATK: 3. DEF: 2. SK: 4. SPD: 5. PPL: 4.

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Name: Ittousai (いっとうさい) Art: Kendo (けんどう) Master Stats: HP: 30. ATK: 15. DEF: 20. SK: 8. SPD: 8.
Dojo Stats: HP: 5. ATK: 3. DEF: 5. SK: 2. SPD: 2. PPL: 4.

Name: Kamaitachi (かまいたち) Art: Sickle and Chain (くさりがま) Master Stats: HP: 30. ATK: 15. DEF: 5. SK: 5. SPD: 25.
Dojo Stats: HP: 5. ATK: 3. DEF: 1. SK: 1. SPD: 6. PPL: 4.

Name: Lee (リー) Art: Nunchaku (ヌンチャク) Master Stats: HP: 30. ATK: 10. DEF: 18. SK: 12. SPD: 20.
Dojo Stats: HP: 5. ATK: 2. DEF: 4. SK: 3. SPD: 5. PPL: 4.

Name: Nyuudou (にゅうどう) Art: Bo Staff (ぼうじゅつ) Master Stats: HP: 30. ATK: 15. DEF: 10. SK: 12. SPD: 8.
Dojo Stats: HP: 5. ATK: 3. DEF: 2. SK: 3. SPD: 2. PPL: 4.

Name: Shouryuu (しょうりゅう) Art: Shorinji Kempo (しょうりんじ) Master Stats: HP: 24. ATK: 12. DEF: 12. SK: 12. SPD: 12.
Dojo Stats: HP: 4. ATK: 3. DEF: 3. SK: 3. SPD: 3. PPL: 4.

Name: Tatsu (タツ) Art: Karate (からて) Master Stats: HP: 40. ATK: 10. DEF: 5. SK: 10. SPD: 15.
Dojo Stats: HP: 6. ATK: 2. DEF: 1. SK: 2. SPD: 3. PPL: 4.

Name: Yashahime (やしあひめ) Art: Two Sword School (にとりゅう) Master Stats: HP: 30. ATK: 8. DEF: 10. SK: 15. SPD: 15.
Dojo Stats: HP: 5. ATK: 2. DEF: 2. SK: 3. SPD: 3. PPL: 4.

Leveling Up

Leveling up is strange in this game. To level up, you must visit one of your dojos and select the option しゅぎょう ("Training"). You'll receive some points to distribute amongst your stats, just like at the beginning of the game. However, to be eligible to level up, you must first win a battle. This can be any battle. So you can level up after every single battle. Defeating more than one enemy before leveling up won't allow you to level up more times though, so you'll have to return to the dojo after every battle if you want to maximize your level ups. However, I don't recommend this since you'll never finish the game at that rate. Aside from the stats that you can distribute your level up points toward, you will also gain a stat increase of one toward you "Speed" (すばやさ) attribute for each level up.

The number of points you get to distribute when you level up is dependent on what rank your character is at the martial art that is taught at the dojo you are trying to level up in. To increase your rank, visit the building with the sign that has the symbols 武具 on it. Here, select the option はい ("yes") to say that you want to purchase something, then select じぶん ("self") to indicate that you want to increase the rank of yourself (not your pupils or your assistant instructor). Next, you will be able to choose a rank. Here are the ranks, the cost to achieve each rank, and the amount of points you will be able to distribute toward your stats at each level up:

とくじょう - Costs 5000 gold. 16 points to distribute at level up. まつ - Costs 2500 gold. 12 attribute points at level up. Sell for 500 gold. たけ - Costs 1000 gold. 10 attribute points at level up. Sell for 200 gold. うめ - Costs 500 gold. 8 attribute points at level up. Sell for 100 gold.

After selecting an option, you will have to decide to かう ("buy") or やめる ("quit").

You can also increase the rank of your pupils (でし) or your assistant instructor (しはんたい) by choosing these options at the shop instead. The purpose of your pupils and assistant instructor will be described in the "Battles" section below.

You start with the lowest rank (うめ) at your starting dojo. If you conquer a new dojo, you can also level up there. But you won't even have the lowest level rank yet, so you have to first purchase a rank. After that, you will be able to level up at the new dojo just like at your first dojo. Making this purchase will also allow you to start using the new dojo's martial art skill during battle.

Map

Here is a map of the game:

The circled letters each represent a dojo, with dojo "K" being the one you start at. Notice that there are basically three columns of four dojos. This layout is paralleled by the layout of the dojo master's heads on your status screen, as show below.

As the game progresses, the positions of the heads will change as the dojo masters conquer each other's dojos. For example, the head in the upper-left corner is the dojo master of dojo "A". The starting positions of the heads are randomly chosen at the beginning of the game.

Other locations on the map above are the doctor, where you can restore your health for a fee, and the weapon shop, where you can increase the rank of your character for the corresponding martial art of the nearby dojo. Two other locations, a pub and a house, are also strewn about the map. These are locations where you can get information, but are not necessary for your game progress, so I didn't indicate them on the map.

Here are pictures of these locations so you know what they look like:

Left: House.
Right: Doctor.

Left: Pub.
Right: Weapon shop.

Battles

As you walk around outside, you will run into many hooligans. You initiate a battle simply by approaching close to them. After defeating one, you will gain some money and the ability to level up (if you so choose by returning to your dojo). The path will then be clear so you can continue along that road. There is a chance that the enemy will re-appear at some later time in the game, but usually the cleared paths will stay pretty much clear. Sometimes, you will have to fight two enemies during these encounters,

rather than just one.

Prior to the battle, you will have to select the martial art that you want to use. At the start of the game, you will only have one option.

The controls during battle are: Press "A" to punch and "B" to kick. You can press "Down" to duck, and punch or kick while ducking. Press "Up" to jump. You can kick while jumping, but you cannot punch. If you hold the "Up" button, you will jump higher, and you will fall immediately if you let go of the jump button, so you can control your height somewhat.

As you walk around, messengers will frequently run up to you and report the state of the dojos to you so you can see if the other dojo masters are attacking you or each other. If an opponent attacks your dojo, one of his messengers will run up to you to tell you to go there to challenge him. Your character's head will blink on the screen that shows all the dojo masters' heads, indicating that the indicated dojo is under attack. If you go there, you will battle the attacking dojo master to attempt to repel his attack. If you wait too long, he will conquer the dojo and you will have to fight his pupils and his assistant instructor on top of fighting the master himself.

To conquer a dojo, you must travel to the dojo, defeat the two guards outside, then press "Up" to enter the doorway. You will have to defeat all of the pupils at the school, who are usually very weak. Then you will have to defeat the assistant instructor of the dojo, who is just slightly stronger than the pupils. Finally, if the master of the dojo is there (he might not be), then you will have to defeat him as well. If this is the last dojo that this opponent owns, then you will have to drain all of his HP. But if he owns at least one other dojo, he will run away when you drain his HP to ~25%. After winning all these battles, you will gain control of the dojo. Your head will appear over the location in your status screen that shows which characters control which dojos.

If the dojo master ran away, his HP will be low still if you initiate a battle with him at another one of his dojos as long as you do it quickly. Otherwise, he will be healed to full HP.

By leveling up your pupils or your assistant instructor, you will effectively be increasing the difficulty of the other dojo masters to conquer one of your dojos.

Menus

Dojo Menu:

This is the menu you see when you enter one of your dojos:

しゅぎょう - "Study"	Level up your stats.
くんれん - "Train"	Level up your dojo's stats, making your pupils stronger.
じょうほう - "Information"	Open the information menu (see below).
セーブ - "Save"	Save your game.
いどう - "Move"	Exit the dojo.

Information Menu:

どうじょうぬし - "Dojo Masters"	See the stats of the dojo masters.
どうじょう - "Dojo"	See the stats of the dojos.
じぶん - "Self"	See your character's stats.
さくせん - "Tactics"	Gives you advice on your next action.

おわり - "End"	Return to previous screen.
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Weapon Shop Menu:

When you enter a weapon shop, select はい ("yes") to buy or いいえ ("no") to exit.

After choosing to buy, the options are:

じぶん - "Self"	Upgrade your own rank for the martial art of the nearest dojo.
しはんたい - "Assistant Instructor"	Upgrade the rank of the assistant instructor of the nearest dojo.
でし - "Pupil"	Upgrade the rank of the pupils of the nearest dojo.

After choosing any of the above options, you will have the following choices:

とくじょう	Best rank. Costs 5000 gold. 16 points to distribute at level up.
まつ	Second best rank. Costs 2500 gold. Sell for 500 gold. 12 points to distribute at level up.
たけ	Third best rank. Costs 1000 gold. Sell for 200 gold. 10 points to distribute at level up.
うめ	Lowest rank. Sell for 100 gold. 8 points to distribute at level up.

Doctor Menu:

ちりょう - "Medical Treatment"	Restore your character to full health by paying the indicated fee that is larger if you are more damaged.
おうぎゅうしょちÅ - "First-aid"	Heal your character by as much as you can afford.
やめる - "Quit"	Exit.

Strategy

The first thing to understand about this game is that the enemy dojo masters will slowly gain stat upgrades as time elapses, so you need to continually upgrade your own as well. If you are dilligent, you should easily improve your stats so they are superior to the opponents'. In other words, you don't have to rush too much, so relax.

At first, level up after every battle since even the weak opponents can be hard at first. But eventually, you can start defeating many opponents in between level ups to make the game progress faster. Don't worry, there are plenty of opponents to defeat, so these "wasted" level up opportunities are acceptable.

Try utilizing jump kicks in battle since they are effective once you get the timing down.

The dojo masters begin with higher stats than you. If you have trouble defeating them, leveling up more will usually make things a lot easier. However, the dojo masters Hayate and Benisatori (the shuriken and whip masters) are very difficult. If you can manage to defeat them, then good for you. But an alternative strategy is to wait for all the dojo masters to attack each other and hope that these two opponents are wiped out by the other enemies. If that doesn't happen, you might want to consider starting over from the beginning.

Even if Hayate and Benisatori are defeated, you will still have to fight their pupils who will have the whip and shuriken abilities. Leveling up a lot should allow you to defeat them. But after conquering those dojos, make sure you don't let another opponent take those dojos or else you will have to defeat those shuriken and whip pupils again.

Conclusion

Well, it's a pretty simple game, although it can be challenging, so I hope my explanations will help you along your way. If you have questions, comments, or suggestions, send them to lastbosskiller@gmail.com. I will give you credit for any help you can contribute.

Thanks to all the regulars on the NES FAQ Completion Project that have made creating these guides a lot of fun and a much needed escape at times.

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