

Terao no Dosukoi Oozumou FAQ/Strategy Guide

by LastBossKiller

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Terao no Dosukoi Oozumou
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Game Data: Developer: TOSE
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Introduction

Terao no Dosukoi Oozumou is a sumo game for the NES/Famicom. The story mode takes place on a small RPG style map on which you will encounter random battles, gain experience, and find items. Defeat the champions of the various sumo gyms around Japan and you will move on to the professional circuit, after which the game becomes a round-robin tournament style fighting game. Win consistently in the professional circuit to move up the rankings. When you manage to reach the highest status possible and win the final tournament without losing any matches, you will be crowned the grand champion of sumo.

This game isn't without it's flaws, and it can get frustrating as many NES games can, but it's also pretty fun if you're in the mood for a quirky fighting game with an RPG twist. The final tournament is difficult since you can't lose even one match, but the learning curve is gradual enough that you should be skilled enough to win eventually.

Note: To view the ending, you will need to beat the game on story mode, which is the option: 日本1しゅうへん ("The best in Japan").

Getting Started

When you start the game, you will have the following options to choose from:

- しょうしん へん - "Rise up the ranks". This skips the RPG portion of the game and goes straight to the sumo tournament portion.
- 日本1しゅうへん - "The best in Japan". The full story mode.
- たいせん へん - "Battle". Two player versus mode.
- つづき - "Continue". Enter a password to continue a previous game.

If you choose the "Rise up the ranks" mode, you will have the following options:

- 名前 登録 - "Enter your name". Use the kanji to enter a name, then choose おわり when you are finished.
- 力士 ?尾 - Use the default character. (I didn't recognize a kanji symbol in the game on this screen, so I put a ?)

You will then begin the tournament battle mode. This is explained in the "Rise Up the Ranks Mode" section of this FAQ in detail. Essentially, you begin as the lowest ranking sumo wrestler. Start fighting tournaments, and if you do well enough after 15 battles, you will move up in rank. But you will not get to see the ending when you reach the highest ranking unless you beat the game in story mode. In the "Rise up the ranks" mode, there is no end.

If you choose the "Battle" mode, both players will choose their character and the order in which battles will be fought in a tournament.

The Best In Japan Mode

The main goal of the story mode is to win a battle at each of the five sumo gyms in town. To do so, you will probably need to build your strength by fighting random battles on the world map and collecting certain items. The various items in the story mode and locations on the map are explained below. After winning all five battles, you will move on to the tournament mode, which is identical to the しょうしん へん ("Rise up the ranks") mode. So refer to the "Rise Up the Ranks" section of this FAQ for details about the tournament circuit that you will encounter after you win the battles at each of the five sumo gyms.

Random Battles

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As you walk around the world map, you will engage in random battles. When a random battle is initiated, you will see a head-shot of your opponent and his strength stat. You will have the options to Fight (たたかう) or Run (にげる). If you try to run and fail, there is no punishment, but you will be forced to engage in the battle. See the "Battles" section below for a detailed description of the battles in this game.

You will gain experience even if you lose the battle, but you will gain more if you win. If you lose, you will be transported back to the starting position on the map of Japan, which is not a major punishment, but can be annoying. You will keep all of your experience and items.

When you win a battle from a random encounter, the enemy will drop an item. See the "Items" section below for an explanation of what each item is for.

Items

Items are generally found by winning random encounters on the map of Japan, although some can also be found in mines (see the "Mines" section below). The purpose for each item is described in this section.

	Ticket (きっぷ) - This is needed to board a boat at a harbor.
	Straw Sandals (わらじ) - Use these at a Mine to get a free item.
	Scroll (まきもの) - Use to enter shops for purchasing special moves.
	Tally (わりふ) - Use the correct Tally to defeat pirate ships.
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	Coin - Increase your experience by one point.
	Onigiri - This increases your Strength (たいりょく) by one point.

Sumo Gyms



There are five sumo gyms spread across Japan. Win a battle at each of the sumo gyms to beat the first half of the game and move on to the tournament circuit. When you win a battle at a sumo gym, the gym icon will be replaced by a bowl of soup icon where you can visit to purchase new special moves.

Shops and Passwords



At these locations, you can purchase special moves. To be able to enter the shop, you will have to use a Scroll (まきもの). To do so, select the options つかう ("use") and then まきもの.

In the shop, you will see the screen shown to the right. You can assign four special moves, which are used during battle by pressing a direction plus "B". The special move will be different depending on which direction you push. At the bottom of the shop screen, you will see what special move is assigned to each direction. Press left or right to switch which direction you want to assign a special move to.

The left side of the screen shows a list of moves and prices associated with those moves. The currency you use for purchasing moves is your experience points. So you must engage in battles to gain experience and buy new moves. Note that I found the default special moves to be adequate for beating the game.

After perusing the shop, you will be shown your current password. When you restart your game from this password, your special moves will disappear and you will get back the experience you had, so you can re-distribute your experience for different special moves if you want, or just re-buy the ones you had.

▶ つけ出し	100P	
よ手投げ	200P	
下手投げ	300P	
投げ	50P	
外投げ	400P	
叩込み	200P	5
うっちゃり	300P	買わない
←B よ手投げ	←B	
→B 投げ	→B	

Harbors and Pirate Ships



To travel to the different islands of Japan, you will need to hitch a ride on a boat. To do so, you need to use a Ticket (きっぷ) at a harbor, signified by an anchor icon on the map of Japan.

While on board a ship, you will constantly be chased by pirates. If one reaches you, you will see the screen shown to the right. The number of each of the tallies you have will be shown next to the picture of a pirate. The pirate will choose a tally (but you won't get to see what it is), and your goal is to select one of your tallies that will fit the pirate's tally, like two puzzle pieces. If you select the right one, you win and the pirate disappears (soon to be replaced by another, so get moving!). If you lose, your ship sinks and you will restart back at the starting location on the Japan map (but you keep your items and experience).



To use a tally, select **つかう** ("use") and then **わりふ** ("tally"). Choose one of the tallies (there is no way to know which is right, so just pick one arbitrarily) and hopefully you guess right.

Mines



Mines look like little jagged mountain peaks. Walk up to one and select **つかう** ("use"), then **わらじ** ("Straw Sandals") to search the mine. You will see a series of blocks with question marks that you can choose between. Select one of the blocks to receive a free item. Sometimes it will be a skull, which will reduce your experience by one point. But it is worth risking to get free stuff fairly easily.

Walking Menu and Stats

While walking on the map of Japan, press "A" to see the following menu options:

- おうりょく - "Ability". Shows your stat menu.
- いどう - "Move". Exits the menu screen.

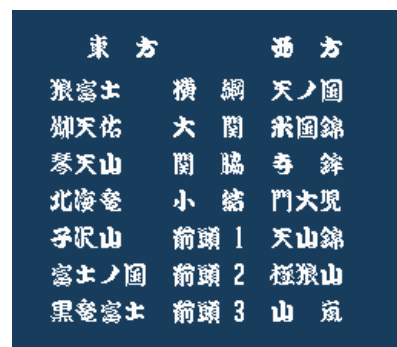
The stat menu shows your current Strength (**たいりょく**), Experience (**けいけんち**), and the number of each item you are carrying.

Strength determines how high your health bar starts when you begin a battle. Experience is used for purchasing new special moves.

Rise Up the Ranks Mode

When you select the Rise Up the Ranks mode, or if you complete the first part of the Best in Japan mode, you will enter the sumo tournament circuit. At the beginning of each tournament, you will be shown a list of rankings and where you lie on that list (your character's name flashes to show your position). An example of the rankings list is shown in the screenshot to the right. The rankings are as follows:

- 横綱 - Yokozuna (Sumo grand champion)
- 大関 - Ozeki (Second highest rank)
- 関脇 - Sekiwake (Third highest rank)
- 小結 - Komusubi (Fourth highest rank)
- 前頭# - Maegashira (Rank and file sumo wrestlers of the highest division). There are 13 rankings with this title.



You begin in the lowest rank, 前頭13. You will enter a tournament and if you do well, your rank will increase. You do not have to win all of the battles, but only a minimum number (usually you can lose at least three times and still move up in rank). However, when you reach the rank of Yokozuna, you will have to fight one more tournament and win every match in order to beat the game and see the ending. You will only get to see the ending if you started the game in the Best of Japan mode.

Before the start of each match, you will see a picture of your opponent, and his attack and defensive stats will be shown in the upper-right part of the screen (both of which seem not to indicate how hard the match will actually be for some reason), and the wrestlers ranking is shown to the left. You will have the option to change your special moves by selecting **かえる** ("change"), or you can select **かえない** ("don't change") to keep them as they are. See the "Shops" section of the Best in Japan Mode section above for details on changing special moves. Then the battle will begin.

After fighting 15 matches, the tournament ends. If you did good enough to move up in rank, you will be shown standing triumphantly with some ladies. Early in the game, you will rise 2 ranks after each successful tournament, but later you will only rise by one. Whether you rise or not, you will get your current password, and the tournament process will begin anew.

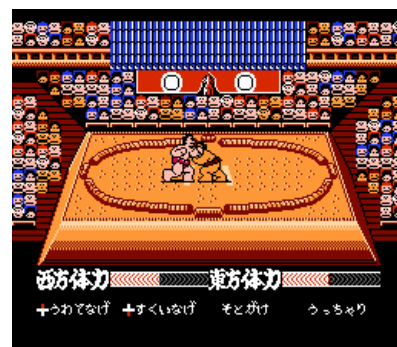
Battles

The rules for sumo wrestling are simple. You defeat your opponent in one of two ways: (1) move him outside of the ring, or (2) throw him to the ground.

An example screenshot of the battle screen is shown to the right. You begin on the left-hand side of the screen. Your health bar is indicated at the bottom of the screen on the left-hand side, and your opponents is on the right. Below your health bar is shown any direction arrow to which you have set a special move. In this case, I have special moves set to the up and down direction arrows.

The controls in this game are simple. Use the direction arrows to move around the ring. Press "A" to slap your opponent. If you move close to your opponent, you can press toward him and "A" to try to push him backward. You can slap or push your opponent out of bounds with one of these moves.

You can use the "B" button to use a special move. To do so, press a direction arrow plus "B". The special move will be different depending on the direction you press, but these moves have to be set prior to the battle for you to use them. By default you will have one or two pre-set (depending on which mode you play). These special moves generally only work if the opponent has significantly less health remaining than you, but will often cause you to throw the opponent to the ground or out of bounds, giving you the victory. Often, attempting these special moves will drain your health since they will be unsuccessful and you exert energy, although they will make it increase a lot if they are successful.



Some of the special moves will also cause you to rotate the opponent to the opposite side of the ring instead of performing the special move. So for example, if you are about to get pushed out, you can switch positions with the opponent. These rotating moves always work even if your health is low.

Sometimes your character will flash when you use a special move. As far as I can tell, this is not a very significant event, although perhaps the move is slightly more effective in these instances.

Strategies

Story Mode Advice

The story mode is very easy. It doesn't matter if you lose a lot. Just keep challenging the opponents at the gyms over and over. You can also fight random battles to try and get Onigiri, which will increase your strength stat. I am not sure how much you need to focus on improving your strength, because I put almost no effort into it and successfully beat the game without too much trouble. I don't remember the exact number I raised my strength to, but it wasn't too much higher than the starting value. Probably a little over 135.

I also didn't bother learning any special moves beyond the default ones. The default ones were sufficient to develop a successful battle strategy (explained below). If you want to get new special moves, you will have to fight a lot of battles to get enough experience to purchase them.

Battle Strategies

Here it is, the real meat of this guide. I was able to beat this game without cheating, so I will describe as best I can the methods I used to win the battles. But if anyone has any other methods to contribute, it would be great to share those here as well. Please email me at lastbosskiller[at]gmail[dot]com, and I will give you credit for your contribution of course.

Some strategies work very well at the beginning of the game, but when the opponents get harder, you will have to alter your strategies a bit. I will explain the easier and more complex strategies both, and you can figure out how to work them into your own style as you see fit.

Shoving Opponent Out of the Ring:

Most opponents in the early part of the game are easily shoved out of the ring. Just press toward them and keep tapping "A". If you have a higher health bar than your opponent, you will shove them back, and eventually they will fall outside the ring, giving you the victory.

If the opponent has more health than you, then press toward them and tap "A" anyway. Even though you won't be able to shove them, you will begin draining their health, while your own health increases. Eventually, if your health becomes higher than their's, you will be able to shove them, and you can continue doing so to knock them out of bounds. Note that this tapping "A" does not need to be a crazy button mashing exercise. Tap quickly, but don't worry about hammering so fast that you exhaust yourself.

When you get your opponent near the edge of the ring, be prepared for the possibility that they will spin you around so that you are now at the edge of the ring and they are more toward the inside. If that happens, quickly spin them back by using one of your special moves. By default, this would mean pressing "Up" and "B". Then try shoving them out again, but continue to be prepared to get spun so you can re-spin quickly.

Throwing Opponent to the Ground:

This is a strategy I consider a secondary option, while I consider the below slapping strategy to be my primary focus. If you find that your health is significantly higher than your opponent's, you might be able to just throw them to the ground using a special move (B + direction arrow). Some special moves may be more effective than others, but I found the default ones to be fine. So I will start a battle, focusing on shoving the opponent to the side of the ring and trying to shove (as described above) or slap (as described below) them out of the ring, but if I find my health is much higher than the opponent's, I might try to throw them down to get a quick win. The reason not to try this more often is that it drains your health a little when it fails, so I save it for when I feel there is a good chance it will work.

Slapping Opponent Out of the Ring:

This strategy is similar to the shoving strategy described above, but a little different. When the opponents start to get really hard, the shoving strategy will begin to fail you. The opponents get hard to shove since their health might be much greater than yours, and even if you do have more health than them so you can shove them, they will almost always spin you around so that you are standing near the outside edge of the ring. So to handle these issues, I will alter the shoving strategy somewhat.

Continue to press toward the opponent and tap "A" while you are near the center of the ring to gain health and drain theirs. Eventually, you will start shoving them to the edge of the ring (or they will shove you, in which case press Up and B to rotate so you are on the inside). When the opponent is near the edge of the ring, press away from them and keep tapping "A". The goal is to slap them. If the timing works out well (which requires luck and sometime patience), the slap will cause them to go flying out of the ring. This even works with opponents that have significantly more health than you, and is probably the only way to beat those opponents unless you can slowly drain their health via shoving.

Losing Is Inevitable:

Here I will just make a note that sometimes the computer will defeat you by throwing you to the ground and there's nothing you can do. This is especially frustrating if you are at the Yokozuna rank and need to win every battle to see the ending. So it will require a lot of patience and luck to defeat all opponents without losing. But with practice, you can prevent losses where you get knocked out of bounds. Sure they will happen occasionally, but those kinds of losses are much more under your control.

Conclusion

I hope you enjoyed Terao no Dosukoi Oozumou. I found it to be pretty good for an NES fighting game after I got used to the battle format. The final tournament is very difficult, but beatable. Hopefully you managed to do it, and if you figured out any good strategies, please send them my way. My email is lastbosskiller[at]gmail[dot]com.

Thanks to the NES FAQ Completion Project and the writers at GameFAQs for a fun environment to talk and write about old NES games!

