Manual for Hakoniwa Sumo

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Contents

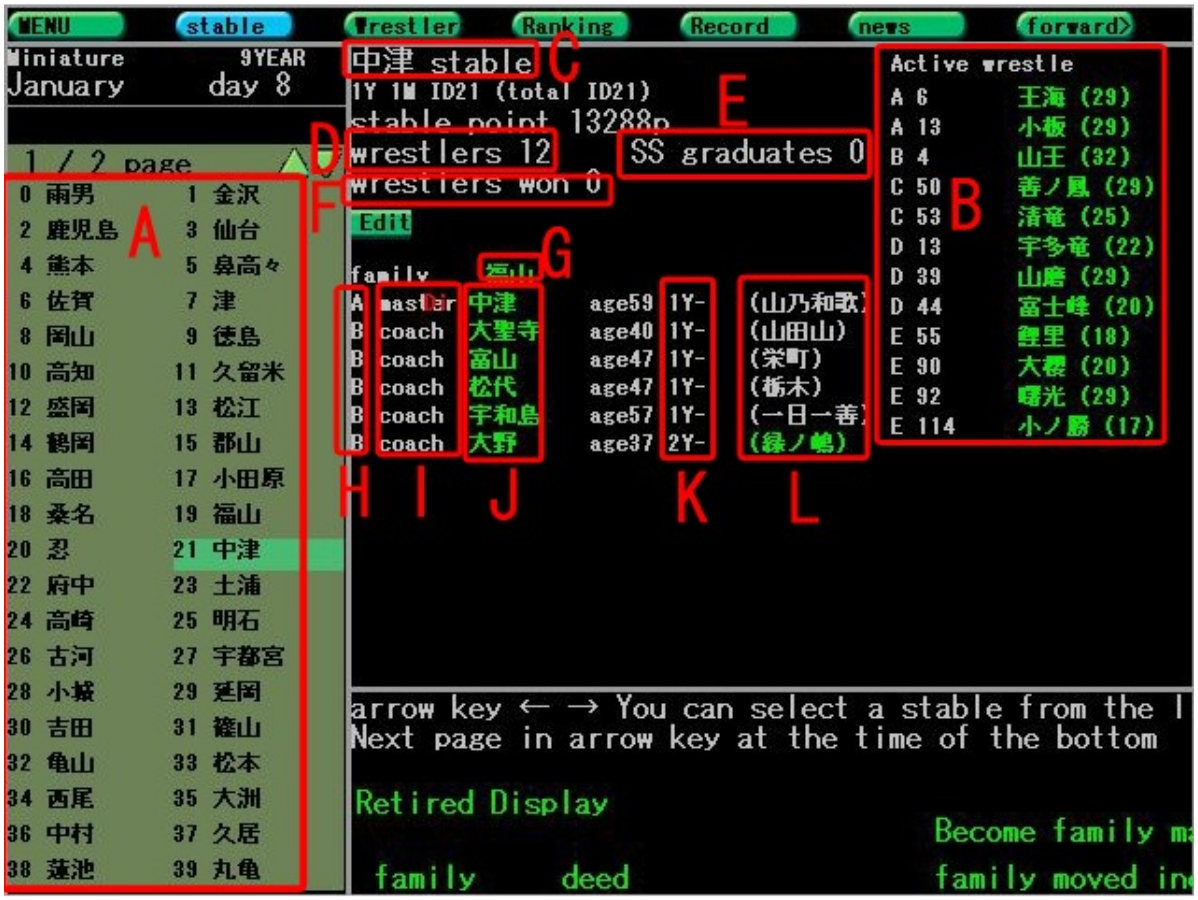
.....1
.....1
.....2
Welcome to Hakoniwa Sumo.....2
How to proceed with the game.....2
Overview.....2
Win or Lost.....2
Ranking.....2
After retirement.....2
Explanation of various screens.....3
stable screen.....3
wrestler screen.....4
family screen.....5
deed screen.....6
overview screen.....7
take a holiday screen.....8
.....8
.....8
.....8
.....8
.....8
.....8
.....8
.....8
Technique in the match.....8
Tricks (The name of the technique that won or lost).....10
Ability.....10
Conditions for acquisition and succession of deed.....12
.....12
Screen for setting detailed strategies.....13
Excessive training.....16

1. Welcome to Hakoniwa Sumo

‘Hakoniwa‘ means Miniature garden. You can create your own sumo world.
In addition, this game is a product of delusion, and it has nothing to do with real organizations or people. I'm not good at English, so sorry if I confuse you.

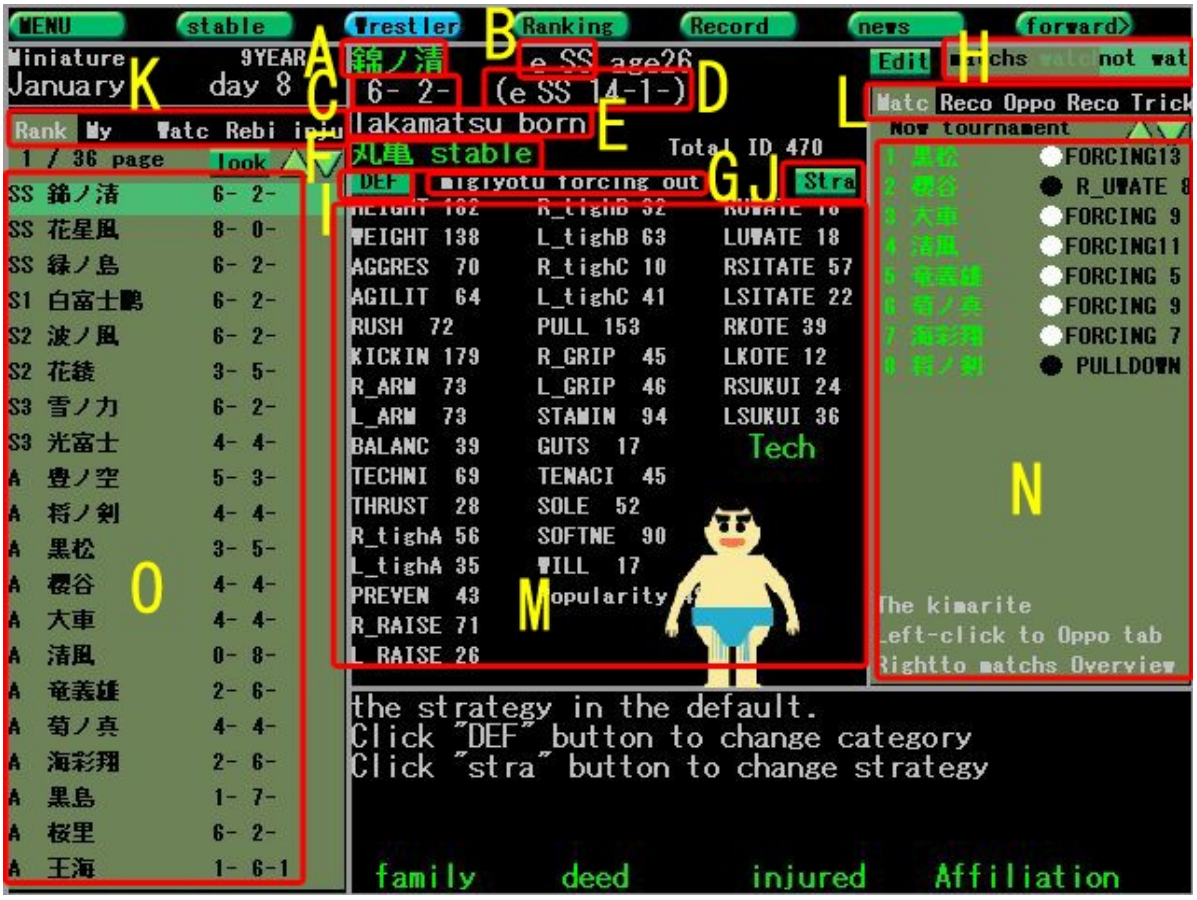
2. How to proceed with the game
   You can progress the game with ENTER key or ‘forward’ button clicking. All you can do almost is to just look.
3. Overview
   708 wrestlers are practicing daily to reach the top of the ranking. However, in this game, training is performed automatically, and abilities also grow automatically.
4. Win or Lost
   When you get out of the sumo ring or touch the ground other than sole ,you lose.
5. Ranking
   a. You should win
      The Ranking is decided based on the results of tournament 6 times a year. And the tournament has 15days. If the number of winning stars exceeds the number of losses, the ranking will generally increase. At least it won't go down. On the other hand, If the number of losses exceeds the number of wins , the ranking will decrease. The bigger you win, the bigger your ranking will go up, and the bigger you lose, the bigger your ranking will go down.
   b. SS,S1,S2,S3,A,B,C,D,E,F
      The ranking is roughly divided into six. In this game, SS,S1,S2,S3,A is the 1st division, B is the 2nd division, and the lowest is F that is the 6th division.
   c. SS and S1 are special
      To become S1, you must achieve excellent results at the last three tournament. When it comes to S1, the ranking will not drop unless you lose two consecutive tournaments.
      To become an SS, you have to get victory two consecutive tournaments in the position of S1 or obtain a result equivalent to the victory. In addition, not only the last two tournament results, but the tournament before that must also have very good results.
      Since SS is a special existence similar to God, it remains SS until it retires.
   d. Between B and C
      There is a big difference in working conditions between B and C. Wrestlers below B serve wrestlers above C.
      Wrestlers above C have 15 matches in the 15days tournament . Wrestlers below B have 7 matches in the 15days tournament.
   e. Special case
      As a special case, some wrestlers debut from C16th or D100th. They achieved excellent results in the amateur age and are expected to play an active role after joinning.
6. After retirement
   Wrestlers may be able to remain in the association as coaches. To become a coach, you must obtain a deed that represent the right to be a coach. Also you must record excellent result. There are only about 100 these deeds. Therefore, in addition to having excellent results, it is not possible to obtain a limited number of deeds without the desire and luck.
   Each of these deeds has a historical name. So when you become a coach, you have to change your name to indicate that you are a coach. And you will be aiming for the chairman this time.
   Hakoniwa Sumo also keep track of the movement around the deeds.

7. Explanation of various screens
   a. stable screen



A: List of stables. Click on the stable show the details.
B: Disciples of the stable
C: Stable's name
D: The number of belonging wrestlers
E: Number of RankSS wrestlers produced
F: Number of highest victory produced
G: Name of the family belonging to
H: Conditions for acquisition and succession of deed to be a coach
   'A': coach who has achieved Condition A
   'B': coach who has achieved Condition B
   'C': coach who has achieved Condition C
   'su': the successor to the stable
   'bo': coach who borrows the deed
   '1': Among SS, those who have an outstanding achievement can owned his stable and name the stable themselves. However, the stable will disappear When he leaves the association.
   'pe': After retirement, SS can remain in the association for 5 years and S1 for 3 years, even if he cannot obtain the deed to be a coach.
I: master or coach
J: name of the coach
K: year of named
L: wrestler's ring name used during their careers

b. wrestler screen

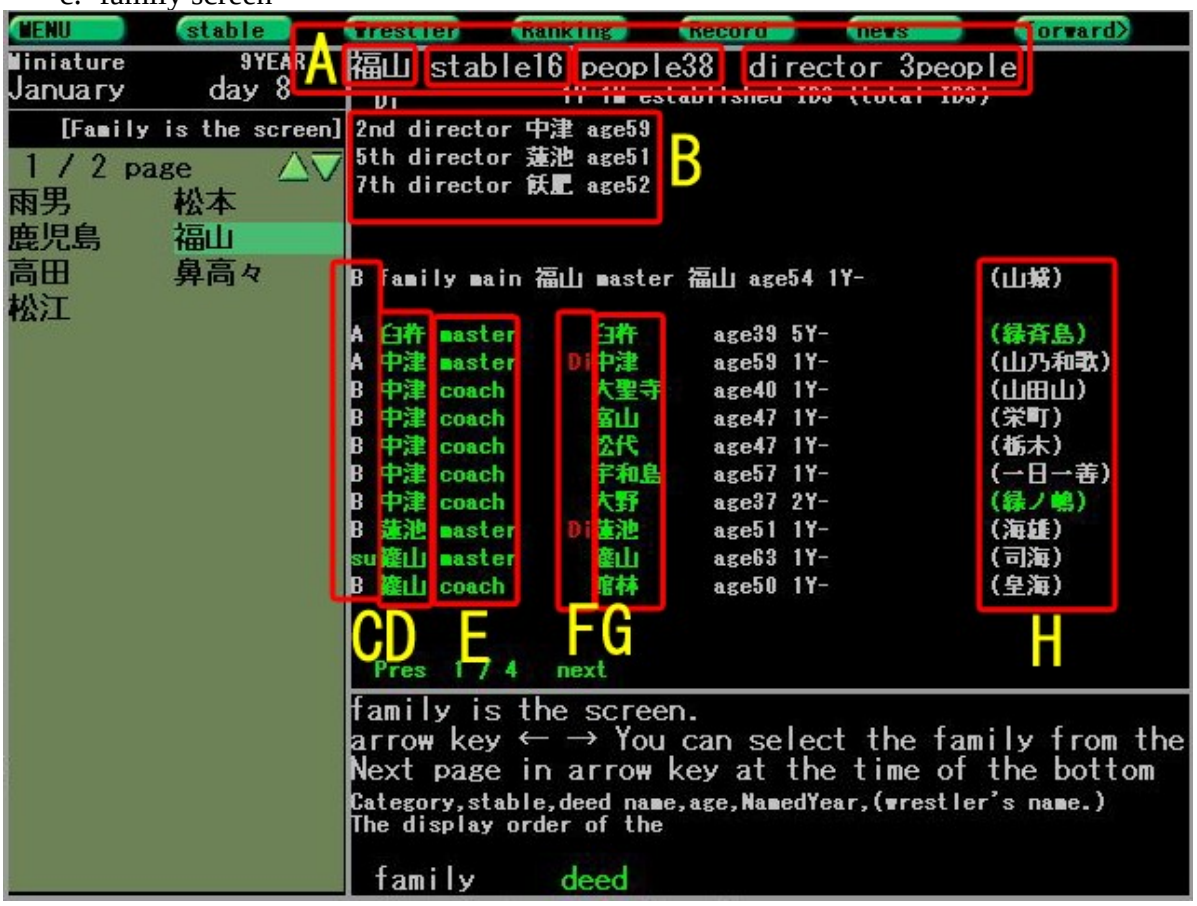


A: wrestler's ring name
B: ranking('e' means east, 'w' means west)
C: 6wins 2losses 0absent
D: in the last tournament ranking, wins, losses.
E: his birthplace
F: Name of the stable belonging to
G: Strategy set
H: watch the match or not
I: Click this button makes strategy category change
J: Click this button makes strategy content change
K: Switch display list with five types of tabs
- 'Rank': all wrestlers order by ranking
- 'My': wrestlers who belong to your stable
- 'Watc': wrestlers who you select to watch the match
- 'Rebi': wrestlers who you select to rebirth
- 'inju': wrestlers who has injured

L: Switch display list with five types of tabs
- 'Matc': 15days result at the tournament
- 'Reco': Results for each tournament
- 'Oppo': Match record for each player
- 'Reco': Various total results
- 'Trick': Percentage of each tricks

M: Ability value of the wrestler
N: Right-Click on the trick to match overview in Matc-tab
O: See K

c. family screen



A: name of the family, number of stables belonging to, number of coaches belonging to, number of directors belonging to

B: list of directors belonging to

C: Conditions for acquisition and succession of deed to be a coach

‘A’: coach who has achieved Condition A

‘B’: coach who has achieved Condition B

‘C’: coach who has achieved Condition C

‘su’: the successor to the stable

‘bo’: coach who borrows the deed

‘1’: Among SS, those who have an outstanding achievement can owned his stable and name the stable themselves. However, the stable will disappear When he leaves the association.

‘pe’: After retirement, SS can remain in the association for 5 years and S1 for 3 years, even if he cannot obtain the deed to be a coach.

D: name of the stable

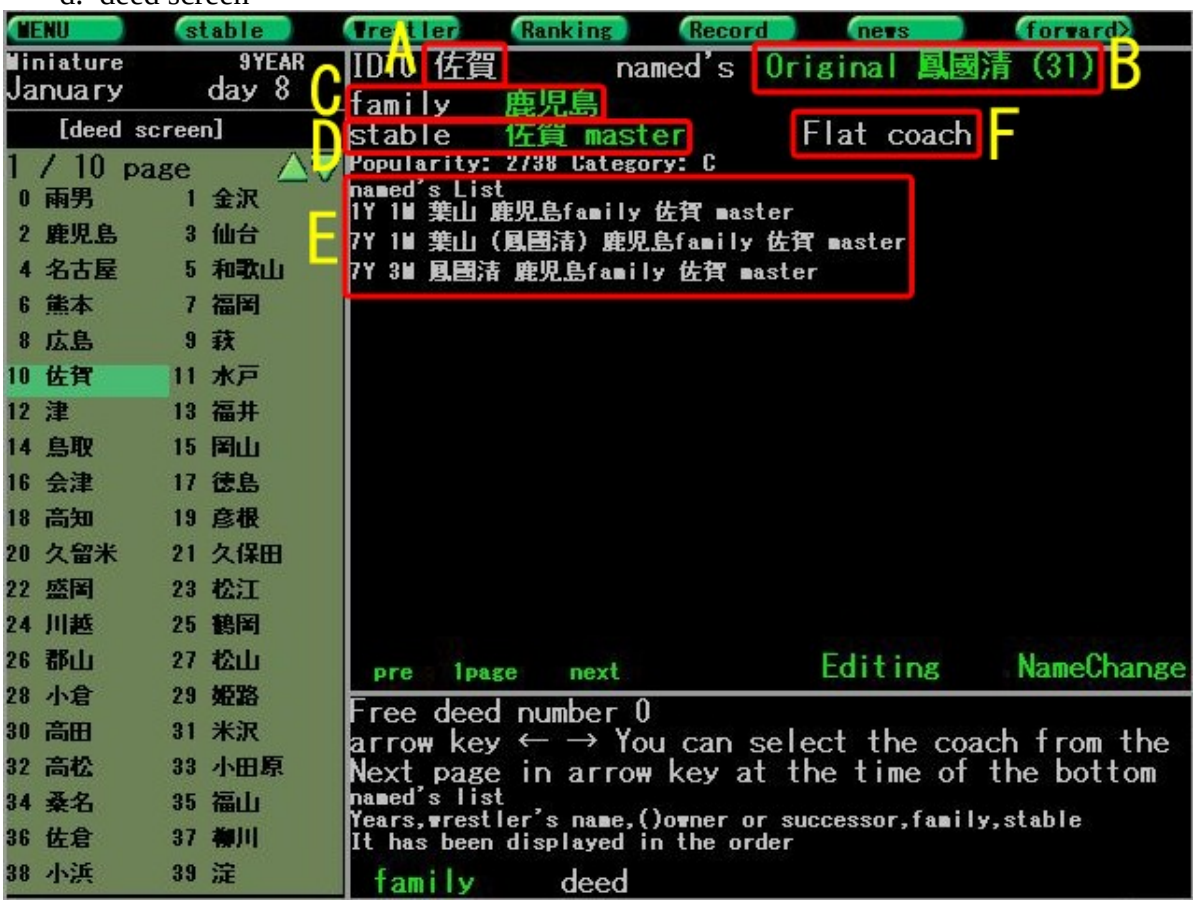
E: coach or master

F: director or not

G: name of the coach

H: wrestler’s ring name used during their careers

d. deed screen



A: name of the deed that represent the right to be a coach
B: wrestler's name used during their careers, who own the deed currently
C: Name of the family belonging to
D: Name of the stable belonging to
E: List of successive owners of the deed
F: Position in the association

e. overview screen

A: aim of the type of clinch at start

"yotu" means a clinch. "migi" means right. "hidari" means left. "soto" means outside. "moro" means both arms. "zasi" means your arm get the position between opponent's arm and opponent's body

Type of clinch:

MIGIYOTU: your right arm is between opponent's left arm and opponent's body

HIDARIYOTU: your left arm is between opponent's right arm and opponent's body

SOTOYOTU: holds the opponent's arms from outside

MOROZASI: your arms are between opponent's arm and opponent's body

B: Momentum when hitting the opponent's body at start

C: after the start Who took the lead

D: after the start the type of clinch

E: Mental condition at start

F: number of trials

waiting: The less aggressive you are, the less you will try to attack.

delay: If your agility is low, you may not be able to keep up with your opponent's movements.

tenacious: The more tenacious, Even if you are almost pushed out ,the longer it takes to be pushed out completely.

zip around: Even if you are almost pushed out, you may be able to move around and win in reverse if you have high agility.

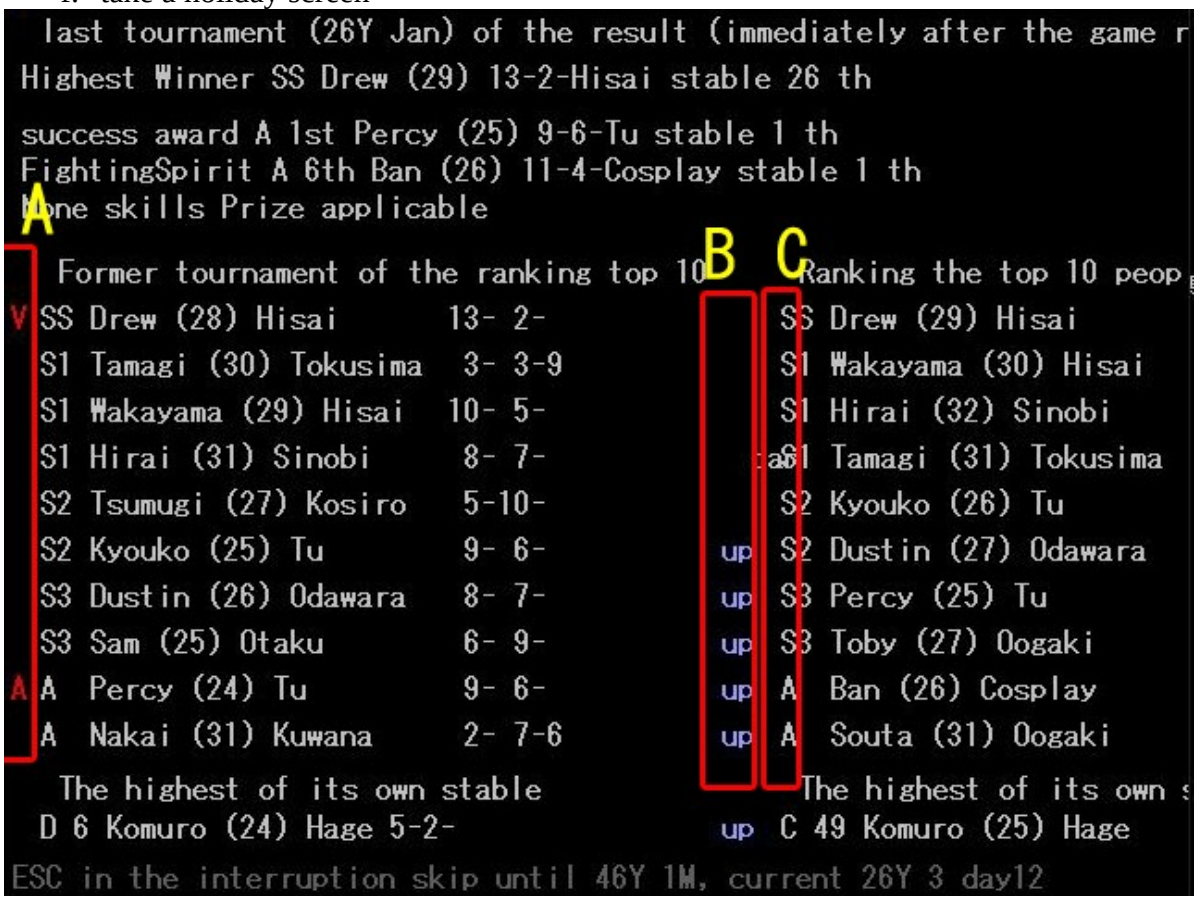
G: Strategy in the match

default strategy: Your choice of 17 default strategies

COM thought: You can choose a strategy, but it will execute different strategy that is called ‘COM thought’ depending on the value of the WILL ability. The lower the WILL value, the more likely it is to execute COM thought.

H: Click here to play a video of this match

f. take a holiday screen



A:

‘V’: Winner

‘A’: Three prize winners such as Fighting Sprits Award

‘R’: Wrestler retired at the tournament

B:

‘up’: The wrestler whose ranking went up

‘down’: The wrestler whose ranking went down

C:

‘new’: When a wrestler is promoted to S1 or SS

‘dan’: ‘kadoban’ S1. ‘kadoban’ means that losing the previous tournament, so if he loses now he will fall from S1

8. Technique in the match

a. Thrust

Push the opponent out of the ring with your arm thrusting. You can also expect the effect of raising your opponent's upper body.

b. Prevent
   Close the distance between opponent and myself by prevent from the opponent's thrust.
c. R_U_GRIP
   Grab the opponent's belt with your right hand that is outside opponent's left arm.
d. L_U_GRIP
   Grab the opponent's belt with your left hand that is outside opponent's right arm.
e. R_S_GRIP
   Grab the opponent's belt with your right hand that is between opponent's left arm and opponent’s body.
f. L_S_GRIP
   Grab the opponent's belt with your left hand that is between opponent's right arm and opponent’s body.
g. PUSH
   Push the opponent out of the ring with your whole body.
h. Maintain
   read the next move of the opponent
i. ~~R_rewind,L_rewind~~ R_re_U, L_re_U, R_re_S, L_re_S
   you will change the position of your arm between the opponent's arm and the opponent’s body to outside.
   Or you will change the position of your arm from outside to between the opponent's arm and the opponent’s body.
   R_re_U: you will change the position of your right arm between the opponent's left arm and the opponent’s body to outside.
   L_re_U: you will change the position of your left arm between the opponent's right arm and the opponent’s body to outside.
   R_re_S: you will change the position of your right arm from outside to between the opponent's left arm and the opponent’s body.
   L_re_S: you will change the position of your left arm from outside to between the opponent's right arm and the opponent’s body.
j. R_UWATE
   You will throw your opponent with your right arm having grabbed the opponent's belt . Your right arm is outside the opponent's left arm at that time.
k. L_UWATE
   You will throw your opponent with your left arm having grabbed the opponent's belt . Your left arm is outside the opponent's right arm at that time.
l. R_SITATE
   You will throw your opponent with your right arm having grabbed the opponent's belt . Your right arm is between the opponent's left arm and the opponent’s body at that time.
m. L_SITATE
   You will throw your opponent with your left arm having grabbed the opponent's belt . Your left arm is between the opponent's right arm and the opponent’s body at that time.
n. R_KOTE
   You will throw your opponent with your right arm not having grabbed the opponent's belt . Your right arm is outside the opponent's left arm at that time.
o. L_KOTE
   You will throw your opponent with your left arm not having grabbed the opponent's belt . Your left arm is outside the opponent's right arm at that time.
p. R_SUKUI

You will throw your opponent with your right arm not having grabbed the opponent's belt . Your right arm is between the opponent's left arm and the opponent’s body at that time.

q. L_SUKUI
You will throw your opponent with your left arm not having grabbed the opponent's belt . Your left arm is between the opponent's right arm and the opponent’s body at that time.

9. Tricks (The name of the technique that won or lost)
   a. THRUST
   You got your opponent out thrusting.
   b. FORCING
   You got your opponent out forcing.
   c. R_UWATE, L_UWATE, R_SITATE, L_SITATE, R_KOTE, L_KOTE, R_SUKUI, L_SUKUI
   See ‘Technique in the match’.
   d. PULLDOWN
   Dodge the opponent's power well and put the opponent on the ground.
   e. PUSHDOWN
   Push your opponent and put the opponent on the ground.

10. Ability
   a. HEIGHT
   Those with a higher height are more likely to be "SOTOYOTU". Shorter people are more likely to be "MOROZASI".
   b. WEIGHT
   Too much weight reduces agility
   c. AGGRES
   Aggressiveness
   The higher this value is, the more you attack, unaware of what your opponent is doing.
   d. AGILIT
   Agility
   The higher this value, the more attacks you can make. A quick move may call for a reversal victory.
   e. RUSH
   Power to move forward at start
   f. KICKIN
   Power to kick the ground
   This value is relevant not only when pushing the opponent, but also when throwing.
   g. R_ARM
   Right arm strength
   h. L_ARM
   Left arm strength
   i. BALANC
   Balance
   The higher this value, the less likely you are to be thrown. Also, the higher this value, the more likely it is that the throwing technique will be successful.
   j. TECHNI
   Techniques at start

The higher this value, the easier it is for the aim of clinch type. You can also take a lower posture than your opponent. It is important to take a lower posture in sumo.

k. THRUST
Try to push out the opponent by thrusting with both arms.

l. R_tighA
Prevent your opponent's left arm from getting between your right arm and your body

m. L_tighA
Prevent your opponent's right arm from getting between your left arm and your body

n. PREVEN
Prevent the attack by pushing the arm of the opponent from below
The higher this value, the closer you can be to the opponent.

o. R_RAISE
Raise your right elbow inside your opponent's left arm to disable the opponent's left arm
The higher this value is, the stronger the opponent can be pushed in MIGIYOTU or in MOROZASI.

p. L_RAISE
Raise your left elbow inside your opponent's right arm to disable the opponent's right arm
The higher this value is, the stronger the opponent can be pushed in HIDARIYOTU or in SOTOYOTU.

q. R_tighB
Hold your opponent's left arm between your right arm and your right belly from below
The higher this value is, the stronger the opponent can be pushed in lower posture and in HIDARIYOTU or in SOTOYOTU.

r. L_tighB
Hold your opponent's right arm between your left arm and your left belly from below
The higher this value is, the stronger the opponent can be pushed in lower posture and in MIGIYOTU or in SOTOYOTU.

s. R_tighC
Hold your opponent's left arm between your right arm and your right belly from above
The higher this value is, the stronger the opponent can be pushed in higher posture and in HIDARIYOTU or in SOTOYOTU.

t. L_tighC
Hold your opponent's right arm between your left arm and your left belly from above
The higher this value is, the stronger the opponent can be pushed in higher posture and in MIGIYOTU or in SOTOYOTU.

u. PULL
Pull the enemy's body toward you using your hand having grabbed opponent’s belt
he higher this value is, the stronger the opponent can be pushed.

v. R_GRIP
Right grip
It is easier to grab the belt.

w. L_GRIP
Left grip
It is easier to grab the belt

x. STAMIN
Stamina

y. GUTS
The posture will not be raised even if the opponent thrust with both arms.

z. TENACI

Tenacious
Even if you are driven into the ring, you won’t get out of the ring.

aa. SOLE
Sole of foot not to be slippery on the ring
The higher this value, the less likely it is to slip on the soles of the feet.
If you try to force your opponent out without grabbing his belt, you may slip the soles of your feet.

ab. SOFTNE
Softness of the body
The higher this value, the more the opponent's momentum will be absorbed.

ac. WILL
Will strength
This value is only relevant to the choice of strategy. You can choose a strategy, but it will execute different strategies depending on the value of the WILL ability. The lower the WILL value, the more likely it is to execute another strategy.

ad. RUWATE, LUWATE, RSITATE, LSITATE, RKOTE, LKOTE, RSUKUI, LSUKUI
See ‘Technique in the match’

ae. Popu
Popularity
The higher this value, the easier it will be to succeed after retirement.

11. Conditions for acquisition and succession of deed

a. Condition A
Not only can the stable be inherited, but a new stable can also be established
If any of the following apply:
・Highest rank is above Rank S2
・Play in above Rank A is above 24 tournaments
・Play in above Rank B is above 59 tournaments

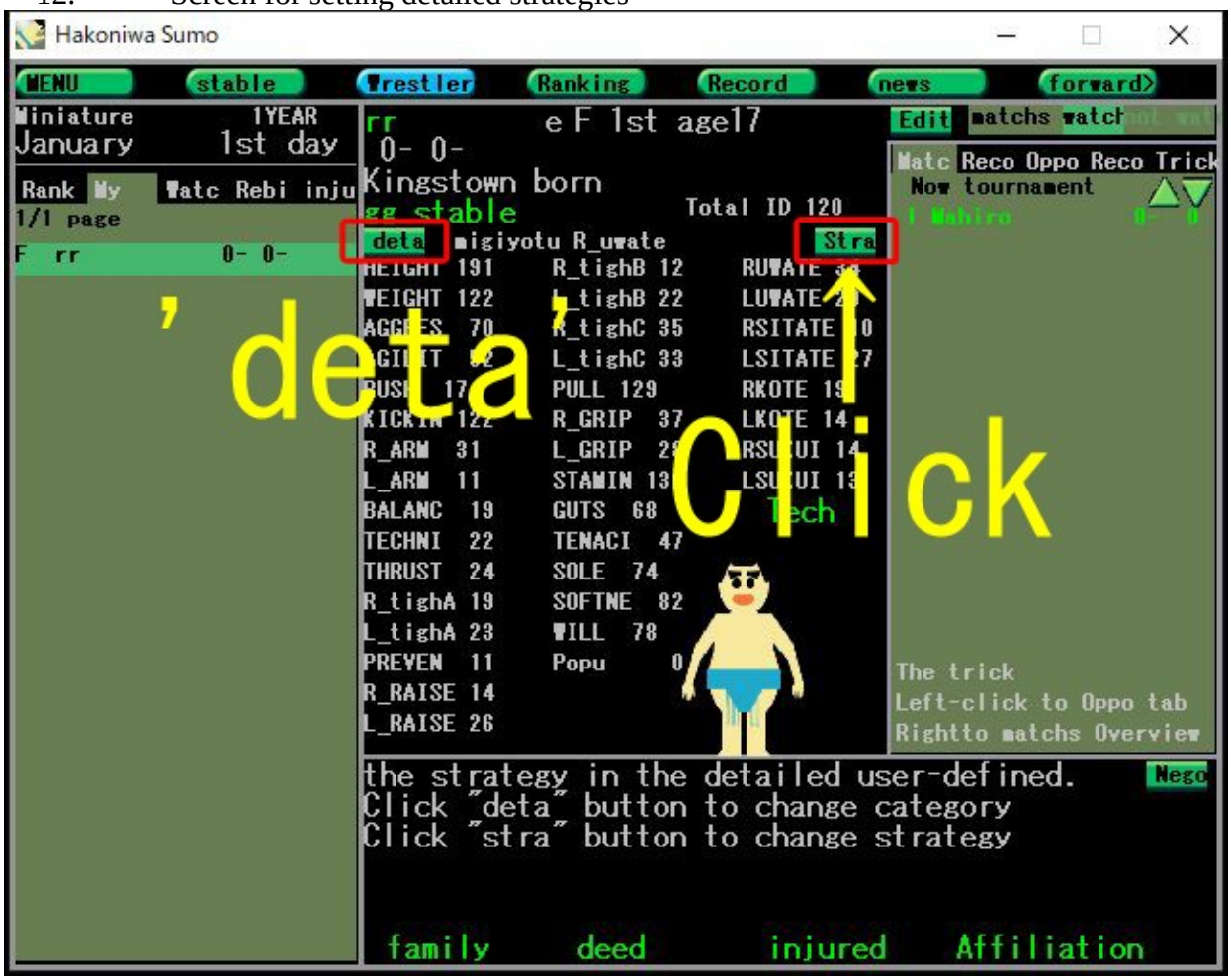
b. Condition B
Can the stable be inherited
If any of the following apply:
・Highest rank is above Rank A
・Play in above Rank B is above 19 tournaments
・Play in above Rank C is above 29 tournaments

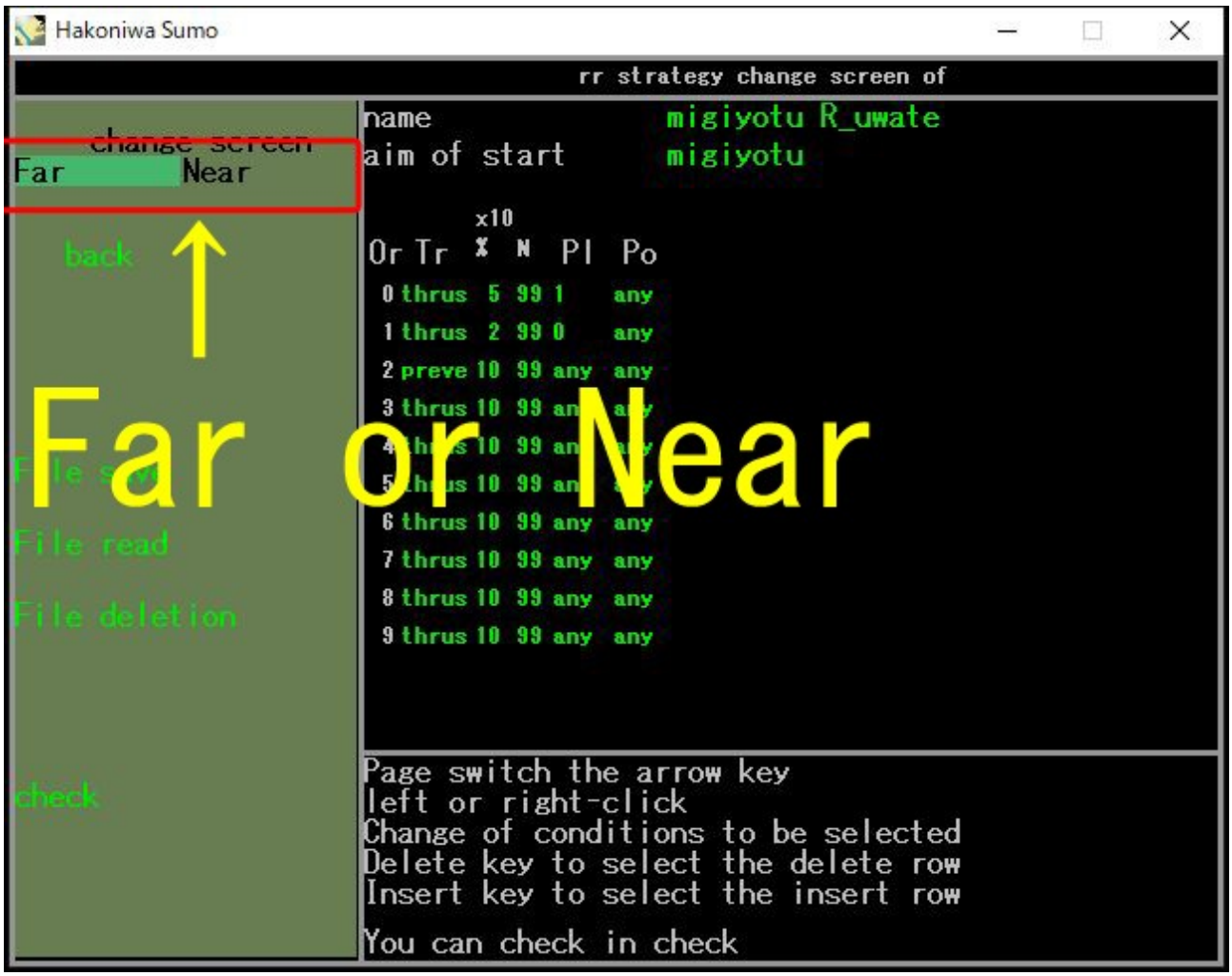
c. Condition C
In addition to Receiving nomination as a successor from the master of the stable, and any of the following apply:
・Play in above Rank B is above 11 tournaments
・Play in above Rank C is above 19 tournaments

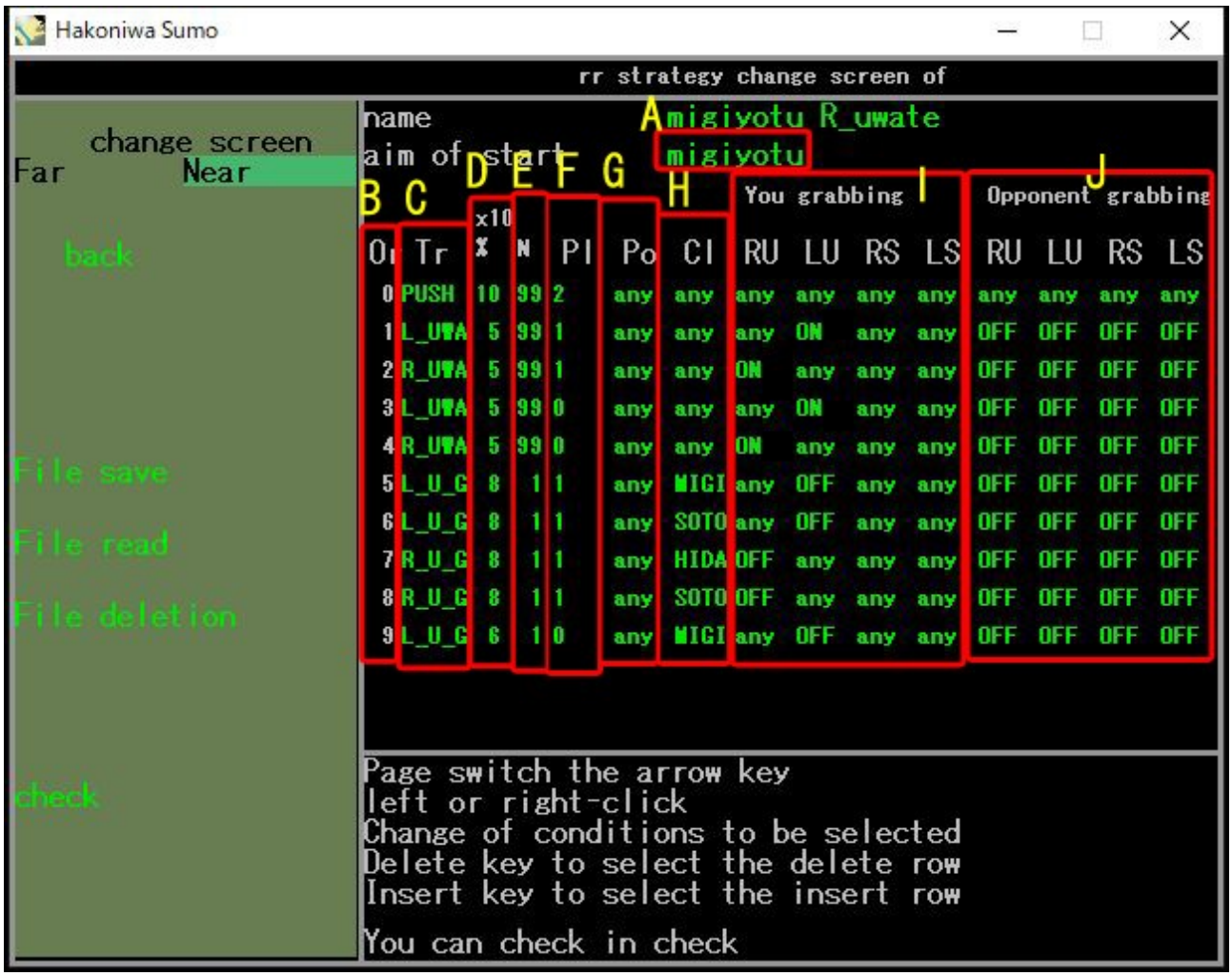
d. Right to be coach for a limited time
After retirement, SS can remain in the association for 5 years and S1 for 3 years, even if he cannot obtain the deed to be a coach.

e. Outstanding achievement
Among SS, those who have an outstanding achievement can owned his stable and name the stable themselves. However, the stable will disappear When he leaves the association.

12. Screen for setting detailed strategies




Hakoniwa Sumo
rr strategy change screen of
change screen
Far
Near
back
name
migiyotu R_uwate
aim of start
migiyotu
x10
Or Tr % N Pl Po
0 thrus 5 99 1 any
1 thrus 2 99 0 any
2 preve 10 99 any any
3 thrus 10 99 any any
4 thrus 10 99 any any
5 thrus 10 99 any any
6 thrus 10 99 any any
7 thrus 10 99 any any
8 thrus 10 99 any any
9 thrus 10 99 any any
Far or Near
File read
File deletion
check
Page switch the arrow key
left or right-click
Change of conditions to be selected
Delete key to select the delete row
Insert key to select the insert row
You can check in check



A: thrust, migiyotu, hidariyotu, sotoyotu, morozasi
B: Or: Row numbers indicate the order of judgment
C: Tr: Technique name to select (See ‘Technique in the match’)
D: x10%: Probability of executing the instructions in that row
1: 10%
10: 100%
E: N: Maximum number of times to execute the instructions in that row
F: Pl: Position on the ring
-2: Position just before being pushed out of the ring
-1: Position being pushed a little
0: Position of the center of the ring
1: Position pushed in a little
2: Position just before pushing the enemy out of the ring
G: Po: Body posture
low: Posture that you are lower
l_s: Posture that you are lower OR Same
same: Same
h_s: Posture that you are higher OR Same
high: Posture that you are higher
H: Cl: Clinch
MIGI: migiyotu
HIDA: hidariyotu

SOTO: sotoyotu

MORO: morozasi

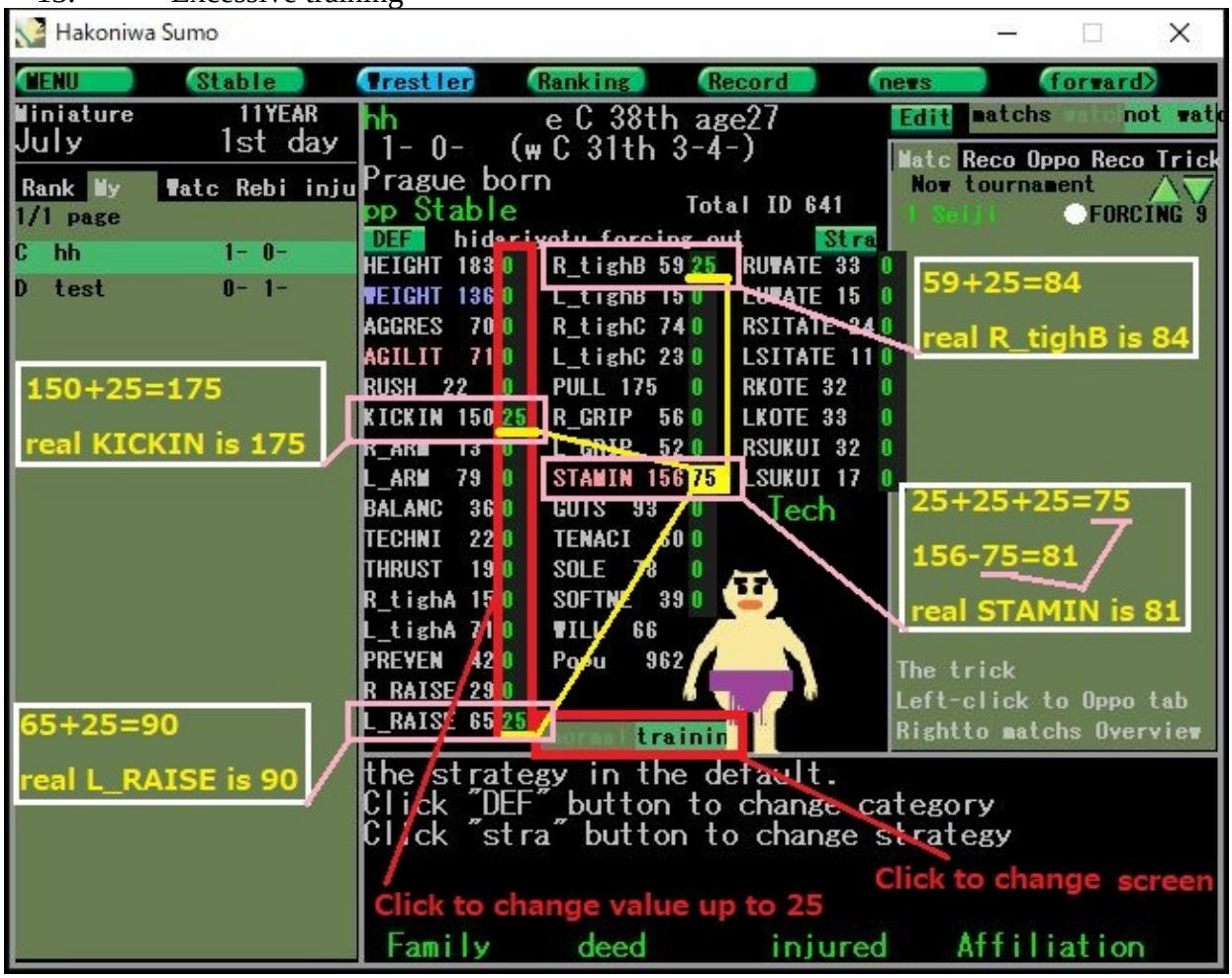
I: Whether you grab the belt

RU: ‘Right Uwate’ Your right arm outside opponent’s left arm is grabbing opponent’s belt

LU: ‘Left Uwate’ Your left arm outside opponent’s right arm is grabbing opponent’s belt

RS: ‘Right Sitate’ Your right arm between opponent’s left arm and opponent’s body is grabbing opponent’s belt

LS: ‘Left Sitate’ Your left arm between opponent’s right arm and opponent’s body is grabbing opponent’s belt

J: Whether your opponent grab the belt

13. Excessive training