

Honoo no Doukyuuji: Dodge Danpei 2 (Import) FAQ/Walkthrough

by Binta

Updated to v1.0 on Dec 10, 2005

HONOO NO DOUKYUUJI: DODGE DANPEI 2

FAQ/Walkthrough

by: Binta

email address: nekketsu_vince@yahoo.com

=====
What is this about?

This is an FAQ for Dodge Danpei II. It contains a walkthrough, a list of all the players, and some basics on how to play.

"Honoo no Doukyuuji: Dodge Danpei" is supposed to be based on an anime which was only released in Japan. When I did mild research, it was aired 1991-1992 or sometime. Koshita Tetsuhiro is the artist, and he draws well. I seriously doubt I could get a hold of any Danpei DVDs or books, but if I could I'd buy it.

=====
Copyright

I, Binta, have made this FAQ. You can print it, use it freely, or ask me if you want to use it on your own site. Do NOT, however, plagiarize my stuff, sell it, or ruin it in some way. In short: don't steal my work in any way.

=====
Thanks to:

- Sunsoft, for creating great games like this
- GameFAQs, for accepting this FAQ
- Myself, for my hard work

=====
Version History

- 1.0 - (December 10, 2005) Initial release. I feel it's thorough enough, although I'm willing to make changes if necessary. Not sure if there are any secrets, haven't fully understood Team Plays, nor have I found out what influences the success rate at the jumping part at the beginning of a card battle.

=====
TABLE OF CONTENTS

- 1. Main Characters
- 2. How to Play
- 3. Hints and Tips
- 4. Walkthrough
- 5. Player Stats
- 6. Temporary Players

=====
MAIN CHARACTERS

These are your main players, and an analysis of their stat growth rates.

.....Danpei.....
The best character by far. His Life, Power, and Shot stats are far superior than the rest of the players on your team. His Catch, Pass, and Pass Cut aren't too shabby, but they aren't the best. Use this guy a LOT.

.....Chinnen.....

This little guy has rock-solid defense. His catching and passing skills are actually better than Danpei's, but his Life and Shot powers are the low. His Power rating is okay, but nothing to write home about.

.....Ozaki.....
Decent all-around player. Most of his stats are alright and his attack power is passable, but he accels at nothing.

.....Tsutomu.....
Not very useful. He isn't horrible at anything, but his stats are mediocre.

.....Yuuichi.....
A strong player. His catching eventually becomes as strong as Danpei's, and his other stats are second-best.

.....Yuuji.....
Like Yuuichi but not as strong. His Passcut is better than the others, however.

.....Tsuyoshi.....
Your worst player. Luckily, for certain battles this guy is temporarily replaced with someone better.

=====
HOW TO PLAY

There are three modes to choose from. There's "Legend of the Fire Shot", which is basically the story mode, and what the walkthrough covers. You can have up to three data files, and you can see how much time you spent on that file. They automatically save after every battle, and you can choose to delete these files. It will take at least 10 hours to beat the game.

The second mode is basically the card battle versus game. You can even have two players play at the same time! You can choose from Tamagawa, Saint Arrows, Black Armors, Arasaki, Kazama, or World Stars.

The third mode, Taiman Dodge, is pretty much a fighting game for one or two players. Danpei and Taiga go one-on-one chasing each other and hitting each other with a dodgeball.

In the Legend of the Fire Shot, you walk around left and right like in a common platformer game. Press A to jump and B to throw your ball. It's pointless to throw the ball, except to amuse yourself if you hit yourself when it bounces into you. To enter doors or gates, press up to do so. The up button also picks up items or talks to characters. Searching with the up button or jumping on certain things will cause coins to spring out, which can be used to buy powerups before battles. I haven't understood how the powerups work. After every battle, whether you win or lose, your players will gain a level and therefore become slightly stronger.

Taiman Dodge is fairly simple. A to jump, B to throw or catch the ball. The timing for catching is pretty tricky unless you practice. Like in other fighting games, you must deplete your opponent's life meter, and win twice.

Now for the most important part of the game: Card Battles. At the start of the round, you choose one card and press up to confirm. If your player is better in a certain category (not sure what influences success rate of the jumping part) and your card is higher, you'll get the ball. If you run out of time and the game is a tie, you'll do this part again, with your remaining players, who won't be rejuvenated for that time.

---Offense

Choose Shot or Super to attack a player. Then you choose the cards you want, ranging from numbers 1 through 5. Higher cards are more effective, and if you have more than one of the same card, you can choose multiple of them (up to 3 cards is allowed), which will require more cards used for defense.

---Defense

Similar to offense. Higher number cards are more effective, and same cards can be stacked. Matching cards (such as a 3 and a 3) are more effective than mixed cards (such as a 2 and a 4). There are three ways to defend yourself: Catch is basically your catch. Dodge reduces the damage you take, but the enemy will have the ball again. I haven't understood Team Play. I'm guessing another player will run in front of the ball to save the other player.

Special cards show up occasionally in battle.

Heart: Player of choice regains 10 Life points.

Arrow: You switch three cards. This is a double-edged sword, as it can work for or against you, although it usually is good.

Logo: Hard to describe. I'm guessing it's a wild card, when chosen, equals the other's card(s).

The stats are the following:

Life: Basically how much damage a player can take before he gets hit. If he has enough life to survive an attack, he'll catch or dodge the attack, but he'll get hit if he runs out of life.

Power: Stamina. Each throw or catch uses up a little power. Super shots are no exception. If you don't have enough power, you can't throw the ball at anyone and you'll have to pass to someone who has enough power. Power refills slowly they aren't doing anything.

Shot: Attack power. Higher scores inflict more damage.

Catch: Defense power. Higher scores reduces damage you take.

Pass: Lowers chances of an opposing Passcut.

Passcut: Determines success rate of intercepting passes.

HINTS AND TIPS

-Try butchering the players with the worst defense first. Later in the game it's much easier to win by having more players standing when the timer runs out, and defeating every player doesn't happen very often late in the game.

-Pass to Danpei often. When you have a 5 card, do so and have him attack. Otherwise, (or if he doesn't have much power left) rely on Yuuichi or Yuuji.

-Usually, if you attack someone and their Catch is higher than your Shot, you'll inflict no damage unless their cards are lower than yours.

-Don't use the wild cards for offense. They're more useful for defense or intercepting passes.

THE WALKTHROUGH

Believe it or not, but the very beginning takes the most time of any section in this game. At any rate, go right and talk to Misato. Go through where she was standing and go right and talk to Tsutomu, who is standing at the gate to the park. Go right and through the gates. Go right and enter the first door you see. Chinnen is there, and you're taken to Oshou. Leave and go back to Tsutomu. Enter the park and go right, talking to Souma. He'll tell you to get more members before he'll play. Leave and go left. Return to where the game began, go left of there and through the gate. You'll see your school. Go to the gate and Danpei will make a funny face. Anyways, go to the third floor. To the left is the bathroom. Go to the men's restroom and Ozaki will be in the stall (you can't see him) and he'll get startled. He'll order you to go downstairs to the first floor and fetch him a box of tissues. You can find these in the room all the way on the right on the first floor. Jump up and pick the box up. Return to the

bathroom on the third floor and Ozaki will thank you. Leave the school building and go to the left. Enter the construction site where Yuuichi and Yuuji will join you. Return to Souma in the park for your first battle.

Battle 1: Blue Hurricanes

Your first battle isn't too hard. These guys have no super shots, fair attack power, and their defense ranges from fair to poor.

=====

After the battle, you're taken to a stadium. Enter the gates, then go right to the fifth door. You'll find Arashi and Takayama (the two star players for the Black Armors) and Rikuou (the strongest player at Arasaki) will show up. After some talking, a tournament begins. You're up against the following teams in any order: Stealth Fighters, Saint Arrows, Black Armors, and Arasaki. Let's get an overview of each team.

Battle 2: Stealth Fighters

Like the Blue Hurricanes, but a possibly a tad better. They can take more abuse, although their attack power is pretty bad and they have no special skills. This shouldn't be too much a problem.

Battle 3: Saint Arrows

This is the first time you'll see the opposition use Super Shots. Their stats are decent, but nothing to worry about. The difficulty level picks up from here.

Battle 4: Black Armors

Now TWO players on the other team have super shots! Chances are you'll have to repeat this battle at least once or twice. They also have decent stats.

Battle 5: Arasaki

Good offense, weak defense. Rikuou is the only one who has a decent catching ability, and the others only have single-digit numbers in their Catch category. Just beware of Rikuou, but otherwise you'll be fine.

You've won the first tournament! Or have you?! A random guy, Jingai, will show up and challenge you.

Battle 6: Ma

Don't be fooled by Jingai's awesome stats. The rest of his team, although having lots of life, has below-average stats, and nobody has a super shot. Not only that, but you'll have the help of Rikuou! If you're not careful you might lose, but otherwise this isn't as hard as you might think.

=====

After the tournament, you're back at school. Go to the far right and enter the small building. Talk to your coach Mikasa (is he named after the brand of sports equipment? hehe). Leave and go way to the left and enter a basketball gym. Jump over the padding and to the right and talk to Yukari (the leader of the girls' basketball team). Go to the left and jump over the pads again to leave. Go to the right, to the dodgeball court and talk to Ozaki. Return to Yukari to fight.

Battle 7: Basketball

Is it just me, or does Yukari look strangely alot like Ranma (a character in a different anime)? Anyways, this battle may or may not be lost once or twice. Their attack power ranges from above-average to horrid, and their defense is average. Note that Tsuyoshi is replaced with Misato for this battle.

=====

When they're defeated, leave the basketball gym, go somewhat to the right and enter the main building. Go to the second floor. You'll see a guy in the hallway. He won't say much for now, so go to Room 4. Talk to Sakaya in there. Go downstairs, to Mikasa (he was in the location he was previously). Talk to him and return to the second floor of the main building. Talk to the guy who was

standing in the hallway. His name is Sakamaki. He'll replace Tsuyoshi for the next two battles. Leave the main building and go to the dodgeball court. Talk to the guy there. His name is Kanou, and he'll teach you how to use the Fire Shot. He'll also challenge you to a fight.

Battle 8: Legend 7

This is one of the hardest battles in my opinion. I had to repeat it quite often because Kanou tends to mow down your team and his defense is very high. As for the other members, their stats are decent but not perfect. Good luck with this one, you'll certainly need it.

After that, Kanou will challenge you to a rematch. Argh!

Battle 9: Legend 7

Exactly the same as the previous battle, but barely easier since your stats will have improved slightly.

=====
Thank God that's over with. Go to the second floor of the main building and find Sakaya again. Talk to her and you're taken outside. You'll see a short cinema of a dodgeball being thrown at Danpei, and Danpei catches it in time. Taiga, who previously played for the Saint Arrows, will come dressed nicely in a suit. He will take you to a second tournament. You'll fight the following teams: Black Armors, Arasaki, Kazama, and World Stars.

Battle 10: Black Armors

Moderately difficult. Their stats are alright and they can hit decently hard, but this isn't anything that will whiten your hair.

Battle 11: Arasaki

Very much like the first time you fought Arasaki. Good offense, weak defense. Rikuou will be your main problem, because he can knock you out in 1-3 hits.

Battle 12: Kazama

Sakamaki will show up and join your team for this battle. Even with his help, this team is pretty tough. Their defense is good and Godai is very strong.

Battle 13: World Stars

Not as hard as you might think. Their attack power is great and their life is high, but their defense is averaged out to be mediocre.

=====
You're about to win a trophy. There's also a cement sphere. You'll see a cinema of Danpei using his Fire Shot to break it open. A scroll is inside, but some guy named Raiga will show up and try to steal it. He'll goad you to the final fight. You'll have Taiga's help.

Final Battle (a.k.a. Battle 14): Ma

Very, very difficult. Raiga's stats are all awesome (his attack power is even maxed out!) and his God Crusher Shot will hose you if you're not prepared. Jingai is back, with the same stats as the first time. The others have good attack power and plenty of life. Their defense, however, is average at best.

=====
Enjoy the ending! It isn't anything spectacular, but there are several anime drawings which are pretty good. Other than that, I won't spoil it.

=====

PLAYER STATS

Here is a list of the players you fight in the Legend of the Fire Shot. Here are their stats and whether or not they can use super shots. When you see a (1) or a (2) after the team name, it means the first or second time you fight them. I've listed the teams in order of appearance.

-----Name-----	-----Team-----	*-Life-*	*-Power-*	*-Shot-*	*-Catch-*	*-Super-*
Souma	Blue Hurricanes	96	63	26	20	No
Kudou	Blue Hurricanes	34	42	25	9	No
Hirado	Blue Hurricanes	33	39	20	20	No
Sugano	Blue Hurricanes	35	38	23	8	No
Shirataki	Blue Hurricanes	36	42	21	7	No
Kurosawa	Blue Hurricanes	31	40	20	9	No
Yamawaki	Blue Hurricanes	33	38	25	7	No
Onidsuka	Stealth F.	127	96	25	20	No
Kotetsu	Stealth F.	32	62	19	15	No
Kureishi	Stealth F.	30	57	10	12	No
Suzasaki	Stealth F.	34	57	15	9	No
Hazama	Stealth F.	45	43	12	7	No
Akasaki	Stealth F.	43	61	26	11	No
Kuroiwa	Stealth F.	45	69	26	8	No
Igarashi	Saint Arrows	105	70	35	20	Yes
Mitamura	Saint Arrows	60	52	24	11	No
Kusunoki	Saint Arrows	29	38	12	15	No
Makoto	Saint Arrows	52	40	13	14	No
Riyuu	Saint Arrows	46	53	25	12	No
Kazuhiko	Saint Arrows	45	49	22	11	No
Isamu	Saint Arrows	42	34	27	18	No
Arashi	Black Armors (1)	95	80	37	24	Yes
Takayama	Black Armors (1)	110	75	33	19	Yes
Yuuki	Black Armors (1)	29	45	8	31	No
Usami	Black Armors (1)	39	38	23	15	No
Ogata	Black Armors (1)	38	35	20	15	No
Hattori	Black Armors (1)	40	37	21	15	No
Huwa	Black Armors (1)	65	46	23	14	No
Rikuou	Arasaki (1)	120	110	48	26	Yes
Misawa	Arasaki (1)	40	50	25	5	No
Tsunoda	Arasaki (1)	43	48	27	2	No
Koizumi	Arasaki (1)	37	54	20	8	No
Taki	Arasaki (1)	41	53	23	4	No
Ken	Arasaki (1)	110	67	33	3	No
Gou	Arasaki (1)	110	66	33	3	No
Jingai	Ma (1)	200	150	60	20	No
Akagiri	Ma (1)	81	58	15	12	No
Aogiri	Ma (1)	85	40	15	12	No
Kurogiri	Ma (1)	82	55	15	12	No
Midogiri	Ma (1)	80	53	15	12	No
Shigiri	Ma (1)	83	70	15	12	No
Mizugiri	Ma (1)	84	69	15	12	No
Yukari	Basketball	98	97	38	25	Yes
Ai	Basketball	79	69	28	28	No
Remi	Basketball	37	34	9	13	No
Sachiko	Basketball	51	54	8	9	No
Kanae	Basketball	136	89	37	18	No
Mariko	Basketball	45	36	9	12	No
Kaori	Basketball	34	38	29	14	No
Kanou	Legend 7	80	120	47	45	Yes
Chiba	Legend 7	61	84	26	23	No
Kusaka	Legend 7	137	83	46	16	No
Mizunashi	Legend 7	52	80	18	27	No
Hatta	Legend 7	128	89	43	15	No
Aoki	Legend 7	57	82	24	31	No
Hasegawa	Legend 7	59	83	20	36	No
Arashi	Black Armors (2)	137	145	53	34	Yes
Takayama	Black Armors (2)	150	138	50	19	Yes

Usami	Black Armors (2)	32	65	8	35	No	
Yuuki	Black Armors (2)	44	58	28	30	No	
Ogata	Black Armors (2)	43	55	20	20	No	
Hattori	Black Armors (2)	45	57	26	20	No	
Huwa	Black Armors (2)	102	66	35	19	No	
Rikuou	Arasaki (2)	220	150	70	26	Yes	
Misawa	Arasaki (2)	90	70	35	5	No	
Tsunoda	Arasaki (2)	83	68	37	2	No	
Koizumi	Arasaki (2)	67	74	30	8	No	
Taki	Arasaki (2)	91	73	33	4	No	
Ken	Arasaki (2)	200	87	47	3	No	
Gou	Arasaki (2)	200	87	47	3	No	
Godai	Kazama	120	120	52	45	Yes	
Yoshiwara	Kazama	83	92	22	35	No	
Nakamura	Kazama	91	88	18	30	No	
Takami	Kazama	98	95	38	38	No	
Kodama	Kazama	80	90	18	40	No	
Sakai	Kazama	81	87	24	32	No	
Keisuke	Kazama	92	91	35	39	No	
Taiga	World Stars	120	180	70	43	Yes	
Gum	World Stars	250	107	65	2	No	
Moore	World Stars	93	42	32	37	No	
Carlos	World Stars	80	93	82	8	No	
Floyd	World Stars	82	75	26	33	No	
Hauzen	World Stars	106	125	78	18	No	
Lee	World Stars	37	39	12	60	No	
Raiga	Ma (2)	299	199	99	25	Yes	
Yuunagi	Ma (2)	124	102	38	28	No	
Murakumo	Ma (2)	127	115	33	25	No	
Renzan	Ma (2)	116	119	62	16	No	
Tompson	Ma (2)	210	123	69	11	No	
Hayate	Ma (2)	134	120	66	18	No	
Jingai	Ma (2)	200	150	60	20	No	
----------*-----*-----*-----*-----*-----*							

TEMPORARY PLAYERS

These players join your team temporarily. The "Used" list means which match they are with you in. Any time you have a temporary character, (s)he will replace Tsuyoshi. Note that Sakamaki will be used multiple times.

*---Name---	*---Used---	*-Life-	*-Power-	*-Shot-	*-Catch-	*-Pass-	*-Passcut-	*-Super-
Rikuou	Ma (1)	120	110	48	26	18	20	Yes
Misato	Basketball	33	50	15	15	16	17	No
Sakamaki	Legend 7	63	72	21	33	25	28	No
	Legend 7				see above			
	Kazama				see above			
Taiga	Ma (2)	120	180	70	43	24	24	Yes
----------*-----*-----*-----*-----*-----*								

That's all! Comments?