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

by Binta

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HONOO NO DOUKYUUJI: DODGE DANPEI
 FAQ/Walkthrough
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What is this about?
This is an FAQ for Dodge Danpei II. It contains a spoiler-free walkthrough, a
list of all the players, the damage formula, and 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. I seriously doubt I could get a hold
of any Danpei DVDs or manga books, but if I could I'd buy it.
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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
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Version History

1.0 - (February 4, 2006) Initial release.
1.1 - (February 10, 2006) Fixed the FAQ a little bit. Also added a small detail
      regarding the Pass cards.
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HOW TO PLAY

This is sort of like a dodgeball RPG. Sounds cool, huh? After the title screen,
you can choose Battle Mode or Scenario Mode. Scenario Mode is basically the
story mode, whereas in Battle Mode, you choose any team of your choice (not
counting the Fire Emperors) and duke it out with an opponent of your choice.

Each player is rated in three categories, which are self-explainitory. (AT is
attack power, DP is defense power). ST stands for Stamina, which is basically
HP/health/life/whatever you want to call it. Attack power determines how much
stamina you shave off when you pull off a successful attack. Defense doesn't
reduce damage taken, but it reduces your chances of getting damage.

At the start of each match, you elect four players to start on the inside of
```

the court and three to stay on the edges of your opponent's court. The goal is
to either defeat all the players, or have more players when the timer runs out.
You have 10 minutes of gameplay time, which doesn't pass by unless an action is
being done. In case of a tie, the game restarts with the remaining players on
the inside. Their stamina isn't replenished, however.

The controls are rather simple; A is choose, B is cancel, T-pad moves cursor.
Let's talk about how the cards work.

You choose 3 cards. You keep the remaining cards (there are 4; total of 7) for
the next phase.

Each card has 3 numbers lined up vertically, with one of them having the word
"HIT" to the left of it. This is where you'll attack (although if you actually
hit the player it'll always hit the same area if you watch). While attacking,
take a look at your opponent's card, especially where your hit is lined up. If
your number is higher than your opponent's, you're likely to hit the opponent,
or at least shave off some of his stamina. Let's get an example:

```
You     Them
[   4] [   2]
[   5] [HIT6]
[HIT6] [   3]
```

Your "HIT" is at the bottom, so consider the bottom number on their card. In
this case, you got them (unless your attack power is pathetic and their defense
is really high).

But what if the "HIT" is lined up with your's? Their defense is raised slightly,
so you're less likely to do any damage.

Let's look at another example:

```
You     Them
[HIT2] [   7]
[   6] [HIT3]
[   3] [   1]
```

Since the top section of their card is much higher than your's, chances are you
won't inflict any damage at all.

Your character will dodge or catch the ball. If he dodges, the other team still
has the ball. I don't know what determines if you dodge or catch. Usually, you
lose stamina when dodging or catching, and you actually get hit if you run out
of stamina.

You'll get some Super Cards at random. If your player can has a special shot up
his sleeve, he can unleash a cool-looking, high-damaging throw. If it manages
to take away all of a target's stamina, you get to see him fly at a high speed.
If a player who doesn't have a special shot uses a super card, their attack will
simply do 10 more damage points than normal if it connects.

Line Cross cards can work for or against you (although usually for). When used,
the player currently holding or throwing the ball will step over the line and
get a penalty. As a punishment, he has to give the ball to the other team. You
use these when you need to go on the defensive. Oddly, your opponent can still
use line cross cards when you're passing the ball from one player in the court
to another player who's in the court. Not very realistic, but oh well.

Pass cards are pretty common. You'll basically pass the ball to one of your

teammates, be it on the inside or the outside. Regardless, if passing and the other team also draws out a pass card, they'll intercept the pass. Again, it isn't very realistic at times, but again, oh well. (okay, sorry if this phrase annoyed you.)

If being attacked and the target draws out a Pass card, he's defenseless and will take damage, even if he has a defense rating of 9 and the attack has an attack power of 1.

Below is a damage formula.

This section is actually simpler than you thought it might have been. Assuming an attack works, it'll always inflict a given amount of damage based on the attacker's attack power, but not the defender's defense power. The chart on the left in the damage dealt with a normal attack. This list is also how much damage players who won't have any fancy shots will do with a Super card. The chart on the right is the super shots.

```
*-AT-*-DMG-*-Super-*   *----Super Shot----*-DMG-*---Used by---*------Team------*
| 1 |   3 | 13    |   |Cannon Hawk        | 46 |Danpei       |Tamagawa        |
| 2 |   6 | 16    |   |Cross Shot*        | 40 |Yuuichi/Yuuji|Super Dodge     |
| 3 |   9 | 19    |   |Sky Shot           | 46 |Taiga        |Saint Arrows    |
| 4 |  12 | 22    |   |Axe Shot           | 43 |Igarashi     |Saint Arrows    |
| 5 |  15 | 25    |   |Spin Tornado Shot  | 50 |Arashi       |Black Armors    |
| 6 |  18 | 28    |   |Switch Shot        | 43 |Takayama     |Black Armors    |
| 7 |  21 | 31    |   |Overdrive Shot     | 41 |Sakamoto     |Attackers       |
| 8 |  24 | 34    |   |Power Shot         | 55 |Rikuou       |Arasaki         |
| 9 |  27 | 37    |   |Big Burn Shot      | 57 |Gai          |Fire Emperors   |
*----*-----*-------*   *------------------*-----*-------------*----------------*
```

*In order to use the Cross Shot, both Yuuichi and Yuuji must be together on either the inside or the outside of the court. If they're separated, choosing a super card with these guys is like choosing a super card with a player who doesn't have a super shot.
===
TEAM ANALYSIS

....Tamagawa...................................
The worst team. They have Danpei and two semi-decent players, but the rest of them are some of the worst players in the league.
....

......................................Super Dodge.................................
Like Tamagawa, this is tied as the weakest overall. Their offense is pretty bad, and the Yuu brothers can't make use of their Cross Shot unless they're both on the inside or the outside of the court.
....

.... .Saint Arrows 2.................................
Better than the previous two teams, but still one of the three worst teams. While the players are better than the first two teams, their star player isn't as good as the others, and their offense isn't very good. Their defense isn't bad, however.
....

......................................Saint Arrows................................
Now we're starting to get into the better teams. Their attack power still isn't too great, although Taiga and Igarashi are pretty good for offense. Defense is good, but not great. An average team.
....

```
................................Street Tigers...............................
This is my favorite team, mainly because they look so cool. Although their
defense is pretty weak, their attack power is quite high (which is another
reason I like this team). Overall, it's a pretty good team, despite their poor
defenses.
.............................................................................

................................Black Armors................................
One of the top three. Their attack power is okay, although Arashi is an awesome
player. Their defense isn't that bad, either.
.............................................................................

..................................Attackers.................................
A very good team. While their attack power is average, their defense is awesome.
.............................................................................

...................................Arasaki..................................
The best playable team. Their attack power is top-notch, their stamina is high,
and their defense isn't that bad. Unless you're playing the scenario mode, or
using the Attackers or Black Armors in the battle mode, you cannot beat them.
.............................................................................

.................................Tamagawa OB................................
Perhaps the most balanced team. They're like the Street Tigers, but not as cool
and they lean more towards defense than attack power. Not a bad team, but
there are better ones around.
.............................................................................

.................................Fire Emperors..............................
You only fight these guys in the scenario mode. These guys are superior in just
about every way possible. It'll require some skill and a little bit of luck to
beat these guys.
.............................................................................


Team Total (far right stat) is the total of the team's stats, not an individual
player's statistics. Remember, just because a total is high doesn't neccesarily
mean one team is better than another.

*-Player Name-*-----Team-----*-Stamina-*-Attack-*-Defense-*-Super-*-Team Total-*
|Danpei       |Tamagawa      |   70    |   7    |   6     |  Yes  |------------|
|Ozaki        |Tamagawa      |   50    |   4    |   4     |  No   |Tamagawa    |
|Tsutomu      |Tamagawa      |   28    |   3    |   3     |  No   |ST   251    |
|Chinnen      |Tamagawa      |   35    |   3    |   6     |  No   |AP:  22     |
|Misato       |Tamagawa      |   20    |   1    |   1     |  No   |DF:  24     |
|Kenji        |Tamagawa      |   23    |   2    |   2     |  No   |            |
|Tsuyoshi     |Tamagawa      |   25    |   2    |   2     |  No   |Total: 297  |
|Yuuichi      |Super Dodge   |   60    |   6    |   5     |  Yes  |------------|
|Yuuji        |Super Dodge   |   45    |   6    |   6     |  Yes  |Super Dodge |
|Iwatani      |Super Dodge   |   30    |   3    |   3     |  No   |ST: 294     |
|Shyouji      |Super Dodge   |   23    |   2    |   3     |  No   |AP:  25     |
|Hoshi        |Super Dodge   |   25    |   3    |   2     |  No   |DF:  24     |
|Namiki       |Super Dodge   |   25    |   3    |   2     |  No   |            |
|Masaomi      |Super Dodge   |   28    |   2    |   3     |  No   |Total: 343  |
|Hidaka       |Saint Arrows 2|   50    |   6    |   5     |  No   |------------|
|Kanda        |Saint Arrows 2|   46    |   4    |   4     |  No   |St. Arrows 2|
|Uehara       |Saint Arrows 2|   28    |   5    |   3     |  No   |ST: 228     |
|Iida         |Saint Arrows 2|   26    |   3    |   4     |  No   |AP:  30     |
|Inoue        |Saint Arrows 2|   25    |   3    |   4     |  No   |DF:  27     |
|Hukudaku     |Saint Arrows 2|   30    |   5    |   4     |  No   |            |
```

Kaneko	Saint Arrows 2	23	4	3	No	Total: 285
Taiga	Saint Arrows	65	7	7	Yes	------------
Igarashi	Saint Arrows	60	6	6	Yes	Saint Arrows
Mitamura	Saint Arrows	54	3	4	No	ST: 294
Kazuhiko	Saint Arrows	38	4	6	No	AP: 30
Ryou	Saint Arrows	30	4	5	No	DF: 42
Makoto	Saint Arrows	35	3	4	No	
Kusunoki	Saint Arrows	32	3	5	No	Total: 366
Okita	Street Tigers	45	8	5	No	------------
Ichikawa	Street Tigers	38	7	4	No	StreetTigers
Yamafuji	Street Tigers	30	6	3	No	ST: 228
Sasaki	Street Tigers	28	7	4	No	AP: 48
Matsuda	Street Tigers	32	7	2	No	DF: 23
Kouno	Street Tigers	26	6	2	No	
Maetani	Street Tigers	29	7	3	No	Total: 299
Arashi	Black Armors	68	8	7	Yes	------------
Takayama	Black Armors	65	6	7	Yes	Black Armors
Yuuki	Black Armors	52	6	5	No	ST: 369
Usami	Black Armors	35	5	7	No	AP: 41
Huwa	Black Armors	56	6	4	No	DF: 39
Ogata	Black Armors	48	5	5	No	
Hattori	Black Armors	45	5	4	No	Total: 449
Sakamoto	Attackers	58	7	9	Yes	------------
Katsuragi	Attackers	54	6	8	No	Attackers
Arakida	Attackers	51	6	7	No	ST: 341
Kaoro	Attackers	48	5	7	No	AP: 41
Hayama	Attackers	43	6	8	No	DF: 61
Misaki	Attackers	45	6	7	No	
Kotouge	Attackers	42	5	8	No	Total: 443
Rikuou	Arasaki	85	9	9	Yes	------------
Koizumi	Arasaki	58	7	6	No	Arasaki
Taki	Arasaki	54	7	6	No	ST: 457
Tsunoda	Arasaki	51	7	6	No	AP: 53
Misawa	Arasaki	49	6	5	No	DF: 38
Ken	Arasaki	80	9	3	No	
Gou	Arasaki	77	8	3	No	Total: 548
Mikasa	Tamagawa OB	60	6	7	No	------------
Hiuda	Tamagawa OB	50	7	6	No	Tamagawa OB
Kazami	Tamagawa OB	42	5	7	No	ST: 340
Hijikata	Tamagawa OB	54	6	5	No	AP: 39
Hayami	Tamagawa OB	48	6	5	No	DF: 40
Kajiyama	Tamagawa OB	45	5	5	No	
Abe	Tamagawa OB	41	4	5	No	Total: 419
Gai	Fire Emperors	92	9	9	Yes	------------
Ibu	Fire Emperors	70	8	8	No	FireEmperors
Jin	Fire Emperors	75	7	8	No	ST: 528
Ishimaki	Fire Emperors	63	8	7	No	AP: 53
Chiba	Fire Emperors	82	6	9	No	DF: 56
Raiden	Fire Emperors	84	9	7	No	
Mikage	Fire Emperors	62	6	8	No	Total: 637

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WALKTHROUGH
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This part is also simplified. Just look at the team analysis for strategies. You
fight the teams in the following order:

Note that in the scenario mode you're forced to use Danpei at all times. What I
mean by "Original team members", it's the players Tamagawa team has.

```
*----Battle----*---------------------Available Players---------------------*
|Super Dodge    |Original team members                                      |
|Saint Arrows 2|The above plus Yuuichi and Yuuji                            |
|Saint Arrows  |See above                                                   |
|Street Tigers |The above plus Taiga and Igarashi                          |
|Black Armors  |See above                                                   |
|Attackers     |The above plus Arashi and Takayama                         |
|Arasaki       |The above plus Sakamoto                                     |
|Tamagawa OB   |Original team members, Yuuichi and Yuuji (others are not here) |
|Fire Emperors |All of your players, plus Rikuou                           |
*--------------*------------------------------------------------------------*
```

Strategy is usually simple, although it isn't one-dimensional. Here are some
hints to help you beat the game:

1) Know the ratio between your attack power and your targets' defense power. If
   your attack power is low, throw the ball at someone with low defense and hope
   for good luck.
2) Chances are, if the phase starts when someone with a special shot is holding
   the ball, they'll use a super card. Be ready for it.
3) Use your line cross cards wisely. I usually save these for when the other
   team is about to use a super shot or when my player's are low on stamina.
4) Don't rely on intercepting the other team's passes, even though the computer
   can pull it off wisely. You never know when they pass, and by choosing a pass
   card, you're rendered 100% vulnerable for that attack.
5) When you fight Arasaki, you're probably wondering: "Yuuichi or Yuuji? Who's
   better?" Both are nearly equal, but I'd take Yuuichi. At full health, he can
   survive Rikuou's Power Shot. Besides, with a defense rating of 6, Yuuji won't
   stand long against players with an attack power of 7 to 9.
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GAME GENIE CODE

Here's an interesting Game Genie code you should try out.

"ZUPPIL": The first six players in your lineup are Danpei, although you're 7th
          character isn't modified. This only applies to the Battle Mode,
          however, and you can have an all-Danpei team by choosing Tamagawa and
          putting Danpei in the 7th slot. In addition, each Danpei duplicate has
          Danpei's stats, and they can all use his Cannon Hawk!

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And that's all. Pretty simple, eh? Now if only I knew how to determine the
success rate at the jumping part, and when you whether you dodge or catch...then
I'd consider this whole FAQ complete.